8   Skill Introduction

Character Points
This is the cost in Character Points (CP) that a character must spend in order to learn a skill. Many skills can be purchased more than once.

Starting Skill Points
All new players will begin play with **250 points** to purchase skills. Don't expect to have all the skills you would like to have on the first event. Cottington is about your growth as well as the growth of the town, and your character will learn plenty of new things over time.

Refresh, or Recovery Times
All skills have a recovery time. There are five increments: Instant, Encounter, Twilight, Event, and Between Event

Instant Skills have no recovery time. These include things like swinging a sword, searching a body, or using first aid. You automatically have these skills, and any restrictions on use are described in the skill description.

Encounter Skills cost a point of Skill to use (see below), and all Skill Points refresh with fifteen minutes of "Well Rest." See the "Well Rest Action". Well Resting is not an in game action and is not interrupted by effects that prohibit in game actions (such as drain and the like), but must be done outside of combat in a safe place. See the Well Rest action in Chapter 12.1 for more on "Well Rest."
Some skills or abilities last "***until the player Well Rests or until the end of an encounter.***" These skills last until they are used, until the character rests for fifteen minutes, or until the current encounter comes to an end.
Please understand and honor the intent behind this duration modifier.

Twilight Skills typically DO NOT cost skill points to use. (This is different from Cottington Woods 1). They require more skill than Encounter Skills, and so need to be purchased more than once. The number of times you purchase the skill equals the number of times you can use that skill during a Twilight period. Twilight skills reset three times during a weekend event – once after sleep on Saturday morning, once when the dinner bells rings on Saturday night, and once after sleep on Sunday morning -- thus meaning you can use a Twilight skill up to 4 times an event, per time bought. Purchasing a Twilight Skill three times means you may use that skills up to three times between those reset times. Some Twilight skills have a restriction on the number of times you can purchase it.

Event Skills are fatiguing or require extensive mental or physical preparation. They do NOT typically cost Skill Points (though there are exceptions), but may only be used once per event, per time purchased.

Between Event Skills may not be used during an event, and may be used between events only once for each time that skill is purchased. Many information skills are Between Event Skills. A character is limited to using only three Between Event Skills at a time.

Prerequisites
Some skills require an understanding of other skills before they can be learned, or are only available to certain races or headers.

Restrictions
Some skills have restrictions on how many times or even when they can be purchased. The game is considered to have three seasons, normally consisting of of four events. For Cottington Woods 2, Season 1 is Events 1-6 (2020-2021); Season 2 is Events 7-10 (2022), and Season 3 is Events 11-14 (2023).

Skill Points
Some skills require that the character spend a Skill Point in game to perform them. Encounter Skills and Twilight Skills typically use Skill Points, but there are exceptions, and it is the player's responsibility to keep track of his remaining points and which skills require them.

Characters are limited in the max total number of Skill Points they can have, regardless of the type of Skill Point you have. Thus, if the limit is "5" you could have 5 Endurance skill points, or a combination of 3 Endurance and 2 Magic Skill points.

Notes

Any other pertinent information about the skill will be listed here.

ACCELERANT Core Rules

Please review and be familiar the Accelerant Core Rules document.

Cottington Woods is an Accelerant game and follows the Core Accelerant Rules (currently v.6.2.4 as of this publication). These rules are detailed in Part 5 of the rules for those not already familiar with them.

The Accelerant System is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this, a set of Core Rules defines all of the effects of the game and basic interactions. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Where Cottington deviates from Core Rules is detailed in Section 9: "**Rules Specific to Cottington Woods.**"

A Reminder About Special Traits.

Skills **_do not work_** against a Special Trait, unless **_explicitly called out_** in the skill description.

Thus, if the skill says, "You may call Resist against any one attack," you may call Resist against an attack **UNLESS** the attack is by a Special Trait. If the skill says, "You may call Resist against any one attack, including by Doubt" you may then call "Resist" if struck by an attack "by Doubt." (See below for Trait categories, and for Special Traits).

Most skills that give an Avoid, Parry, Resist, Shield, Guard, Elude, or Reflect effect will allow the ability to defend against the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. Exceptions will be given in the skill descriptions.

Traits

Core Accelerant rules define Traits into categories (Elemental, Mental, Metabolic, Physical, Special, Bane, and Self. It is important to know which effects belong to each category, as some skills affect Categories and, other than the exceptions listed above, skills do not work against a Special Trait unless explicitly called out in the skill description):

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.
In *Cottington Woods*, this also includes **Metal**.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will

work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

In *Cottington Woods*, **Madness** is considered a **Special Trait**, and not a Mental Trait.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any ofthese traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

In *Cottington Woods*, this also includes **Acid** and **Metal**.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, **Blessing, Curse, Light, Madness, Magic, Malediction,** and **Shadow**. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing (though if you an imply an appropriate roleplay for the effect, please do so); you will suffer the effect of a Special attack immediately.

In *Cottington Woods*, additional Special Traits include (but are not limited to): **Blood, Corruption**, **Craft**, **Dreaming**, **Doubt**, **Fairy Magic**, **Faith**, **Fascination**, **Glamour**, **Horror**, **Illusion**, **Imagination**, **Influence**, **Insanity**, **Madness**, **Magic**, **Massive**, **Nightmare**, **Peace**, **Permanent**, **Threshold**, and **Unconscious**.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately. Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

8a   Character Points

Character Points represent a character's experience and training. Character Points are used to purchase skills.

In *Cottington Woods*, Character Points are tied to the Player, not the Character. This means if your character dies, or you decide to bring in a new character at an event, your CP total will be the total you have earned during the running of Cottington Woods. You will not start back at the character starting base.

Starting Character Points: 250

Initial Bonus CP that can be earned:
> **+25 CP** for **Approved Character History at least** 2 weeks before your First Event
>> * This may only be earned once per *player*, your CP stays with the Player, not the Character
>> * You **must have an approved history to play Cottington Woods**, but if you submit your character history in advance of the 2week deadline, you will receive this bonus
> **+5 CP** for providing **a Picture of your Character**
>> * This will not be posted anywhere except within a book in Monster Camp to be used by Staff to help NPCs identify characters when we send them out to find you

Cottington Woods 2 Campaign Beginning, Bonus CP offers:
> **+10 CP** for submitting an **Initial Character Concept** by **1/31/2021**
> *(Concepts are not full histories, but your initial idea for plot approval and feedback)*
> **+10 CP** for submitting your **full Character History** by **3/1/2021**
> *(this is in addition to the +25 for submitting by 2 weeks before your first event)*

Starting CP Cap: 350
> * The CP cap raises every event: by 30 CP for One-Day events, and by 60 CP for Weekend Events.
> * CP cap ensures that players with means don't far outpace other characters. CP earned over cap are held until the cap raises. You never lose CP, though you are welcome to transfer unused CP to another player if desired.

CP Earnings Per Event:

> **Event Attendance:**
>> **+10 CP** for a Full Weekend Event**, +5 CP** for a One Day Event

> **Submitting a PEL** (Post Event Letter), ie Session Summary:
>> **+10 CP** for a Full Weekend Event;**+5 CP** for a One Day Event

> **Clean-Up & Setup: (***this is an increase over CW1 & Tales***)**
>> **+10 CP** for a Full Weekend Event;**+5 CP** for a One Day Event
>> *we will have sign-up sheets for clean-up and setup. Please help us with these chores so all can go home!*

> **+10 CP** for **Bitter End CP**
>> *this is in addition to cleanup CP, and is earned by staying to clean up until the last Staff member leaves*

Other Ways to Earn CP in Cottington Woods:

> **DONATIONS!!**: amount varies per donation, but you will receive CP for providing Donations to our game.
>> *Donations will be posted on our website and on our player list*
> **+5 CP** for **Early Event Registration** (when offered)
> **+5 CP** for **Referring an NPC** to Cottington Woods **for every event they NPC**
>> *You will receive +5 CP every event they attend, as well as a bonus +5 CP on their second event*
> **NPCing** - Accelerant Games or LARPs with whom we have an exchange (see website),
>> capped at 80 per year (to match what you would earn PCing Cottington Woods):
>> *5-10CP for Attendance, 2.5-5 CP for PEL, 2.5-5 CP for Cleanup; 1 CP in most games = 5 CP in CW2*

9 Rules Specific to Cottington Woods

Encounters and Resting

Much of Cottington Woods is designed around the idea of an "Encounter" (or "Scene"), which is generally one battle or module. Skill Points and other Encounter-based abilities refresh only when fifteen minutes have gone by without any action ("Well Resting") in a non-combat/safe place. On occasion, an NPC bringing you to a module may say that you look "Well Rested" to indicate that you do not need to rest before going on the module. A few beneficial Imbues also have a duration that is restricted to the current Encounter. These abilities expire once the Encounter ends, and you cannot extend the duration by (for example) fabricating fights.

Twilight

In Cottington Woods, there is a concept of "Twilight" period, which is generally "from dawn to dusk" or "dusk to dawn." In practicality, it is expected to be "Game Beginning till you go to bed," "Wake up on Saturday till Dinner hour," "Dinner hour till you go to bed," and "Wake up on Sunday till game ends."

By Massive

Damage "by Massive" represents blows too powerful to be blocked by any ordinary weapon. ALL weapon and shield skills in Cottington Woods include a restriction that they cannot be used to block damage "by Massive" - if they do, the wielder takes that damage instead. There are some special skills that may allow a character to block Massive attacks - if they do, they will call "Block Massive".

Anathema Frenzy

Just as demons seek to sow destruction at every turn, things of the Written World cannot abide the presence of a demon. Even the most kind-hearted creature of the Word will seek to undo a thing of Anathema, bringing to bear every weapon available.

If at any point you hear the call "Inflict Anathema Frenzy," you will know you are in the presence of a demon and will seek to bring that creature to a swift end. You will feel an animal hatred, will want to tear at it with your bare hands until you make it go away, but unlike a normal frenzy, you may act with some common sense and an interest in self-preservation. Thus, if you are a healer, you may heal your allies instead of attacking the offending creature. If you are outmatched, you may run. But it is alien, incomprehensible, and absolutely anathema. You feel an unreasoning loathing toward the thing, and while in its presence you will be unable to parlay or feel any sympathy for it.

There may be occasions when you encounter a thing of Anathema and this call is not made. In those cases, you should still feel that you are in the presence of something that is profane, but you do not feel the need to eradicate it outright.

Comatose

After one minute of being Unstable, you may choose to become Stable rather than dying. This choice is entirely optional, and is an out-of-game decision. If you do, however, you acquire the trait "Comatose". While you have this trait, you remain at 0 Vitality, and will not naturally recover to 1 Vitality.

The "Comatose" trait is removed once you have received a total of 10 points of Healing. The tenth point will restore you to 1 Vitality, and remove the Comatose trait. Until that trait is removed, any Healing you receive goes towards removing the Comatose trait - your Vitality will not increase until it is removed. A "Cure Comatose" call will immediately restore you to 1Vitality and remove the trait.

In any case, when you lose the Comatose trait, you are drained, and must rest five minutes to remove this effect.

Damage taken does NOT count against this Healing, though it can render you Unstable. If you become Unstable again while already Comatose, you will die after one minute, and cannot choose to become "Comatose" again.

A player may choose at any time to die rather than to remain in a coma.

NEW Attack Effect: Dispel (Inflict Banish)

For Cottington Woods, the call "Inflict Banish" has a special effect. It should be preceded by "Inflict" but in the case where you here "Banish by <Trait>" please take it as if it were called "Inflict Banish by <Trait>." You will see this recorded as a "0 point skill" on your character, to conform to Accelerant rules.

Banish is equivalent to "Death" in its effect, but the difference is profound: while Death is either the killing or ending of the object of the Death effect, a Banish instead implies that the creature or object struck with the Effect

has been dispersed or banished back to whence it came. It has not been killed or destroyed, but merely sent away. Note that this is often delivered with a "TO" call and targets specific traits when used.

This generally has no noticeable effect on an individual unless you have the Dream, Elemental, Spirit, or Demon/Anathema, or in some rare cases, the Fairy, trait. It is possible you may enter an area where it may affect you (such as PCs in the Slumberlands); in which case a tag will be present to explain the effect.

If you are struck with this and have the Figment trait, this will "banish" you from the dreamscape or disperse you among it and is otherwise like a Death effect, except that you immediately go to Spirit and depart the encounter. If you have the Sandman or Dream trait but NOT Figment (ie, most PCs in the Slumberlands), treat this as a Stun by Imagination effect. You may use appropriate defenses against it.

If you have the Elemental Trait, the Spirit Trait, Demon/Anathema trait, or in some rare cases the Fairy trait, and are not Living/Mortal (ie, NPC Elementals/Spirits/Demons), this will also banish you from the area; go immediately to Spirit and depart the encounter.

NEW Effect: Influence (Imbue/Inflict Influence)
if you take an "Inflict Influence" effect, you will be inclined to treat the person who placed this upon you with great trustworthiness and take their words with greater weight than you might otherwise, even if you do not know them particularly well. If the effect is cured, you will be aware that there was some magical influence upon you, but it doesn't necessarily cause you to turn on the inflictor (the influence is subtle). You may react as appropriate to your character. This would not cause you to do anything your character would not normally do, or force you to believe obvious lies (unless your character would do such a thing). This is intended mostly for use on NPCs, but it is possible for PCs to be influenced as well.

NEW Effect: Peace (Imbue/Inflict Peace)
If you hear an effect that imbues/inflicts the "Peace" trait, or hear an Imbue/Inflict Peace, you will be disinclined to engage in violence and will not initiate an attack unless attacked first. This is most often delivered by Bards and lasts for the duration of the song/performance/etc. that imbued the trait, but could appear in other ways.

NEW Effect: Illusory Trait
If you hear a call "by Illusory {Trait}" your character will SEE whatever the Trait is, but is actually affected "by Illusion." Only defenses against Illusions will work against attacks delivered "by Illusory {Trait}."

NEW Character Trait: Departed
Those who have died and gone beyond the five-minute death count gain the "Departed" trait until they resurrect. Those who are Departed cannot be brought back to life with a Remove Death or other Life spell.

NEW Character Trait: Unconscious
In Cottington, Unconscious is also a trait that you gain while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. There are some skills that affect Unconscious characters. For example, if you are Stable and receive a "Heal 1 to Unconscious" you will be at 1 Body and wake up, losing the Unconscious trait (just as if you had received a normal point of healing), but this call would have no effect if you were already conscious. If you are Unstable and receive a Heal 1 to Unconscious, you will become Stable but are still unconscious and have 0 Body. You will need another point of healing or to rest for 5 minutes to be at 1 Body and conscious. A Cure Unconscious Trait/Cure Unconscious would put you at 1 Body and wake you up, causing you to lose the Unconscious trait, even if you were Unstable.

NEW Effect Trait: Metal
For Cottington Woods, the trait "Metal" is considered to be both a Physical and an Elemental trait, and is *not* a Special Trait. Thus, if you are struck with a "Root by Metal" skill, a "Cure Physical" or a "Cure Elemental" skill will Cure it.

NEW Trait: Haunting
If you obtain the Haunting Trait you will become a part of the story being told by whatever force it was that granted that trait to you. Typically, you will become part of the vision or "reality" of whatever force it was that granted you the trait. Typically, but not always, this effect is temporary. While you are haunted, any effect you take remains with

you when the trait is removed. Any skill you expend while haunted is expended, and you do not get it back when you return from the haunted state. If you die while haunted, you die.

NEW Trait: Story

It may happen that you are granted the Story Trait. If this occurs, your character will be hearing a story, but you, the player, will take on the role of someone in that story, and you will act it out. Unless instructed otherwise, the character you are playing in the story will have access to all of your skills.

> The events in the story did not happen to your character.

> When you return from the story, it will be as if anything that occurred during the telling of the story happened to someone else. Any items you discovered during the story must be left behind, but any damage taken or skills used during the story were not actually expended.

NEW 0 POINT SKILL: Unseen Things in the World (YOU CAN'T SEE THIS)

If you encounter a PC or NPC with either PURPLE GLOWSTICK/GLOWBANDS on their arms and head, or a white, purple and orange bands on their arms and head, this is to indicate that they are either invisible or not there. Though we realize it is hard to ignore, we trust you can all pretend as if the NPC/PC is not present.

NEW 0 POINT SKILL: Unseen Things in the World (You See This, But They Don't See You)

If you encounter a PC or NPC with either BLUE glowsticks/glowbands on their arms and head, this is to indicate that you are witnessing a vision, a story, a dream, a memory, or something else that allows you to see and hear the NPCs/PCs with the bands, but they cannot see or hear you. If you are witnessing a story or memory and the Blue Bands are not present, it means you can interact with the people present and they will see/hear/react to you.

Clarification: Influence Tokens

Once an Influence Token has been placed on the Merchant Board, the only person who can move or remove that token is the person who placed it.

Clarification: Entering and Exiting the Slumberlands

If at any point you hear or see on a tag "(Ambient) Imbue/Inflict by <Trait>: Enter the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Enter the Dreamscape" this indicates that you have entered the Slumberlands and are no longer in the waking world. The Trait often provides some context of how you are entering. Most often, this will be by Imagination or Dream. Nightmare would indicate that the area of Slumberlands you are entering is strong in nightmares. Other traits may be used at times.

> If you enter the Slumberlands, you immediately gain the Dream trait, if you do not already possess it.

> Conversely, if you hear "(Ambient) Imbue/Inflict by <Trait>: Exit the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Exit the Dreamscape." Similarly, the trait may indicate the manner in which you exit. This will most often be Imagination or Dream. If you hear "Awaken" as a trait, this often indicates because someone or something has woken you up.

> If you exit the Slumberlands, you immediately lose the Dream trait, unless you permanently have the trait through a skill or some other Permanent Inflict/Imbue/Grant.

> Some NPCs may use the older "Enter/Exit the Slumberlands by <Trait>" call. This has the same effect as the Imbue/Inflict call and should be treated as such.

Clarification: Manifest the Slumberlands

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Manifest the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Manifest Sandman", this indicates that something or part of the Slumberlands has come into the Waking World, and it is as if you are standing in both at once. Sandmen have access to all of their abilities and anything that exists only in the Slumberlands becomes available. A "Grant Trait Dream" may be called in conjunction with this. Non-Awakened Dreamers only gain the Dream Trait in this situation if the Grant Trait Dream call is made.

> So far as any PC knows, it is not possible for the Slumberlands and Waking World to overlap in this fashion, unless one is within the Fairy Mists. You should roleplay accordingly.

> *Note*: If the call is made "Imbue/Inflict by Fairy Mists" then it is clear this is occurring because one is with the Fairy Mists in a place where the Slumberlands overlaps. This is the effect that has occurred in previous

encounters where Sandmen have gained access to their abilities while within Fairy. This is not considered to be unusual in Fairy.

If at any point you hear or see, "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest Sandman" is made, then the effect ends and Sandmen can no longer use their abilities or access anything that is within the Slumberlands. If you do not have the Dream trait permanently (you were granted it coming into the Slumberlands), you lose the trait at this time. We will try to remember to call the "Cure Dream Trait" call, but if not, please assume the trait goes away unless otherwise clarified.

Clarification: Suffering the Miasma ("Nope")

We understand that sometimes, a player doesn't feel well or needs to bow out of an encounter. Like many games, we have a courtesy rule that we term "Miasma" that players may use to safely bow out of an encounter if they are feeling unwell or need to exercise self-care

Additionally, in Cottington Woods, we do our best to make our game as welcoming and as inclusive as possible. In the course of exploring fairytales, it is always possible that we may explore a theme, scenario, or situation that may make you uncomfortable, and that you wish to not be part of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of existing a scene/encounter if you need to.

If you need to bow out of an encounter, mod, or similar for any, you should fake a cough and say "I have the Miasma" or "I have the nope sickness." All players, NPCs, and Staff are asked to respect this, and allow the player to step out of play with minimal fuss nor pressure them to continue on. The PC should call "Spirit" and depart the encounter. Players under Miasma should act as if Drained (ie, not use in-game skills) and avoid active combat areas.

We trust all of our players to abide by the spirit of this rule and not utilize this to avoid dangers situations or avoid consequences of an encounter. This is fully intended to allow players who need, for health or other reasons, to step out of an encounter without fuss or interruption.

Please do not use this for Emergency situations. Please use "EMERGENCY" per the core Accelerant rules so that immediate help and assistance can be given to those who need it.

Clarification: Trait: Corruption, Corrupt, Anathema, Demon, Undead

The trait, "Corruption" is an attack trait (and a Special Trait). If Diagnosed or Exposed, characters, npcs, or entities with this trait are under some kind of effect (ie, Inflict By Corruption, Stricken by Corruption, etc.), possessed by a demon, or in some other ways have a taint of Anathema or a twisting of the Word upon them. Because it is an attack trait, Corruption in theory can be cured by an appropriate "Cure Corruption" effect.

The trait, "Corrupt," is a *character* trait. If someone or something has been under a Corruption effect for long enough, its very nature may eventually become Corrupt. It is unlikely – though not impossible – to remove the Corrupt trait once gained.

The trait, "Anathema" is a *character/racial* trait. IE, Creatures of Anathema in-game will now have the trait, "Anathema," and any attack which would directly affect them will be called "to Anathema." (IE, "5 Damage to Anathema.") or to their specific monster type (IE, "to Demon."). If exposed or diagnosed, something *with* Anathema is now innately (or has become) a *thing* of Anathema.

Demons of Anathema will *also* have the traits, Demon and Corrupt. It is possible that some Demons may have other traits, or that you may encounter Demons without the Anathema trait.

Undead generally will have the trait, Undead and Corrupt. It is possible that some Undead may have other traits, and possible that some undead – such as Ghosts - are not Corrupt.

"Normal" Ghosts (spirits of those who have died but not gone on to the Deathlands) generally have the trait, Undead, but not the trait, Corrupt. It is possible, however, for a Ghost to be Corrupted and thus have the either the effect trait, Corruption, or the character trait, Corrupt, as well as possess other traits.

Clarification: Trait: Terror and Nightmare

To avoid confusion, we are making some changes to traits. The trait, "Nightmare" is an attack trait. If Diagnosed or Exposed, characters with this trait are under some kind of effect (ie, Inflict By Nightmare, Stricken by Nightmare, etc.), and are not themselves a thing of nightmares.

The trait, "Terror" is a *character/racial* trait. It replaces the "creature trait: Nightmare." IE, True Nightmare Creatures in-game will now have the trait, "Terror," (as well as Dream) and any attack which would

directly affect them will be called "to Terror." (IE, "5 Damage to Terror.") If exposed or diagnosed, something with Terror is now innately a thing of nightmares/terror.

Grant "Encounter" / Grant "Twilight"

If you receive a Grant that is followed by "Encounter," or "Twilight,", this refers to the length of time that the effect lasts. At the end of that time, the grant ends. For example, if you receive "Grant Encounter, 1 Body by Magic," you would receive an additional 1 Body that lasts until the Encounter ends.

Grant "Next"

If you receive a Grant "Next" this is to indicate that the attack must be used on the next swing (for example, if you receive a Blade Poison that is "Grant Next Melee Attack, 3 Damage by Poison."

Summer Armor Rules

For characters with Armor skills, it is expected that you wear the physical representation of your armor whenever you are using the Skill (gaining Armor points). The exception to this is during warmer periods when we may declare that Summer Armor rules are in effect. While we do ask wherever possible you create some kind of representation of your armor in a light, breathable material, when the Game has declared that "Summer Armor Rules" are in effect, this means you may gain the benefit of your Armor without needing to wear the Phys Rep. This is for health and safety reasons, to ensure no one dehydrates or suffers heat stroke.

9a Clarifications to Existing Core Accelerant Rules

Permanent trait
The Permanent trait is considered to be a Special Trait, in that defenses will not work against a Permanent Effect unless explicitly stated, and they cannot be rested off or cured (unless the cure explicitly states it will work on Permanent effects). We do not expect Permanent effects to be common. Please inform staff if you end an event with a Permanent effect remaining.

Weakness Effect and Bows, Thrown Weapons
In Cottington, Weakness effects apply to those wielding Bows or Thrown Weapons as well, preventing you from delivering called effects until the Weakness is cured or rested off.

Silence on Magician, Bard, and Sandman skills
If you receive a Silence effect, you are incapable of casting Magician spells and Bard songs (notes,chords,etc), even if the spell does not have a verbal component, as well as Sandman skills requiring an Incant. Any exceptions to this rule will be explicitly called out in the spell description. Cantrip spells can always be used, even when silenced, but can only be delivered Uncalled under a Silence effect.

Silence on Witch skills
Witch abilities generally CAN be used while silenced; any exceptions will be listed in the skill description.

Clarification: "Drain <Header>"
If at any point you hear "**Drain <Header>**" -- such as "Drain Warrior" -- this means that any and all skills purchased under that Header cannot be used until you have rested five minutes (as per the normal rest off a drain effect). Headers are considered Character Traits.

Clarification: Ambient
If "Ambient" is used before a call, it means that the effect is not being caused by the person/being/creature who made the call, but is rather an effect of the area or caused by something else. If Ambient is not called, then the person/being/creature who made the call is the cause of the effect, intentionally or not.

Clarification: Gates
Magical Gates are most often represented by strings of colored lights, usually around a door or other gateway/portal. There will usually be a tag associated with the gate, but sometimes they are represented solely by string/rope lights. If the lights are off, the Gate is closed. No one may enter or exit, unless you possess a skill or other means that allows you to open the gate.
  If there are string lights off in an area where there is not normally a gate, please roleplay as if you are not aware of the Gate's presence until the lights go on (unless there is tag indicating otherwise). If the lights are on, the Gate is open, and you may traverse through it if you have the means.
  White lights are used to represent "open" Gates that anyone can traverse through: you do not need a Guide or other Magical Means.
  Colored Lights (of any color other than White) are "restricted" Gates. The Gate is there, but unless you have a Guide, appropriate skill or item, or some other means of traversing the Gate, you may not go through it. An NPC Guide or Gate Tag will clarify how the Gate is to be traversed.

Knowledge Gained Out of Game, or While Your Character is Unconscious or Dead
We know players like to share stories of things their characters have done. We also believe that it adds to the atmosphere for characters who are unconscious or dead to not be aware or know what happens around them. It is important when NPCing to not reveal information given. To this end, we ask that players and NPCs alike do their best to not act on knowledge gained out of game, while NPCing, or while their characters are unconscious or dead.
  We acknowledge that this can be difficult and unintentional mistakes might be made, especially when you might not remember where you heard or learned something. There are no penalties for acting on knowledge you have, but we do ask that you try to obey the spirit of this rule to the best of your ability.
  As a player, if you want something to remain a secret, we advise not sharing that information even out of game.

Armor Phys Reps
It is expected that characters with the Wear Armor skill will wear a physical representation of their armor. However, we do not require the armor to be made out of the actual materials it might represent, and we do not give "bonus" points for real metal armor. This is because real armor can both be expensive, but also heavy, and to be as inclusive as possible, we do not wish to gate these skills around the ability to afford or be able to wear such materials. We ask that you try to have the armor *look* as close to the material it is representing as possible. For example, silver woven knit tunics that look like chainmail, or eva foam that look like metal breastplaces. See Appendix 4: Armor Props for more information.

Claws and Natural Weaponry:
In Cottington, some characters have the ability to use claws or natural weaponry instead of, or in addition to, Weapons. Claws and Natural Weaponry of Brer, Animals, Monsters and Other Creatures are represented by **red claw** phys reps, which are boffer weapons in all red with no crossguards. Some creatures may have claws that more accurately represent being a part of the creature (so wood-grained claws for treants, or lightning pattern for lightning elementals, etc).

      Humans or other creatures that are able to fight unarmed, with fists and feet, use **green claw** phys reps to represent their ability to inflict harm when engaging in hand-to-hand combat. In Cottington, only those with the skill in Unarmed Combat may use fists phys reps.

      Claws or Fists that are in a player's hands can be construed in-game as being threatening, or at least prepared for a fight, as it indicates that the claws are extended / fists are ready for a punch. Thus, while characters with Natural Weapons would not be expected to leave their Phys Reps behind in situations where characters might be asked to leave weapons at the door, they might be asked to "stand down" and out-of-game tuck their phys reps under an arm or sheathe in some manner so they are not "at the ready."

      Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

      Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

Non-Combat Rules:
In an effort to make the game as simple as possible, we will be adopting non-combat rules similar to other Accelerant rules, and shifting Halos to Yellow to match other instances of "Out of Game Information" in the Accelerant system. Please note that the following rules apply:

1) Halos must glow bright yellow in the dark--the color must be unmistakably yellow (not orange, not red, not white, etc.) and we prefer it to be at least an inch wide. We recommend the use of EL tape for this. (Such as: http://www.ellumiglow.com/electric-optics-citron-yellow-el-wire-with-welting)

2) Halos must also have dayglow yellow fabric, again, at least an inch wide, for use during the day. You may have a Day Halo and a Night Halo if you wish.

3) Halos must be worn around the head (not neck) and must be visible from all angles. Armbands are insufficient for this requirement.

4) Individuals wearing halos may not wear costuming that matches the Halo in color or scheme. The entire point of the Halo is to act as an Out of Game warning sign. The Halo cannot be hidden.

5) If you are non-combat, you may not participate in combat *in any capacity* and may **not** use skills with Attack effects. This is to prevent you from accidentally being hit because an NPC or Player mistakes you for combat-active due to being hit by an effect from you. If you find yourself unexpectedly in the middle of combat, you may call "Caution - Disengage" as needed and then quickly remove yourself from the situation. If you are in a module or

other location where you cannot retreat, please remove yourself away from the combat, cross your arms, and go to Spirit. Remain this way until the combat ends, at which point drop your hands, call Purge Spirit, and then rejoin the module.

6) If you need to be non-combat, please make a note during Preregistration that you must be non-combat and state the reason why. If you have already preregistered, please send an email to info@cottingtonwoods.com informing staff that you need to be non-combat.

Rest vs Focus(Activity) vs Well-Rested:

Some skills or game effects require a specific passage of time as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus.

     Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

     When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't generally exhaust the costs of using the skill or ability unless that ability explicitly says otherwise in its description. If you begin, for example, to Focus for one minute to use a skill which can only be used once per event, or which uses a skill point, the skill or skill point is not generally used up if you are interrupted while trying to use the skill.Many games have a set of skills or attributes that can be refreshed when you have a chance to rest.

     Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or sanctuary while you focus or rest. This prevents you from using these resets or skills while you are out in the field or away from these areas. In Cottington, to recover Encounter Skill Points, and for certain skills or effects that require a character to "Well Rest" before removal or to regain, the character must be in a "safe" non-combat area and/or outside of an encounter (unless a skill or encounter briefing or encounter tag specifies otherwise).

     Rest: Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling, or otherwise in a position that makes it obvious that you are resting (weapons not in hand, etc). You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

     Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

     Out of Game Indication of Resting: We recognize not everyone is able to sit, lie, or kneel comfortably (or stand up again after). You may also indicate resting by one of the two following mechanisms:

     - Cross your arms in front of you and tap your elbows constantly (this can also help you count out the seconds of your rest!)

     - Raise your arms and put them behind your head as if you are going to rest/sleep

     Focus / Activity: Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time roleplaying in a manner appropriate for the skill or ability you are using. You may talk with others during this roleplay time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you roleplay the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to roleplay each Focus time separately to use the associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," or "Spend X roleplaying" followed by a time period, followed by the roleplay needed to act out the skill, followed by the result of the Focus.

"Focus for one minute, repairing your armor at a forge, to refresh your armor points."

"Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb.

"Spend 3 seconds shaking off your fear, to purge one Fear effect."

"Spend 10 seconds performing, and then call "By My Voice, Heal 2 by Inspiration.""

"Spend 3 seconds roleplaying administering a potion, and call "Cure Poison by Craft.""

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning. This means that calling any defense, optional or otherwise, interrupts your focus.

For Example: Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he roleplays repairing his armor, to refresh his armor points. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to focus for one minute to refresh his armor.

"You Are Well Rested" / Well Resting: Accelerant has now adopted Well-Resting as a Core Accelerant Rule, but we wanted to add additional clarification for Cottington.

If you are in the process of resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your rest time is considered completed. Effects that end with rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Using any in-game skill (unless the skill states otherwise) interrupts your rest and you must start over. To regain a skill that has a reset time listed as "encounter", you must rest for fifteen uninterrupted minutes.

- Certain NPCs and effects can grant the ability to rest instantly ("You appear Well Rested.")
- Generally speaking, you are considered to have rested before a hooked module/encounter, but cannot rest again until that module is over. There are exceptions.
- Generally speaking, you cannot reset between the waves of a battle. There are exceptions.
- You cannot wait to rest. Some skills or effects might last until the end of an encounter. The same conditions apply. When you have rested, those skills or effects expire.

This was already included above, but we feel it cannot be repeated enough to remind everyone:

A Reminder About Special Traits.

Skills **_do not work_** against a Special Trait, unless **_explicitly called out_** in the skill description.

Thus, if the skill says, "You may call Resist against any one attack," you may call Resist against an attack **UNLESS** the attack is by a Special Trait. If the skill says, "You may call Resist against any one attack, including by Doubt" you may then call "Resist" if struck by an attack "by Doubt."

Most skills that give an Avoid, Parry, Resist, Shield, Guard, Elude, or Reflect effect will allow the ability to defend against the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic and Threshold. Exceptions will be given in the skill descriptions.

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10 Vitality, Life and Death

"Man consists of two parts, his mind and his body, only the body has more fun."
~Woody Allen

Vitality

Vitality in the Cottington Woods setting determines how many hits a player character can take before falling down. A character's Vitality is equal to Body + Reflex. Everyone starts with 3 Vitality (2 Body + 1 Reflex).
  (See Also: Life and Death, below)

Body

Character Points:	Free
Reset:	Instant
Prerequisite:	None
Restriction:	2
Skill Points:	None

Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body for free. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season.   Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Body and Extra Body

Character Points:	15,20,25,30,35		
Reset:	Instant		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You are tougher than the average person. Each purchase of this skill grants you one extra point of Body, beyond the 2 free Body. You may purchase up to 2 extra points of body in the first season, and this maximum increases by one with each season thereafter.

Reflex

Character Points:	Free
Reset:	Encounter
Prerequisite:	None
Restriction:	1
Skill Points:	None

Notes: Reflex represents your ability to mitigate some damage by "rolling with the blow". You are still considered to have been hit, but you have lessened the effect of the damage you would have taken by moving with the attack.   Reflex points are lost before Body Points. All characters begin with 1 Reflex.

Because they are not points of physical Body, Points of Reflex CANNOT BE HEALED by any Heal effect, unless it explicitly states that it does ("Heal Reflex") or you receive a "Refresh Reflex" effect. Instead, Points of Reflex return in full to a player after a fifteen minute period of Well Rest (see below).

Extra Reflex

Character Points:	15, 20, 25		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: You are more agile than the average person. Each purchase of this skill grants you one extra point of Reflex. You may purchase 1 extra point of Reflex in the first season, and this maximum increases by

one with each season thereafter. Reflex points return in full to a player after a 15-minute "Well Rest," or if a Heal/Refresh Reflex is received.

Life and Death

From the Accelerant Core Rules (Changes are bolded and italicized)

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. ***Healing refreshes Body (not Reflex)*** and these points are also refreshed at the end of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. If someone hits you with an attack for called damage you will become unstable. If an attack inflicts some other effect upon you, you will be unconscious and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. Otherwise you will get up at 1 point of Vitality after five minutes have elapsed.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable. If an attack inflicts some other effect upon you, you will be unconscious, unstable, and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize, you become stable and start your five-minute count to wake up. If they do not finish the First Aid, your one-minute dying count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. During that five-minute death count, you may receive a Life Spell (Remove Death) effect and be brought back to life. Effects "to dead" will affect you. After those five minutes, you gain the "Departed" trait and cannot be restored by a Remove Death effect. Only effects "to Spirit," "to Departed" or "to Dead" traits will affect a spirit of the dead.

See the Corpse and Comatose Skills in Chapter 12.1.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

In Cottington, this is also a trait ("Unconscious") you have while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. See New Trait: Unconscious above.

Unconscious Safety

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of your character.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, you will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

A Note: There are other ways than death to have your character removed from play than simply suffering final death. You should be prepared for this.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Departed

Those who have died and gone beyond the five-minute count until they resurrect (or longer, if a spell or skill to halt their death count is used), gains the "Departed" trait. Those who are Departed cannot be brought back to life with a Remove Death or other Life spell.

Spirits of the Dead

Because of the influence of the Realm of Death, the spirit and everything that spirit still carries is drawn to Death. The spirit will even pick up its own weapons if they are within reach unless someone else possesses them. ***When you rise as a spirit you must proceed directly to the Cottington Woods graveyard.*** You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to communicate with you, or tries to use a game effect on you that does not specifically work on Spirits or the Dead, ignore the attempt, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This instance of the "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. Although dying removes all active effects upon you, you may use innate defenses to protect you against effects even if you are a spirit.

Instructions for the Dead

You will find instructions on how to react to your character's death when you arrive at the graveyard.

Final Death

If the spirit is too weak to return from the Realm of Death, then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in-game persona.

11 Header Costs and Headers

Players in Cottington Woods choose a Header (or Headers) that define the type of skills their character may learn. Players may choose more than one header, but additional headers grow increasingly more expensive. Most headers include Paths within that header that may be chosen; the first path is always free, and the other paths are available at an increasing small cost. Headers are generally *in-game*, especially the Priest header and Paths.

Add-on Headers and Paths (including Heroic Headers, Slayer Paths, Hidden Paths) do not count against your Header total. For starting players, the only Add-on Header is Rogue. This costs 10 regardless, and does not count as a First, Second, Third, etc. Header in terms of Header cost multipliers.

Headers are not Occupations, but they do define a character's abilities, skills, and use of "power" (Skill Points).

Warrior

Character Points	
First Header:	10
Second Header:	20
Third Header:	30
Prerequisite:	None
Notes:	You are a stand up and take it, front-line fighter, able to deal damage and take it in

equal measure. You may swing with great strength and may also have knowledge in how to use a shield.

Harrier

Character Points	
First Header:	10
Second Header:	20
Third Header:	30
Prerequisite:	None
Notes:	You strike best from surprise and often from behind. Although you deal significant

damage, you cannot take the punishment that a warrior can, but you are quick on your feet.

Archer

Character Points	
First Header:	10
Second Header:	20
Third Header:	30
Prerequisite:	None
Notes:	You do damage from a distance with a bow or thrown weapon.

Some Notes on Unarmed Combat
    Brawling
    This is not a fighter header, but a fighting style. Brawlers with a proper, even tempered and introspective personality are sometimes sought after and taught the ways of the monk.
    Claws
    Some brer can fight with Claws, but they must still select headers from the given list.

Champion (Add-On Fighter Header)

Character Points:	20 for Warriors, 25 for Harriers/Archers/Paladins, 35 for All Other Headers
Prerequisite:	Any Weapon Skill
Notes:	Some warriors have honed their skills such that they can study a foe closely in battle,

and match their fighting tactics to that of their foe, allowing them to more easily defend against and defeat their opponent in battle.

Rogue (Add-On Header)

Character Points:	10
Prerequisite:	None
Notes:	Plenty of places in the Written World are protected by locks and traps and other

devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Farraway trains his Jacks thus – but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

   Rogues skills very are useful. The woods are filled with ancient Robber Baron tombs and caches. Spiders weave their homes in the most annoying of places, and it takes a steady hand to get through all those webs. There are countless ruins and the like hidden among the trees.

Priest of the Word

Character Points

First Header:	10
Second Header:	20
Third Header:	30
Prerequisite:	Read and Write
Restriction:	Brer cannot become Priests of the Word
Notes:	The Priests of the Word are the eyes and mouth of the First Patron. They can read

the Written Word, and sometimes change what has been, or will be written. Priests make excellent healers, scholars and, against the forces of Demon-kind and the undead, warriors. If you choose the Priest header, you must also pick a path to follow and are a member of the Church. There are three paths.

  Path of the Paladin

  Character Points

1st Priest Path:	0
2nd Priest Path:	5
3rd Priest Path:	10
Prerequisite:	Priest of the Word Header
Notes:	With your holy weapon, you excel at fighting both the demons of Anathema and the

undead that sometimes plague the Written World.

  Path of the Healer

  Character Points

1st Priest Path:	0
2nd Priest Path:	5
3rd Priest Path:	10
Prerequisite:	Priest of the Word Header
Notes:	You are adept at mitigating injuries, going so far as to heal a person's shaken Faith,

and may even bring the dead back to life.

  Path of the Scholar

  Character Points

1st Priest Path:	0
2nd Priest Path:	5
3rd Priest Path:	10
Prerequisite:	Priest of the Word Header
Notes:	You study the Written Word, researching lost truths, verifying newly discovered or

newly created works and the like. Your glimpses into events yet to come have the ability to mitigate incoming damage.

Magician

Character Points
First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: Read and Write

Restriction: Brer cannot become Magicians

Notes: You work with raw magic,manipulating it to cause wondrous effects. While most spells were originally created to serve other, more practical purposes, there is no denying the fact that you are a force to be reckoned with on any field of battle.

Path of the Elementalist
Character Points
1st Magician Path:	0
2nd Magician Path:	5

Prerequisite: Magician Header

Notes: You are a Magician who has learned to manipulate and control the forces of the Elements of Earth, Air, Water, Fire, and even combining them, such as Lightning and Metal.

Path of the Hedge Magician
Character Points
1st Magician Path:	0
2nd Magician Path:	5

Prerequisite: Magician Header

Notes: You are a Magician of classical fairytales and legends, using Arcane Alchemy to great effect. With rare alchemical ingredients, trinkets, enchanted items, and more, you use them to "read between the lines" of the Written World to manipulate magical reality.

Path of the Ritualist
Character Points: 10* (5 CP for Ritual Magic, 5 CP for Path of the Ritualist)

Prerequisite: Magician Header

Notes: A Ritualist is a Magician who choose to study the weaving of enchantment into ordinary devices to make them extraordinary, and who gathers rare and amazing components to create great works of magic to greater effect. Some rituals (Field Rituals) can be done with some preparation in the midst of battle, but many require proper time, preparation, and effort on behalf of the Magician.

A note on Ritual Magic: Ritual magic scrolls must be obtained or learned in-game. The skill, Ritual Research, can be used to create new spells (under Elementalist or Hedge Magician), or new Rituals under Ritualist.

Path of Door Magic
Character Points: 10

Prerequisite: Magician Header, Goblin

Notes: A Goblin Magician who practices Door Magic is known as a "Trickster." Only Goblins have learned to tap into the magic of the Threshold and manipulate this magic to cross great distances

Sandman

Character Points
First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: The Sandmen have learned to enter the Slumberlands and manipulate the power of dreams. Sandmen are usually trained at or by the Asylum. There are three paths a Sandman can choose to follow.

Path of the Adept
Character Points
>**1st Sandman Path:** 0
>**2nd Sandman Path:** 5
>**3rd Sandman Path:** 10

Prerequisite: Sandman Header

Notes: You have learned to control your dreams and have become a force within the Slumberlands.

Path of the Empath
Character Points
>**1st Sandman Path:** 0
>**2nd Sandman Path:** 5
>**3rd Sandman Path:** 10

Prerequisite: Sandman Header

Notes: You have learned to affect the dreams of others, and to grant them abilities to help them stand up for themselves against the figments of dream.

Path of the Architect
Character Points
>**1st Sandman Path:** 0
>**2nd Sandman Path:** 5
>**3rd Sandman Path:** 10

Prerequisite: Sandman Header

Notes: You have learned to manipulate the dream world itself.

Witch

Character Points
>**First Header:** 10
>**Second Header:** 20
>**Third Header:** 30

Prerequisite: None

Notes: Witches live in harmony with their environment, relying on the natural forces of the world to fuel their abilities. There are two witch paths. Witches who follow both paths are arguably the best healers in the Written World

A Note on Gender: Male characters who purchase the witch header may refer to themselves as either witch or warlock, as they desire. The header name is "Witch", and is not meant to serve as a gender specific term.

Path of the Hearth Witch
Character Points
>**1st Witch Path:** 0
>**2nd Witch Path:** 5

Notes: You create a welcome environment for those seeking rest, and are a caretaker for those in need or for those who share your home. Your magic is centered around hearth and home and those within it.

Path of the Wood Witch
Character Points
>**1st Witch Path:** 0
>**2nd Witch Path:** 5

Notes: You arein tune with the forest, and understand how to draw power from the things that grow and live there. You can tease special effect out of the simplest of herbs, and can master those effects.

Path of the Skinchanger
Character Points
>**Witch Path:** 10

Notes: This path always costs 10 CP, whether it is your first or 3rd Witch path. You carry the skin of animal with you that you use to take the shape of that animal, having earned the right to do so by earning the respect of the animal whose skin that you now wear. You have been blessed by the animal's spirit to take its shape. Skinchangers are not Skinwalkers (also known as Skin stealers), who use dark magic to steal the skin of an animal to take their shape and sometimes more .

Man of Science

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: Read and Write for Schematics
Restriction: Brer cannot learn to read or write Schematics, but can learn to use Gadgets.
Notes: You have learned to craft wonderful gadgets, powered using bottled lightning, crystals, and the patterns of your own thoughts. Men of Science are often regarded as being somewhat odd, fixated on a path of learning that is considered outdated and soon to be irrelevant. Still, the workings of every town and city are laced with your scientific gadgets, and Men of Science have no trouble finding work.

A Note on Gender: Female player characters who purchase the Man of Science header may refer to themselves as either Man of Science or Woman of Science, as they desire. The header name is Man of Science, and is not meant to serve as a gender specific term, and is taken from the Victorian term for Scientists.

Gadgeteer: Men of Science who can only use Gadgets are referred to as Gadgeteers.

Bard

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None
Notes: You are a songwriter or a spinner of tales, an orator or charming courtier, and can sway the emotions of those who hear your words. You may inspire courage or invoke fear, and your words can change the tide of battle. You typically know the latest rumors, and since your words carry much weight, can even often start them. Reputation is everything to a bard, and your title is usually enough to open doors.

Other Headers

Notes: There are other headers, secret or not, that can be learned in game.

In Cottington, there a number of "secret" or "lost" headers and skills that may be found throughout the course of gameplay. Among these are unique headers in Cottington Woods that we call "**Heroic Headers**." Illusionist, Lorekeeper, Troubadour, Curse Witch, Protector, Vanquisher, and Dreamsworn are examples of Heroic Headers. These are available in-game through specific teachers, requiring Plot Approval to pick up. The goal is to both ensure some uniqueness of the skills and headers obtained, but also that both the flavor and intention of the headers will be upheld while rewarding the in-game effort made to obtain the header (so that a character who has spent a year working for something isn't superseded by someone who just wants the cool skill but hasn't involved themselves in the plotline.)

Players may only have *one* Heroic Header in the course of the campaign. The dedication and focus required to learn these skills and channel your will to them precludes learning another Heroic Header while you are mastering the first. (Yes, in theory, you could learn more than one throughout your lifetime, but in the scope of the campaign, you can only choose one). Heroic Headers should be found and learned in-game; Plot Approval is required to start game with any.

A few Heroic Headers from the original Cottington Woods Campaign have now become "**Slayer Paths**." (Hunter, Dragon Slayer, , and Werewolf Hunter). We have greatly reduced these Paths and the skills available for two main reasons: we cannot guarantee you will encounter these creatures every event, let along more than once an event; and thus, we did not want PCs spending a large portion of their CP on skills they might not use regularly.

You may only have *one* Slayer Path, but you can have **both** a Slayer Path and a Heroic Header. Slayer Paths should be found and learned in-game; Plot Approval is required to start game with any.

There may be other Secret Paths or Heroic Headers available in-game, but if so, these require considerable in-game efforts to obtain and like all headers, these require Plot Approval.

If a skill is revealed that is part of an existing header, that will be made clear (for example, new schematics, rituals or alchemy, or new skills like the Cure Comatose under Priest/Healer). If a sub-header to an existing header is revealed, that will also be made clear, and will follow the existing rules for sub-headers and headers.

Currently Known Heroic Headers in Cottington Woods:

Cornerstone - Hearth Witches who have truly become the Cornerstone of their Hearth and those who live within, learning the old magic of boundaries of the home.
Curse Witch - Witches who have learned to use their Witch Dolls to invoke curses upon those who cross them
Dreamsworn - Sandmen who have anchored their dreams to the brightest of the Slumberlands to keep away the Night Terrors
Duelist - Are especially skilled in fighting with single blade and in flashy duels
Illusionist - have learned to manipulate Glamour and Dreams to fool the senses
Lorekeeper - Priests of the Word dedicated to the preservation of Knowledge and the power of Words and Secrets
Master Archer - Archers who have gained incredible skill in ranged attacks
Protectors - guardians of those who need protecting, they are skilled in defending their designated Wards
Troubadour - Bards whose talents are touched, it is said, with a bit of the magic of fairies, lending to great magical performances
Vanquisher (Anathema Slayer) - Paladins dedicated to defeating the forces of Anathema (demons, undead, etc)

Currently Known Slayer Add-On Paths:

Dragon Slayer - skilled in defeating Dragons of all kinds, from great (Dragons) to small (Drakes & Salamanders)
Hunter - skilled at hunting Animals
Werewolf Hunter - skilled at fighting all manner of the Werewolf curse

A Note on Magicians and Man of Science:

It is intended that Men of Science and Magicians will use their Create Schematic and Ritual Research skills, respectively, as a means of creating new skills for their classes and thus creating their own "heroic header." This does not mean that any skill you submit will automatically come into existence, but that those skills allow you to submit ideas and work in-game to create new schematics & gadgets, new spells, and new Rituals.

Examples:
The entire school of Metal Magic was researched and created by a character (Daryne) throughout the course of Cottington Woods 1.

Schematics that have Burgess, Carce, Chickadee, Gottfried, and Kline in the header were all created by those characters in Cottington Woods 1 and Tales from the Cotting House.

12 Skills and Descriptions

12.1 Free Everyman Skills
Several skills are available to each character at no cost.

12.2 General Skills
This section details the General Skills available to every character.

12.3 Fighter Skills
These skills are available to Warriors, Harriers and Archers, and cover all weapon skills, including unarmed combat and brer clawed fighters.

12.4 Rogue Skills
The rogue header has a short list of skills available to those characters who wish to break and enter. The rogue header does not offer any combat skills.

12.5 Magician Skills
This includes all the general magician spells and skills, and also the Ritualist add-on header.

12.6 Priest Skills
Priest skills cover those skills available to Paladins, Healers and Scholar.

12.7 Sandman Skills
These skills cover all those skills taught by the Sandmen to their Adepts, Empaths and Architects.

12.8 Witch Skills
All Wood Witch and Hearth Witch skills are included here.

12.9 Man of Science Skills
Manof Science skills are included here, including a list of commonly known schematics.

12.10 Bard Skills
This section details bardic skills.

12.11 Racial and Cultural Skills
Brer, Golem, and the various Houseland specific skills are covered in this section.

12.1 Free Everyman Skills

All players know the following skills without having to spend character points to learn them.

Death Strike (from the Accelerant Rules)

Notes: A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

Search a Body

Notes: **It takes at least ten seconds of roleplay to search a body.** Kneel next to the body being searched (the target) and state, "Begin Search." After ten seconds state "Finish Search." The target then gathers whatever the result of the search would be and hands it over.

Entertain

Notes: Any character may entertain. In fact, we encourage this.

First Occupation

Notes: Your First Occupation determines how you make your living. You must declare an occupation, but your First Occupation is free. For more, see the section on Occupations in Part One.

Anathema Frenzy

Notes: Just as demons seek to sow destruction at every turn, things of the Written World cannot abide the presence of a demon. Even the most kind-hearted creature of the Word will seek to undo a thing of Anathema, bringing to bear every weapon available.

If at any point you hear the call "Inflict Anathema Frenzy," you will know you are in the presence of a demon and will seek to bring that creature to a swift end. You will feel an animal hatred, will want to tear at it with your bare hands until you make it go away, but unlike a normal frenzy, you may act with some common sense and an interest in self-preservation. Thus, if you are a healer, you may heal your allies instead of attacking the offending creature. If you are outmatched, you may run. But it is alien, incomprehensible, and absolutely anathema. You feel an unreasoning loathing toward the thing, and while in its presence you will be unable to parlay or feel any sympathy for it.

There may be occasions when you encounter a thing of Anathema and this call is not made. In those cases, you should still feel that you are in the presence of something that is profane, but you do not feel the need to eradicate it outright.

Answering the Call of Nature

Notes: This free skill is to allow people to go to the bathroom or leave to obtain medication, even if trapped in a building or a fight is raging outside. If the building you are in has a Hearth, you may go to that hearth, touch it, concentrate for 3 seconds, and go to spirit by calling "Imbue Spirit Trait". If it does not have a hearth, go to a corner far away from combat or action, cross your hands across your chest, and go to spirit after a 3 second count by calling "Imbue Spirit Trait". You must keep your head bowed and your hands together in front of you, and walk slowly to the bathroom and back. Once returned, go back to the hearth item or to the corner, spend 3 seconds, and call "Purge Spirit Trait." This skill may *only* be used to go to the bathroom or to obtain medication or

similar, and you must return to the place where you went to spirit before you can purge the trait and interact again in the game world (you must do so even if the location is no longer in-game safe). Please obey the spirit of this rule.

Between Event Reaction

Notes: A Between Events Reaction is an action taken in response to some discovery or encounter had during an event. For instance, you might find a map during the course of your adventures. A tag on the map would indicate that the map can be followed using a Between Events Reaction. Because you have discovered this map, you may make use of your Between Events Reaction. You cannot create a use for a Between Event Reaction, but must find one in game.

Between Event Reactions will be uncommon, and more often than not you will be unable to take advantage of this free skill.

Becoming Unconscious

Notes: You gain the trait "Unconscious" while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. There are some skills that affect Unconscious characters. For example, if you are Stable and receive a "Heal 1 to Unconscious" you will be at 1 Body and wake up, losing the Unconscious trait (just as if you had received a normal point of healing), but this call would have no effect if you were already conscious. If you are Unconscious and receive a Heal 1 to Conscious, you will become Stable but are still unconscious and have 0 Body. You will need another point of healing or to rest for 5 minutes to be at 1 Body and conscious. A Cure Unconscious Trait/Cure Unconscious would put you at 1 Body and wake you up, causing you to lose the Unconscious trait, even if you were Unstable.

Break Empathic Link

Notes: You can at any time choose to close your mind to one who has established an Empathic Link with you. Call "By Your Name, <Name of Person With Whom You have an Empathic Link>, Cure Empathic Link by Will." If your Empathic Link was established by Nightmare or by Dreaming, you cannot remove it with this skill.You may do this as often as necessary to ensure that the individual who has the link is aware it is now broken. You may also use this skill to break an Empathic Connection.

Choose to Die

Notes: If you have gained the Death trait, but are not yet Departed (have not reached your 5 minute count), you may choose to immediately die instead, and go to the Graveyard for resurrection.

Comatose   "This Is Not The End of Your Story"

Notes: After one minute of being Unstable, you may choose to become Stable rather than dying. This choice is entirely optional, and is an out-of-game decision. If you do, however, you acquire the trait "Comatose". While you have this trait, you remain at 0 Vitality, and will not naturally recover to 1 Vitality.

The "Comatose" trait is removed once you have received a total of 10 points of Healing. The tenth point will restore you to 1 Vitality, and remove the Comatose trait. Until that trait is removed, any Healing you receive goes towards removing the Comatose trait - your Vitality will not increase until it is removed. A "Cure Comatose" call will immediately restore you to 1Vitality and remove the trait.

In any case, when you lose the Comatose trait, you are drained, and must rest five minutes to remove this effect.

Damage taken does NOT count against this Healing, though it can render you Unstable. If you become Unstable again while already Comatose, you will die after one minute, and cannot choose to become "Comatose" again.

A player may choose at any time to die rather than to remain in a coma.

Corpse

Notes: You do not need to turn to Spirit after five minutes. Instead, you may choose to remain in place as a dead body. You may choose to go spirit at any point after five minutes, but you are not required to do so. You are encouraged <u>not</u> to have your body turn to Spirit where possible, so that other characters may roleplay with a body rather than a roaming Spirit. However, this is purely anatmospheric, or role-playing skill: "Cure Death" effects will no longer work on you. Once you do become a spirit, you may not become a body again. Whether or

not you turn Spirit, you gain the trait "Departed" after your five minutes are up, and you can no longer benefit from a "Cure Death" effect. (Although a Cure Death to Departed would.)

Furthermore, while choosing to remain a corpse you must take any effect that is "to Spirit" but you cannot respond to "Speak to Spirit" effects. The purpose of this skill is to give your friends a chance to role play over your body, not to confer information to them after you have died. Once you become a corpse, even after you become spirit, you may no longer take effect from "Speak to Spirit" abilities.

Diagnose Obvious

Notes: This skill allows you to diagnose conditions that would be obvious, but which cannot be represented in the normal course of the game. You may diagnose any of the physical traits: Acid, Crystal, Earth, Force, Ice, Metal, Silver, Thorns, Weapon, Web, and Wind. You may also diagnose: Agony, Frenzy, Maim, Paralyze, Root, Silence, Slow, and Stun. .

Haunting Trait

Notes: If you obtain the Haunting Trait you will become a part of the story being told by whatever force it was that granted that trait to you. Typically, you will become part of the vision or "reality" of whatever force it was that granted you the trait. Typically, but not always, this effect is temporary. While you are haunted, any effect you take remains with you when the trtait is removed. Any skill you expend while haunted is expended, and you do not get it back when you return from the haunted state. If you die while haunted, you die.

Inflicting Banish

Notes: For Cottington Woods, the call "Inflict Banish" has a special effect. It should be preceded by "Inflict" but in the case where you here "Banish by <Trait>" or "Banish to <Trait>" please take it as if it were called "Inflict Banish." You will see this recorded as a "0 point skill" on your character, to conform to Accelerant rules. **For most PCs, this will only affect you if you are in the Slumberlands and have gained the "Dream" trait.**

Dispel is equivalent to "Death" in its effect, but the difference is profound: while Death is either the killing or ending of the object of the Death effect, a Dispel instead implies that the creature or object struck with the Effect has been dispersed or banished. It has not been killed or destroyed, but merely sent away.Note that this is often delivered with a "TO" call and targets specific traits when used.

This generally has no noticeable effect on an individual unless you have the Dream, Elemental, Spirit, or Demon/Anathema, or in some rare cases, the Fairy, trait. It is possible you may enter an area where it may affect you (such as PCs in the Slumberlands); in which case a tag will be present to explain the effect.

If you are struck with this and have the Figment trait, this will "banish" you from the dreamscape and is otherwise like a Death effect, except that you immediately go to Spirit and depart the encounter. **If you have the Sandman or Dream trait but NOT Figment (ie, most PCs in the Slumberlands), treat this as a Stun by Imagination effect**. You may use appropriate defenses against it.

If you have the Elemental Trait, the Spirit Trait, Demon/Anathema trait, or in some rare cases the Fairy trait, and are not Living/Mortal (ie, NPC Elementals/Spirits/Demons), this will also dispel you from the area; go immediately to Spirit and depart the encounter.

Story Trait

Notes: It may happen that you are granted the Story Trait. If this occurs, your character will be hearing a story, but you, the player, will take on the role of someone in that story, and you will act it out. Unless instructed otherwise, the character you are playing in the story will have access to all of your skills.

The events in the story did not happen to your character.

When you return from the story, it will be as if anything that occurred during the telling of the story happened to someone else. Any items you discovered during the story must be left behind, but any damage taken or skills used during the story were not actually expended.

Speaking Frankly

Notes: There are times when you need to ask a clarifying question or speak to a Staff person, but the Staff member is playing an NPC that you would not normally speak to, or you need to step aside for a private conversation, or it is a topic that you cannot easily ask in-game (even under a Clarification). In an effort to not break game, you may ask "May I speak frankly?" This is to indicate to the person that you wish to ask something

that is not game related. As long as the people present agree to the break in game, you may follow this with your question or step aside with the staff member. It is also possible that Staff members may use this in some circumstances to ensure important out-of-game information is conveyed.

Suffering the Miasma ("Nope")

Notes: In Cottington Woods, we do our best to make our game as welcoming and as inclusive as possible. In the course of exploring fairytales, it is always possible that we may explore a theme, scenario, or situation that may make you uncomfortable, and that you wish to back out of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of existing a scene/encounter if you need to.

If you need to, for any reason, bow out of an encounter, mod, or similar for whatever reason (whether it's real life sickness or wish to not engage in a particular plotline), you should fake a cough and say "I have the Miasma" or "I have the nope sickness." All players, NPCs, and Staff are asked to respect this, and allow the player to step out of play with minimal fuss. The PC should call "Spirit" and depart the encounter.

This is not intended as a way to get out of an encounter without suffering the consequences of the encounter. This is fully intended to allow players who need, for health or other reasons, to step out of an encounter without fuss or interruption.

Please do not use this for Emergency situations. Please use "EMERGENCY" per the core Accelerant rules so that immediate help and assistance can be given to those who need it.

Suffering from Illusions (Illusory Traits)

Notes: If you are struck with an effect "by Illusory {Trait}" it as if you were hit by an Illusion, not by the {Trait}. Only a defense or cure affecting Illusions will stop this. For example, you have a Resist Fire and are struck by an "Agony by Illusory Fire." You cannot use the Resist Fire to defend against this attack. If you had a Resist, Purge, or Cure Illusion, you could use those to remove the affect.

Swayed by Influence (Inflicted by Influence)

Notes: If you take an "Inflict Influence" effect, you will be inclined to treat the person who placed this upon you with great trustworthiness and take their words with greater weight than you might otherwise, even if you do not know them particularly well. If the effect is cured, you will be aware that there was some magical influence upon you, but it doesn't necessarily cause you to turn on the inflictor (the influence is subtle). You may react as appropriate to your character. This would not cause you to do anything your character would not normally do, or force you to believe obvious lies (unless your character would do such a thing). This is intended mostly for use on NPCs, but it is possible for PCs to be influenced as well.

Swayed by Peace (Inflicted by Peace)

Notes: If you hear an effect that imbues/inflicts the "Peace" trait, or hear an Imbue/Inflict Peace, you will be disinclined to engage in violence and will not initiate an attack unless attacked first. This is most often delivered by Bards and lasts for the duration of the song/performance/etc that imbued the trait, but could appear in other ways.

Unseen Things in the World

Notes: In Cottington Woods, there are occasions where there are people, spirits, or things you just cannot see, or that you might be able to see but cannot interact with.

Invisible/Not There: If you encounter an individual that has EITHER purple glowsticks/glowbands on its arm and head, *OR* white, orange and purple bands on its arm and heads, it means this creature is INVISIBILE and for all intents and purposes NOT THERE. Please roleplay as if you do not see the creature, nor hear it unless it uses a skill to speak to you. If it attacks someone, you can see the person reacting but you cannot see what has done it. If you need to step around something that is not there, you will move around it, but not really comprehend that you have or understand why, even if someone who can see it is trying to tell you that there is something there. Please roleplay this to the best of your ability and obey the spirit of the intent. This should not be a common occurrence.

Visions (Seen But Cannot Interact With): Sometimes there are spirits and things in the world that you can see, but not interact with – visions of things past, ghosts that are trapped in their memories, dreams that play out before you. If you an encounter an individual with BLUE glowsticks/glowbands on its arm and head *OR* white, orange, and blue bands on its arm and heads, it means that you can see this creature but you can NOT interact with

it, as this is a vision, memory, or other mystical means of seeing something elsewhere or elsewhen. It will not see or react to you, and you may step up closer to listen better, or to see better, though we ask that you try not to purposeful get in the way of the NPCs. This should not be a common occurrence.

Well Resting

> **IMPORTANT:** This is NOT an in-game skill. This defines the conditions a character must follow to recover encounter skills. "Resting" may be done even if a character is drained or otherwise unable to perform an in-game action.

Notes: Any time you are not engaged in strenuous activity, you are resting. Using any in-game skill (unless the skill states otherwise) interrupts your rest and you must start over. To regain a skill that has a reset time listed as "encounter", you must rest for fifteen uninterrupted minutes.

- Certain NPCs and effects can grant the ability to rest instantly ("You appear Well Rested.")
- Generally speaking, you are considered to have rested before a hooked module/encounter, but cannot rest again until that module is over. There are exceptions.
- Generally speaking, you cannot reset between the waves of a battle. There are exceptions.
- You cannot wait to rest. Some skills or effects might last until the end of an encounter. The same conditions apply. When you have rested, those skills or effects expire.

12.2 General Skills

"…so easy, a caveman could do it"
~~Geiko, brer gecko

Skill Points (Skill, or Points of Skill)

Character Points:	5,10,15,20,25,30,35
Reset:	encounter
Prerequisite:	none
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	5	6	7

Skill Points:	none

Notes: Skill Points represent the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (Men of Science), Verse (bards) and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Weapon Skills

Small Weapon

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a small weapon, of 24" or less in length.

Medium Weapon: Sword, Club or Axe

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff / Spear

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a staff or a spear

Large Weapon: Sword, Club or Axe

Character Points:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a large weapon, such as a two-handed sword, club or axe.

Large Weapon: Polearm

Character Points:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a polearm.

Unarmed: One Fist

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length (36" or less) fist phys rep.

Unarmed: Two Fists

Character Points:	15
Reset:	Instant
Prerequisite:	Fist
Restriction:	None
Skill Points:	None
Notes:	You may fight with two short sword length (36" or less)

fist phys reps.

Ranged: Bow

Character Points	30
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a bow phys rep. Using a bow is not a melee option, and blocking with a

bow is not permitted. If your bow is struck, you either take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds role playing as you "re-string" the bow

You are encouraged to role play the drawing back and aiming of the bow before firing the packet at the target. As a general rule, there should be at least three seconds between shots.

Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack. For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend five minutes "fletching" a new set of twenty arrows.

Ranged: Thrown Weapon

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None

Skill Points:	None
Notes:	You may use any kind of non-packet thrown weapon.A character may carry up to ten

throwing weapons. Fallen thrown weapons can be picked up and used again.

Armor Skills

Wear Armor: Light Armor

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You gain benefit from wearing light armor.Light Armor grants 1 point of armor.

Examples of light armor include (1) a leather tunic that covers chest, and at least 2 of: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal covering chest. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Attack Skills

Desperate Feat of Strength

Character Points:	15		
Reset:	Event		
Prerequisite:	None		
Restriction			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		
Notes:	You may use your strength to great effect, such as to smash open a swollen door, break		

open a locked box (although any traps present inside a locked box WILL BE triggered), block massive damage (this requires other skills as well), and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

If you are struck with an attack that is called "by Massive" you may spend the use of this skill to block the attack with a weapon or a shield. (Normally a blow struck by Massive against your weapon or shield will still count as a landed blow, and you will take the damage. See "Massive" under Cottington Specific Rules above). Call "Shield Massive by Strength" when you do.

Defensive Skills

Desperate Disengage

Character Points:	10, 10, 10, etc.
Reset:	Event
Prerequisite:	Any weapon skill
Restriction:	None
Skill Points:	None
Notes:	You may call a "Disengage".

Desperate Avoid

Character Points:	25,50,75,150		
Reset:	Event		
Prerequisite:	None		
Restriction			
Season:	**1**	**2**	**3**

Max Purchase:	1	2	3
Skill Points:	None		

Notes: may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold. You may not avoid attacks by Blood, Corruption, Dreaming, Doubt, Fairy Magic, Glamour, Horror, Influence, Insanity, Madness, Nightmare, and Peace.

Resist Madness

Character Points:	10		
Reset:	Event		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Sanity:	2	3	4
Skill Points:	none		

Notes: You may "Resist" an attack that is "by Madness" once per event for each time you purchase this skill. You may use this skill while unconscious or dead, but not while Drained.

Human Resist Madness

Character Points:	Free		
Reset:	Event		
Prerequisite:	Human only		
Restriction:			
Season:	**1**	**2**	**3**
Max Sanity:	1	1	1
Skill Points:	None		

Notes: Because humans are "more sane" than brer or golems, you may call "Resist" to one attack "by Madness" per event. You may use this skill while unconscious or dead, but not while Drained. This is on top of any further purchases of the Resist Madness skill.

Medical Skills

Diagnose Physical

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may diagnose the physical and metabolic condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage; and the Attack Effects: Drain, Repel, Stricken, and Weakness. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Acid, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Metal, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose any Mental trait (Awe,Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, Will), as well as the traits, Fascination, and Madness.

First Aid

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None
Notes:	You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This will not cure Maims with the Permanent trait.

Dreamer Skills

Dreams and Nightmares

Character Points:	5
Reset:	Between Events
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You suffer from uncontrolled and often unpleasant dreams. It is possible to draw some helpful conclusions from these dreams, but it is recommended that you seek Sandman training before you mind breaks and you go insane. Don't take this as a roleplaying challenge. It will be rough.

The CP cost of this skill reflects that it is only part of the Dream Visions skill (See Sandman Skills). You must have this skill to pick up the Sandman header.

Literacy Skills

Read/Write (Human) Print

Character Points:	Free for humans.
	5 for golems
Reset:	Instant
Prerequisite:	None
Restriction:	Brer characters cannot learn this skill.
Skill Points:	None
Notes:	You may read and write the human writing.

Read/Write (Elf)

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.
Notes:	You may read and write the language of the Greencloud elves. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language,

you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Read/Write (Goblin)

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.
Notes:	You may read and write the language of the UnderMarsh goblins. Players need Plot

Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Speak with a Specific Animal Type

Character Points:	Free
Reset:	Instant
Prerequisite:	Brer only
Restriction:	None
Skill Points:	None
Notes:	You may speak with animals of your own type. Thus, if you are a sheep, you may speak

with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men.

Information Skills

> **A Note on Information Skills:** A player may purchase any number of information skill that are available. However, a player may only USE **ONE ACTIVE** information skills after an event. Different skills cover different types of sources, however, making more info skills still quite useful.
> -- You may submit only 1 Active Use Skill between events. Active Use indicates that you are asking a specific question, directing your research, or otherwise looking into something specific with the skill with an expectation of a response from Plot Staff.
> -- The only exceptions to this are Create Schematic, Determine Veracity, Dreamgiver, Fortune Telling, Gossip & Rumors, Hindsight, Invitation, Messenger, and Ritual Research, which do not count towards the 1 Active Use.
> -- You may submit as many Passive Use Skills between events as you wish - this includes skills that are Passive only, or skills that have an option. (For example, you have both Research and In Song & Story, both of which can be used actively or passively. You can submit an active use for one, and a passive use for the other). Each player with the same passive skill use may receive the same response. It is possible that players will receive different responses (this is highly dependent on Plot Staff time and plots ongoing) but you **should expect** to receive the same information. For example, all Players with Hear Rumor (Streetwise) may receive the rumor in their info skill sheets.

Hear Rumors

Character Points:	15
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You have the right contacts and connections within the streets, bars, and less savory

places of society, such that you always hear the latest things being whispered or gossiped about. You may hear "lower class" or "black market" rumors between events, or you may have connections among the upper class of society, the great families of the Houselands and the upper-class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodsfolk who hear and see things that

from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

This skill may only be used passively unless you have the Rogue Header, in which case you may submit an active use for rumors on a specific topic. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill when used passively.

Research

Character Points:	20
Reset:	Between Event
Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You are well read, and can research scholarly questions about matters like history and

magical theory, using libraries and scholarly contacts at universities and the like.   You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info. If so, we will inform you in your character envelope.)

Scouting

Character Points:	15
Reset:	Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Because you spend time in the woods, you may come into game knowing something of

the area around the town. When you check in to each event, you may be given special information about the lay of the land. This skill is passive only.

Tracking

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may read tracking cards. This skill does NOT allow you to track an NPC, only to

read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track. This is not an info skill. If you want to know what tracks you may have uncovered between events, purchase the Scouting skill.

Augury

Character Points:	15
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You are skilled at reading the stars and other portents to foresee what may come. At the

beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augury - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill. This skill may be used actively or passively.

Lastly, you may attempt to use this skill during an event, with plot assistance. There will be a place in game

where requests for augury readings may be placed, which plot will occasionally check. If staff are able to do so, we will send a response to you.

Invitation

Character Points:	20
Reset:	Between events
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Your influence and reputation are great enough that when you invite someone to visit or

attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

It is expected that appropriate hospitality be provided. You should also only use this skill on an NPC that you have a reasonable chance of inviting or know how to contact. The King of Farraway, for instance, is unlikely to stop by for tea, and sending an invitation to the Queen of the Faeries may prove more difficult unless you've bartered with a fairy to do it for you.

Use of this skill does not guarantee that the invitee will appear, only that they are aware that you have sent an invitation. You will usually get some form of response (such as a letter or a representative). Bear in mind that the response they send will be one that is appropriate for your relative stations, current relationship, and the manner of your invitation.

You do not need this skill to attempt to invite an NPC, but no response is guaranteed without use of this skill.

In some cases, you may not get a response at the next event (say, if the person playing the NPC is unavailable); if that occurs, you are free to use the skill again after the new event without "replacing" your old use. We will respond to both as soon as possible.

Occupation Skills

Occupation

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may purchase additional levels of occupation after the first free occupation. These

additional levels will grant you additional funds at the beginning of every event.

Leatherworker

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair non-metal armor with 2 minutes of roleplay (1 minute with a master

forge). Tools are required.

Armor Smith

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may repair all metal armor with 2 minutes of roleplay (1 minute with a master forge). Tools and a forge are required.

Weapon Smith

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair all weapons with 2 minutes of roleplay (1 minute with a master forge).

Tools and a forge are required.

Adventure Skills

Balance

Character Points:	10		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You are skilled at traversing physical challenges such as jumpy stones and the like. So long as one foot is safely on a floor, if you misstep while attempting to perform a physical challenge, and the other foot falls on a surface that is considered unsafe, you may call "Reduce" and immediately return the second foot to safe ground. You may use this even on Special Traits.

    This skill may not be used to bypass a physical challenge - only to assist. You may not proceed forward using this skill, but must return to the last place where your footing was safe.

    Certain circumstances do not permit the use of this skill – if you step on a bit of floor that is suddenly revealed to be unsafe, then you cannot use balance to avoid the effect of the unsafe floor.

Climb

Character Points:	10		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: Steep surfaces may be represented in game, especially in module settings. See Chapter 15.1 for notes on How to Climb. A character may expend one use of the Climbing skill to scurry up or down a surface at a faster pace, maintaining contact on a hold for only a moment before moving another hand or foot.

Swim

Character Points:	10		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: Occasionally you may find yourself in or under water. Normally a swimming character must move slowly, taking three seconds between each step while moving. With this skill you may move at a normal

walking pace. Note that the Swim skill does not grant you the ability to breathe underwater or to fight quickly. One use of this skill lasts the duration of one encounter.

Jump

Character Points:	15		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: This skill allows the character to jump twice to represent a single jump, allowing that character to cross a greater distance in a "single" bound. You make the first jump, call "Avoid" and follow it up with a second jump. You may use this even on Special Traits.

Insight

Character Points:	15		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: This skill allows you to read an Insight Card for a hint when faced with a challenge. Such a card may offer a clue how to get past a puzzle or difficult situation.

If a Patron is present, you may approach him and call "Speak with Patron by Insight". State your question to the Patron in the form of an inner monologue. The patron may, in the course of his writings, indicate some hint in return. Example: You approach the Patron and say, "Speak with Patron by Insight. I'm stumped. If only we could find a way out of this room…" The patron, in turn, may read from his book, saying "And she turned and looked over her left shoulder, where a vent shaft was set in the wall. Maybe if she could get through the grate…"

Sometimes a fairy might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you. In any case, you should never question the spirit, but should ask your question in the hopes of an answer.

It may be that no hint or answer is forthcoming. There may be no card. The Patron may flatly state, "But there was no aid forthcoming." The fairy might just shrug its shoulders and say, "I dunno!" If this is the case, your use of this skill is not spent. You may use it again, though not in the current encounter.

11.3 Fighters

> "If it bleeds, we can kill it."
> *~Dutch, Predator*
> "Sometimes, the sun sets earlier. Days don't last forever, you know.
> But I'll fight as hard as I can. I can promise you that."
> — *Marie Lu, Champion*

Outlook

There is no single outlook to consider when designing a fighting character, since people fight for so many reasons. Instead, consider why your character would NOT fight, or why you would settle down in Cottington Woods. You cannot make a living fighting in the woods, and no one will pay you to do it. Instead, a fighting character got his experience at some point in the past, and is carrying that knowledge to today.

While we have grouped the Fighter headers together, each Fighting style is an entirely separate Header. **Warriors** are the general fighter header, focused on directly engaging one or more foes, and are more skilled in staying strong in a fight. **Harriers** focus on agility over strength, but also tend to fight their foes from ambush and taking them by surprise, rather than directly engaging. **Archers** are skilled at fighting from a distance, with bow or thrown weapon. Some warriors go on to become **Champions**, who have learned how to study their foes in battle to match and counter their foe's fighting styles.

There are Heroic styles of fighting that may be found in-game (such as Duelist and Protector), though you are limited to one such Heroic Header. There are also "Slayer" Add-On Paths (such as (Animal) Hunter, Werewolf Hunter, Dragon Slayer, etc.) which may be found in-game as well. You may have both a Slayer Add-On and a Heroic Header.

Fighter Skills

Body and Extra Body

Character Points			
Warrior:	5,10,15,20,25,30		
Harrier:	5,10,15,20,25,30		
Archer:	10,15,20,25,30,35		
Reset:	Instant		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Body:	2	3	4
Skill Points:	None		

Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season. Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Durability

Character Points			
Warrior:	10,15,20,25,30		
Harrier:	10,15,20,25,30		
Archer:	15,20,25,30,35		
Reset:	Instant		
Prerequisite:	Any fighter header		
Restriction:			
Season:	**1**	**2**	**3**
Max Body:	4	5	6
Skill Points:	None		
Notes:	Durability grants you an additional point of Body. This point stacks with existing body.		

Reflex and Extra Reflex

Character Points			
Warrior:	10,15,20,25		
Harrier:	10,15,20,25		
Archer:	10,15,20,25		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Reflex:	2	3	4
Skill Points:	none		

Notes: Reflex represents your ability to mitigate some damage by "rolling with the blow". You are still considered to have been hit, but you have lessened the effect of the damage you would have taken by moving with the attack. Reflex points are lost before Body Points. All characters begin with 1 Reflex.

Because they are not points of physical Body, Points of Reflex CANNOT BE HEALED by any Heal effect, unless it explicitly states that it does. Instead, Points of Reflex return in full to a player after a fifteen-minute period of Rest (see below), or with a Refresh Reflex effect. Reflex can stack with Armor and Armor Grants.

Skill: Endurance

Character Points			
Warrior:	5,10,15,20,25,30,35		
Harrier:	5,10,15,20,25,30,35		
Archer:	5,10,15,20,25,30,35		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	none		

Notes: Skillrepresents the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Feat of Strength

Character Points	
Warrior:	10
Harrier:	10
Archer:	10
Reset:	Encounter
Prerequisite:	Any Fighter Header
Restriction:	None
Skill Points:	1 Endurance

Notes: You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

If you are struck with an attack that is called "by Massive" you may spend the use of this skill to block the attack with a weapon or a shield. (Normally a blow struck by Massive against your weapon or shield will still count as a landed blow, and you will take the damage. See "Massive" under Cottington Specific Rules above). Call "Shield Massive by Strength" when you do.

Small Weapon

Character Points	
Warrior:	5
Harrier:	5
Archer:	5
Reset:	instant
Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You may use a small weapon.

Small Weapon: Strong Blow

Character Points	
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Encounter
Prerequisite:	Small Weapon
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a small weapon.

Small Weapon: Great Blow

Character Points			
Warrior:	10		
Harrier:	10		
Archer:	15		
Reset:	Twilight		
Prerequisite:	Small Weapon: Strong Blow		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		
Notes:	You may call "4 Damage" with a small weapon.		

Small Weapon: Agony

Character Points	
Warrior:	15
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Small Weapon: Strong Blow
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "Agony" with a small weapon.

Small Weapon: Disarm

Character Points			
Warrior:	15		
Harrier:	10		
Archer:	---		
Reset:	Twilight		
Prerequisite:	Small Weapon: Strong Blow		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may call "Disarm" with a small weapon.		

Medium Weapon: Sword, Club or Axe

Character Points	
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff / Spear

Character Points	
Warrior:	10
Harrier:	15
Archer:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a staff or a spear.

Medium Weapon: Strong Blow

Character Points	
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Encounter
Prerequisite:	Medium Weapon
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a medium weapon.

Medium Weapon: Great Blow

Character Points			
Warrior:	10		
Harrier:	10		
Archer:	15		
Reset:	Twilight		
Prerequisite:	Medium Weapon: Strong Blow		
Restriction:			
Season:	**1**	**2**	**3**

Max Purchase:	3	4	5

Skill Points: None

Notes: You may call "5 Damage" with a medium weapon once per twilight per time bought.

Medium Weapon: Agony

Character Points

Warrior:	15
Harrier:	15
Archer:	---

Reset: Encounter

Prerequisite: Medium Weapon: Strong Blow

Restriction: none

Skill Points: 1 Endurance

Notes: You may call "Agony" with a medium weapon.

Medium Weapon: Disarm

Character Points

Warrior:	15
Harrier:	15
Archer:	---

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow

Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None

Notes: You may call "Disarm" with a medium weapon once per twilight per time bought.

Medium Weapon: Maim

Character Points

Warrior:	15
Harrier:	15
Archer:	---

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow and Feat of Strength

Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None

Notes: You may call "Maim" with a medium weapon once per twilight per time bought.

Two Weapons

Character Points

Warrior:	15
Harrier:	10
Archer:	20

Reset: Instant

Prerequisite: Small or Medium Weapons

Restriction: None

Skill Points: None

Notes: You may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. You may use a spear if the second weapon is smaller than 36" in length.

Shield

Character Points	
Warrior:	20
Harrier:	30
Archer:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a shield. Shields block any uncalled ranged attack, including uncalled

arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold, unless those attacks are "by Massive," or by other special traits not listed. You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities.

Shield: Block Arrow

Character Points	
Warrior:	20
Harrier:	30
Archer:	---
Reset:	Encounter
Prerequisite:	Shield
Restriction:	None
Skill Points:	1 Endurance
Notes:	If a called arrow attack strikes your shield, you may spend one Endurance Point and call

"Resist Arrow." You must be certain that the attack was an arrow before using this ability, as it cannot be used on spells.

Shield: Block Massive

Character Points			
Warrior:	15		
Harrier:	20		
Archer:	---		
Reset:	Twilight		
Prerequisite:	Shield and Feat of Strength		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may spend one Skill Point to block a single attack that is "by Massive" once per		

twilight per time bought. The attack must strike the shield. You call "Resist."

Shield: Block Spell

Character Points			
Warrior:	20, 40, 60		
Harrier:	20, 40, 60		
Archer:	---		
Reset:	Event		
Prerequisite:	Shield: Block Arrow		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: You may spend one Skill Point and call "Resist" to a single spell attack that strikes your shield once per event per time bought, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Large Weapon: Sword, Club or Axe

Character Points	
Warrior:	10
Harrier:	15
Archer:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a large weapon, such as a two-handed sword, club or axe.

Large Weapon: Polearm

Character Points	
Warrior:	10
Harrier:	15
Archer:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a polearm.

Large Weapon: Strong Blow

Character Points	
Warrior:	10
Harrier:	15
Archer:	15
Reset:	Encounter
Prerequisite:	Large Weapon skill
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "4 Damage" with a large weapon.

Large Weapon: Great Blow

Character Points			
Warrior:	15		
Harrier:	15		
Archer:	20		
Reset:	Twilight		
Prerequisite:	Large Weapon: Strong Blow		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		
Notes:	You may call "6 Damage" with a large weapon once per twilight per time bought.		

Large Weapon: Maim

Character Points	
Warrior:	15
Harrier:	15
Archer:	---

Reset:	Twilight
Prerequisite:	Large Weapon: Strong Blow and Feat of Strength
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You may call "Maim" with a large weapon once per twilight per time bought.

Improvised Brawler

Character Points	
Warrior:	30
Harrier:	30
Archer:	--
Reset:	Instant
Prerequisite:	Small, Medium, or Large Weapons
Restriction:	None
Skill Points:	None
Notes:	You have gained such proficiency with fighting that you can reasonably fight with any

weapon you pick up, even if you are not truly proficient with them. This skill allows you to use any melee weapon *for uncalled damage only*, even if you do not have the skill to use that weapon. You may not use ANY skills with the improvised weapon, nor can you use "Grant Attacks" effects with them. You may only call uncalled damage and block attacks.

The one exception is Disengage; you may use Disengage with any melee weapon if you possess this skill.

This skill will also allow you to throw thrown weapons for uncalled damage, but you cannot use this skill to use a Bow. You must have the Bow skill to use a bow and shoot arrows.

The skill will also allow you to use a single, small weapon sized (24" or less) green fist. You cannot use any fist phys rep larger than 24", nor can you use two fist phys reps, as you must have the Unarmed: Two Fists skill for that.

For example, if you have Medium Weapon: Sword, Club, or Axe, the skill Parry, and Improvised Weapon, you may pick up a Staff, Two Handed Sword, or Dagger, and fight with that weapon as if you were proficient in it. But if you are fighting with a Staff and are struck with a called attack, you may not call "Parry" to that attack. If, however, you were fighting with a Sword, you may use your Parry skill. Likewise, if you received a "Grant Attack: 2 Damage" you could not use that grant with the Staff; only with a Sword, Club, or Axe.

Unarmed: One Fist

Character Points	
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length (36" or less) fist phys rep.

Unarmed: Two Fists

Character Points	
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	None
Notes:	You may fight with two short sword length (36" or less) fist phys reps.

Unarmed: Reach

Character Points	
Warrior:	5
Harrier:	5
Archer:	15
Reset:	Instant
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	None
Notes:	You may use longsword length fist phys reps (max of 46") instead of short sword length

phys reps (36" or less).

Unarmed: Strong Blow

Character Points	
Warrior:	15
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a fist phys rep.

Unarmed: Great Blow

Character Points			
Warrior:	15		
Harrier:	15		
Archer:	20		
Reset:	Twilight		
Prerequisite:	Unarmed: Strong Blow		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		
Notes:	You may call "5 Damage" with a fist phys rep once per twilight per time bought.		

Clawed: One Claw

Character Points	
Warrior:	5
Harrier:	5
Archer:	5
Reset:	Instant
Prerequisite:	Brer (appropriate animal type)
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length claw phys rep.

Clawed: Two Claws

Character Points	
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant

Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	None
Notes:	You may fight with two, short sword length clawphys reps.

Clawed: Reach

Character Points	
Warrior:	5
Harrier:	5
Archer:	15
Reset:	Instant
Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	None
Notes:	You may use long sword length clawphys reps instead of short sword length phys reps.

Clawed: Strong Blow

Character Points	
Warrior:	15
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a claw.

Clawed: Great Blow

Character Points			
Warrior:	15		
Harrier:	15		
Archer:	20		
Reset:	Twilight		
Prerequisite:	Clawed: Strong Blow		
Restriction:	None		
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		
Notes:	You may call "5 Damage" with a claw once per twilight per time bought.		

Clawed: Agony

Character Points	
Warrior:	15
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Strong Blow, Claw
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "Agony" with a claw.

Back Attack

Character Points	
Warrior:	15

Harrier:	10			
Archer:	---			
Reset:	Twilight			
Prerequisite:	Small Weapon or Medium Weapon skill			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	3	4	5	
Skill Points:	None			

Notes: This special attack allows you to attack a target from behind and call "6 Damage" once per twilight per time bought. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff or spear.

Ranged: Bow

Character Points	
Warrior:	20
Harrier:	20
Archer:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds roleplaying as you "re-string" the bow.

   You must roleplay the drawing back and aiming of the bow before firing the packet at the target.

   As a general rule, there should be at least three seconds between shots.

Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack.

   For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend 5 minutes "fletching" a new set of twenty arrows

Ranged: Thrown Weapon

Character Points	
Warrior:	10
Harrier:	5
Archer:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may use any kind of non-packet thrown weapon. A character may carry up to ten throwing weapons. Fallen weapons can be picked up and used again.

Ranged: Strong Attack

Character Points	
Warrior:	15
Harrier:	15
Archer:	10
Reset:	Encounter
Prerequisite:	Ranged: Bow or Ranged: Thrown Weapon
Restriction:	None
Skill Points:	1 Endurance

Notes: You may call "3 Damage" with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Wear Armor: Light Armor

Character Points	
Warrior:	10
Harrier:	10
Archer:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You gain benefit from wearing light armor. Light Armor grants 1 point of armor.

Examples of light armor include (1) a leather tunic that covers chest, and at least 2 of: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal covering chest. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Medium Armor

Character Points	
Warrior:	15
Harrier:	20
Archer:	25
Reset:	Instant
Prerequisite:	Wear Armor: Light
Restriction:	See below
Skill Points:	None
Notes:	You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor.

Examples of medium armor include (1) soft/suede leather tunic that covers chest, and at least 3 of: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (4) hard leather, chainmail, platemail, scale mail, or metal brigandine covering shoulders and at least 3 of in soft/suede leather: head/helment, shoulders, forerms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Heavy Armor

Character Points	
Warrior:	15
Harrier:	20
Archer:	---
Reset:	Instant
Prerequisite:	Wear Armor: Medium
Restriction:	See below
Skill Points:	None
Notes:	You gain benefit from wearing heavy armor. Heavy Armor grants an additional point of

armor, for a total of 3 point of protection. Examples of heavy armor include (1) hard leather or chainmail that covers chest, and at least 4 of in soft/suede leather: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helment, shoulders, forerms, hips, upper legs, lower legs; or (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Golem Light Armor

Character Points	
Warrior:	5
Harrier:	10
Archer:	10
Reset:	Encounter
Prerequisite:	Golem character
Restriction:	None
Skill Points:	None

Notes: You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Light armor for a golem need only represent skin that is other than "flesh."

Wear Armor: Golem Medium Armor

Character Points	
Warrior:	10
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Light Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 2 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Medium armor for a golem does not follow normal armor rules, and should cover any visible skin. While we do not require the "skin" to be made from "medium materials" such as hard leather or the like, we ask that the golem "skin" convey that this thicker/tougher than normal.

Wear Armor: Golem Heavy Armor

Character Points	
Warrior:	10
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Medium Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Heavy armor for a golem does not follow normal armor rules and should cover any visible skin. However, a golem with Heavy Armor should have constuming to convey that their skin is of a heavy material – thick wood, metal, etc.

Shrug and Recover

Character Points			
Warrior:	10		
Harrier:	10		
Archer:	15		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You may roleplay for 3 seconds and recover 3 Body. Shrug and stretch, then call, "Heal 3 to self."

Rest Back Health

Character Points			
Warrior:	10		
Harrier:	10		
Archer:	15		
Reset:	Instant		
Prerequisite:	Shrug and Recover		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	none		

Notes: When you Well Rest between encounters to recover your encounter abilities, you may recover your Body to full.

Parry

Character Points			
Warrior:	15		
Harrier:	20		
Archer:	25		
Reset:	Twilight		
Prerequisite:	Any melee weapon skill (not fist or claw)		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You may call "Parry" to one attack by melee weapon that strikes a limb (arms, legs, or feet). A parry can be performed with any readied melee weapon, except claws or fists You may parry melee attempts to disarm or destroy your weapon. You may use Parry only against following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic and Threshold.

Disengage

Character Points	
Warrior:	10
Harrier:	10
Archer:	10
Reset:	Encounter
Prerequisite:	Any weapon skill
Restriction:	None
Skill Points:	1 Endurance

Notes: You may call a "Disengage" with any weapon in hand, including with claws or fists.

Avoid

Character Points	
Warrior:	35,70,105,140
Harrier:	20,40,60,80
Archer:	30,60,90,120
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None

Notes: You may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold.

Quick Block

Character Points	
Warrior:	5
Harrier:	5
Archer:	10
Reset:	Encounter
Prerequisite:	Parry
Restriction:	None
Skill Points:	1 Endurance

Notes: If you are struck by an uncalled weapon, packet, thrown weapon or arrow attack, and you have a weapon in hand, you may call "Resist by Skill." You may Resist two uncalled attacks for every 1 Endurance spent.

Courage

Character Points	
Warrior:	10
Harrier:	15
Archer:	15
Reset:	Twilight
Prerequisite:	Any fighter header
Restriction:	None
Skill Points:	None

Notes: You may choose to call "Resist" against any one attack by Fear, or call "Purge" three seconds after taking any one attack "by Fear."

Hamstring

Character Points	
Warrior:	15
Harrier:	10
Archer:	20
Reset:	Twilight
Prerequisite:	Any fighter header
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None

Notes: You may deliver a strike that cripples your enemy. Call "Slow" or "Weakness" with a melee weapon (cannot be used with claws or fists).

Warrior Only Skills

Large Weapon: Massive Damage

Character Points	
Warrior:	10
Harrier:	---
Archer:	---
Reset:	Event
Prerequisite:	Warrior, Feat of Strength, Large Weapon: Great Blow
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None Additional
Notes:	You may call one "6 Damage" as "6 Damage by Massive" once per event per time

purchased.

Warrior's Parry

Character Points	
Warrior:	10,20,30
Harrier:	---
Archer:	---
Reset:	Event
Prerequisite:	Warrior, Parry
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You may parry one attack by melee weapon, even if it strikes your chest. A parry can be

performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb or **chest**, and can also be used to parry an attack by Massive that lands on a limb. Warrior's Parry cannot parry a shot that strikes the target's back. You may parry melee attempts to disarm or destroy your weapon. If struck, the call is "Parry by Skill." This includes the ability to Parry attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

I Will Protect You

Character Points	
Warrior:	10
Harrier:	---
Archer:	---
Reset:	Twilight
Prerequisite:	Warrior, Any weapon skill
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None

Notes: Say a short phrase telling the target how you will protect them if they remain by your side (6+ syllables), then touch the target and call "Grant Defense, Guard by Protection." So long as the target remains behind you and within arm or weapon reach, they may call "Guard" to the first weapon or packet attack that strikes them, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. If your target does not understand this skill, you must explain it to them.

Break Free

Character Points	
Warrior:	15
Harrier:	---

Archer:	---
Reset:	Encounter
Prerequisite:	Warrior, Feat of Strength
Restriction:	None
Skill Points:	1 Endurance

Notes: Warriors who have learned Feats of Strength may use their strength to break free of physical bindings. If you are struck with a Paralyze or Root by a Physical Trait (Acid, Crystal, Earth, Force, Metal, Silver, Thorns, Weapon, Web, and Wind), spend 1 Endurance and call "Reduced to Short by Strength." You may then spend 10 seconds uninterrupted roleplaying breaking physically free, just as you would for a Short Paralyze/Root. If you are struck with a Short Paralyze or Short Root by a Phsyical Trait, spend 1 Endurance and 3 uninterrupted seconds roleplaying struggling free, and call "Purge by Strength."

Knock Down

Character Points			
Warrior:	15		
Harrier:	---		
Archer:	---		
Reset:	Twilight		
Prerequisite:	Warrior, Feat of Strength		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Warriors who have learned Feats of Strength may use their strength to knock an opponent down. Call "Slam by Strength" with a melee weapon, unarmed, or claw. This may be used once per twilight per time bought.

Still on My Feet

Character Points			
Warrior:	10		
Harrier:	---		
Archer:	---		
Reset:	Twilight		
Prerequisite:	Warrior, Feat of Strength		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Warriors who have learned Feats of Strength may use their strength to stay on their feet and call "Resist by Strength" to any one Slam effect. You may instead choose to call "Reduced to Slam" to one damage effect called "by Massive." This may be used once per twilight per time bought.

Heroic Stand

Character Points			
Warrior:	25		
Harrier:	---		
Archer:	---		
Reset:	Event		
Prerequisite:	Warrior, Warrior's Parry		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: If you are struck with a Damage attack that would drop you to 0 or below 0, call "Reduce by Heroics" and remain standing at 1 Hit Point. You may do this once per event per time bought, and may use it even against damage delivered by Special Effects.

Harrier Only Skills

Fleet-Footed

Character Points			
Warrior:	--		
Harrier:	15		
Archer:	--		
Reset:	Twilight		
Prerequisite:	Harrier header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may call "Resist" to a Maim, Root, or Slow effect, including attacks by the Special		

Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

On Your Feet

Character Points			
Warrior:	--		
Harrier:	10		
Archer:	--		
Reset:	Twilight		
Prerequisite:	Harrier header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	If you are unconscious or incapacitated in a prone position, and you receive healing, rest,		

or are your Cured, you may call "Disengage" as you awaken and get to your feet.

Small Weapon: Double Attack

Character Points			
Warrior:	---		
Harrier:	10		
Archer:	---		
Reset:	Event		
Prerequisite:	Small Weapon: Great Blow or Ranged:Strong Attack		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None additional		
Notes:	You may call "Double" with any called strike using a small weapon or thrown weapon.		

Trip Your Opponent

Character Points			
Warrior:	--		
Harrier:	10		
Archer:	--		
Reset:	Twilight		
Prerequisite:	Harrier header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You may trip up your opponent. Strike them with a melee weapon and call, "Slam."

Double Back Attack

Character Points	
Warrior:	---
Harrier:	15
Archer:	---
Reset:	Event
Prerequisite:	Back Attack
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	1	2	3

Skill Points:	None

Notes: This special attack allows you to attack a target from behind and call "Double 5 Damage" once per event per time bought. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff or spear.

Back Attack: Stun

Character Points	
Warrior:	---
Harrier:	15
Archer:	---
Reset:	Event
Prerequisite:	Back Attack
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points:	None

Notes: This special attack allows you to attack a target from behind and call "Stun". You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff, spear or large weapon.

Back Attack: Glancing Throw

Character Points	
Warrior:	---
Harrier:	10
Archer:	---
Reset:	Event
Prerequisite:	Ranged: Thrown Weapon, Ranged: Strong Attack, Back Attack: Stun
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	1	2	3

Skill Points:	None

Notes: This special attack allows you to attack a target from behind with a thrown weapon and call "Short Stun". You must have both of the target's shoulder blades in sight to initiate this attack.

Elude That!

Character Points	
Warrior:	---
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Fleet-Footed or On Your Feet
Restriction:	None

Skill Points: 1 Endurance

Notes: Spend 3 seconds stretching, jogging in place, or otherwise roleplaying getting ready to move quickly/run, and then spend 1 Endurance to call "Grant Elude Physical to Self by Speed." You may call Elude on the next melee or packet attack that strikes you with a Physical Trait (Acid, Crystal, Earth, Force, Metal, Silver, Thorns, Weapon, Web, and Wind). This effect ends when used, when the encounter ends, or when Well Rested.

Dextrous Armor	
Character Points	
Warrior:	---
Harrier:	20
Archer:	---
Reset:	Encounter
Prerequisite:	Fleet-Footed or On Your Feet
Restriction:	None
Skill Points:	1 Endurance (per use)

Notes: You cannot be wearing any armor (and gaining use of physical armor) to use this skill. You are fast enough on your feet that you are able to nimbly get out of the way or lessen an incoming blow such that it only skims you. Expend 1 Endurance, then Spend 3 seconds stretching out and then call "Grant 2 Extra Armor to Self by Speed." You gain 2 points of Armor that can be stacked with a normal Grant Armor effect and with Reflex. This armor lasts till expended, the encounter ends, or you take or receive a Well Rest. During the same encounter in which you expended the point of endurance, you may spend 2 minutes stretching and catching your breath to reset this armor, without needing to expend another 1 point of endurance. You may also choose to spend another 1 Endurance to only spend 3 seconds to activate the armor again; however, Dextrous Armor does NOT stack with itself (you may only have 1 active Dextrous Armor active at a time).

Archer Only Skills

Piercing Shots

Character Points	
Warrior:	---
Harrier:	---
Archer:	10
Reset:	Instant
Prerequisite:	Archer Header
Restriction:	None
Skill Points:	None
Notes:	You may aim for ten seconds, training your bow at a specific target, then throw the packet and call "1 Damage". This will allow your arrows to pierce through shields (which normally stop any uncalled packet attacks).

Ranged: Extra Arrows

Character Points	
Warrior:	---
Harrier:	---
Archer:	15
Reset:	Instant
Prerequisite:	Archer header, Ranged: Bow
Skill Points:	None
Notes:	You may fire ten extra arrows (for a total of thirty) before having to re-fletch.

Ranged: Fast Fletcher

Character Points	
Warrior:	---
Harrier:	---
Archer:	20
Reset:	Instant
Prerequisite:	Archer header, Ranged: Bow
Skill Points:	None
Notes:	Reduces fletching time by two minutes (making fletching time 3 minutes).

Ranged: Great Attack

Character Points			
Warrior:	---		
Harrier:	---		
Archer:	10		
Reset:	Twilight		
Prerequisite:	Ranged: Strong Attack		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		
Notes:	You may call "5 Damage" with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.		

Ranged: Agony

Character Points	
Warrior:	---
Harrier:	---
Archer:	15

Reset:	Encounter
Prerequisite:	Ranged: Bow and Ranged: Strong Attack
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "agony" with an arrow or thrown weapon.

Ranged: Root (by Arrow)

Character Points			
Warrior:	---		
Harrier:	---		
Archer:	20		
Reset:	Twilight		
Prerequisite:	Ranged: Bow		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may call "Root" when attacking with a bow.		

Ranged: Throat Shot

Character Points			
Warrior:	---		
Harrier:	---		
Archer:	20		
Reset:	Event		
Prerequisite:	Ranged: Strong Attack, Ranged: Agony		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may call "Silence" when attacking with a bow.		

Ranged: Repel by Fear   *"Back-Off!"*

Character Points	
Warrior:	--
Harrier:	--
Archer:	10
Reset:	Twilight
Prerequisite:	Archer header, Ranged: Bow Skill, Ranged: Strong Attack
Restriction:	None
Skill Points:	None
Notes:	You may gesture with your bow at an opponent and call "By My Gesture, Repel by Fear".

Elude Arrows

Character Points			
Warrior:	---		
Harrier:	---		
Archer:	10		
Reset:	Twilight		
Prerequisite:	Archer header, Ranged: Bow or Ranged: Thrown Weapon		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You are as skilled at avoiding arrows as you are at shooting them. You may spend 3 seconds dancing from foot to foot to prepare to be nimble and dodge incoming missiles. call "Elude" to the first arrow, thrown weapon, projectile, or uncalled packet that strikes you.

Bow Parry

Character Points	
Warrior:	---
Harrier:	---
Archer:	15
Reset:	Instant
Prerequisite:	Ranged: Bow and Archer header
Restriction:	None
Skill Points:	None

Notes: You would normally take the damage or take a disarm affect if your bow is struck by an incoming melee attack. This skill allows you to actively block a weapon using your bow, and to hold on to the bow when doing so. You may not, however, wield a weapon in your other hand. The bow becomes unstrung when struck, and you must spend ten seconds role-playing restringing the bow before you can use it again to fire an arrow.

Weapon and Bow

Character Points	
Warrior:	---
Harrier:	---
Archer:	10
Reset:	Instant
Prerequisite:	Medium Weapon, Bow Parry
Restriction:	None
Skill Points:	None

Notes: You may block attacks using your bow in one hand while using a medium or small melee weapon to attack or defend in the other.

Champion Skills
Some warriors have honed their skills such that they can study a foe closely in battle and match their fighting tactics to that of their foe, allowing them to more easily defeat their opponent in battle.

Champion: Knowing Your Foe (Add-on Header)

Character Points	
Warrior:	20
Harrier:	25
Archer:	25
Any other Header:	30
Reset:	Encounter
Prerequisite:	Any weapon skill, not including fists or claws
Restriction:	None
Skill Points:	1 Endurance
Notes:	**You gain the trait Champion.** Skilled warriors who study the enemy they fight can

learn ways of more easily harming them. Once you have engaged an enemy and landed a blow on them, or they have landed a blow on you (even if you negated it with a defense, or blocked it with a weapon or shield), you may use this skill. Strike your target with a melee weapon, thrown weapon, or arrow and call "Inflict Foe Trait by Skill." You may only Mark one foe at a time. Your foe must be defeated/dead or have fled the encounter, or had the trait removed, before you can target another Foe. If your Foe has the trait removed in some manner, you may spend another endurance to strike them with this again, even if they have not struck you again in the meantime.

You may choose to add "to Foe" to any of your existing melee or ranged attacks against your foe.

Target Your Foe

Character Points	
Warrior:	10
Harrier:	10
Archer:	10
Any other Header:	15
Reset:	Encounter
Prerequisite:	Champion: Knowing Your Foe
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may add "to Foe" to any of your existing melee, thrown weapon, or arrow attack

calls. (For example, "Maim" could be called as "Maim to Foe.") Your blows also more greatly damage your Foe. Add 1 to any of your Strong Blows, Great Blows, and other damage attacks against your foe when using "to foe". (Thus, "3 Damage" becomes "4 Damage to Foe.")

Piercing Your Foe

Character Points			
Warrior:	15		
Harrier:	15		
Archer:	15		
Any other Header:	20		
Reset:	Event		
Prerequisite:	Champion: Knowing Your Foe		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You can deliver a blow that penetrates your Foe's defenses. With melee weapon (not fists or claws), thrown weapon or arrow, point your weapon at your Foe and call "By My Gesture, 3 Damage to Foe." If you use a melee weapon, you must be within striking distance to use this skill.

Unbroken Bones

Character Points	
Warrior:	15
Harrier:	15
Archer:	15
Any other Header:	20
Reset:	Encounter
Prerequisite:	Champion: Knowing Your Foe
Restriction:	None
Skill Points:	1 Endurance

Notes: If struck with a Maim attack from your Foe (including the special traits: Craft, Fascination, Illusion, Imagination, Magic and Threshold), spend 1 Endurance, call "Reduced" and take an agony effect instead.

Study Your Foe

Character Points	
Warrior:	10
Harrier:	15
Archer:	15
Any other Header:	20
Reset:	Encounter
Prerequisite:	Champion: Knowing Your Foe
Restriction:	None
Skill Points:	1 Endurance

Notes: Spend a minimum of 10 seconds studying your foe. You may be standing in battle, but cannot be using any game skills, including blocking attacks or using defenses. Once you have done so, you may call "Shield" on the next attack by your Foe, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Parry Your Foe

Character Points			
Warrior:	10		
Harrier:	15		
Archer:	15		
Any other Header:	20		
Reset:	Event		
Prerequisite:	Study Your Foe		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You may parry one attack by melee weapon delivered by your Foe. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb (but not on your torso). You may parry melee attempts to disarm or destroy your weapon. If struck, the call is "Parry." This includes the ability to Parry attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Relentless Against Your Foe

Character Points	
Warrior:	15
Harrier:	15
Archer:	15
Any other Header:	20
Reset:	Encounter
Prerequisite:	Champion: Knowing Your Foe
Restriction:	None
Skill Points:	None
Notes:	Call "Resist" to any 1 Repel or Slow effect, or one "by Fear" delivered by your Foe, that

would prevent you from pursuing or fighting your foe, including the following special traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Enrage Your Foe

Character Points			
Warrior:	10		
Harrier:	10		
Archer:	10		
Any other Header:	15		
Reset:	Twilight		
Prerequisite:	Champion: Knowing Your Foe		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may deliver an attack that angers your foe such that they become enraged and fight		

foolishly. Call "Frenzy to Foe" with a single weapon or arrow attack.

Learn from Defeat

Character Points			
Warrior:	15		
Harrier:	20		
Archer:	20		
Any other Header:	25		
Reset:	Event		
Prerequisite:	Relentless Against Your Foe		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You learn how to improve your tactics against a foe, even when you have been defeated		

by them. If your foe drops you unconscious, kills you, or otherwise incapacitates you while fighting them, you learn from your defeat. You may choose one of the following:

- swing "double" on a called weapon attack against your foe in the same encounter
- gain a Warrior's Parry against one attack from your foe to use in the fight.
- call "double" on your next defense against your foe

These expire once your foe is defeated, killed, or the fight ends.

Thrill of Victory

Character Points	
Warrior:	20
Harrier:	25

Archer:	25		
Any other Header:	30		
Reset:	Event		
Prerequisite:	Relentless Against Your Foe		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: The thrill of defeating your foe in honorable combat is a rush that empowers you. If you are the one to strike down your foe AND deliver the deathstrike (yours must be the last strike to drop them), or you strike them with Death to Foe and they take the effect and die, spend 3 seconds exclaiming your victory (as appropriate to your character, but it must be obvious). You may then either"Refresh 2 Endurance", or "Refresh 1 Twilight skill."

Fatal Strike Your Foe

Character Points			
Warrior:	30		
Harrier:	35		
Archer:	35		
Any other Header:	40		
Reset:	Event		
Prerequisite:	Relentless Against Your Foe, Study Your Foe, Target Your Foe		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		

Notes: You may call "Death to Foe" with a melee attack (not claws or fists), thrown weapon, or arrow.

12.4   Rogues

> *"Other thieves merely stole everything that was not nailed down,*
> *but this thief stole the nails as well."*
> *~Terry Pratchett, Sourcery*

Outlook

Plenty of places in the Written World are protected by locks and traps and other devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Farraway trains his Jacks thus – but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

Rogue is not a header that conveys combat skills. Rogues who are skilled in combat are often Harriers. Instead, this header focuses on the skills that allow you to get into places unseen and obtain things that are locked away.

A Note on Men of Science vs. Rogues

While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill..

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

It is possible that items exist that would allow Rogues to manipulate Science or Magical locks, traps, and wards.

Roguery Skills

Skill: Endurance

Character Points:	5,10,15		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	None		

Notes: Skill represents the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Locks: Pick Locks

Character Points:	10
Reset:	Instant
Prerequisite:	Roguery Header or Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may attempt to pick a lock. You may also read any tags that may be present on a

lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

Locks: Pick a Lock

Cost:	20		
Reset:	Event		
Prerequisite:	Rogue header, Pick Locks		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	1 Endurance		
Notes:	You may open a single lock. Some locks cannot be opened in this manner, and those		

locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Skill Point and using this skill. Note that special tools are required to pick certain locks, and this skill does not negate that requirement.

Locks: Escape Bonds

Cost:	10
Reset:	Encounter
Prerequisite:	Pick Locks
Restriction:	Rogue header
Skill Points:	1 Endurance
Notes:	You may free yourself from a binding, such as a rope or manacles. Since for safety

reasons you cannot actually be restricted in your movements, this skill is the only method of escape.

You may also free yourself from a Root, Slow, or Paralyze caused by a Physical Trait (Acid, Crystal, Earth, Force, Metal, Silver, Thorns, Weapon, Web, and Wind) after 10 seconds of roleplay. Spend 1 Endurance to Call "Purge Physical by Skill."

Traps: Disarm Traps

Cost:	10
Reset:	Instant
Prerequisite:	None
Restriction:	Rogue of Man of Science header
Skill Points:	None
Notes:	You may attempt to disarm a trap. You may also read any tags that may be present on a

trap.

Traps: Trap Dodge

Cost:	15		
Reset:	Event		
Prerequisite:	Disarm traps		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You may avoid the damage from mechanical trap would otherwise cause you harm. The		

call for this is "Avoid". The trap still destroys any items it is protecting, however. A character cannot Trap Dodge and Recover Goods at the same time. You may Avoid traps that are by the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold.

Traps: Recover Goods

Cost:	15
Reset:	Event
Prerequisite:	Trap Dodge
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points:	None

Notes: You may save the loot from a trapped box if a trap has been triggered. You must take the damage. This cannot be used at the same time as Trap Dodge. The call for this is "Reduce". If the damage from the trap is enough to bring the character to unconscious, the goods remain safely in the box, although the box is open and the trap sprung. If there is more than one trap in a box, more than one use of this skill is required to recover the goods.

Hide: Conceal Item

Cost:	20
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Endurance

Notes: You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from) . You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

Hide: Resist Expose

Cost:	10
Reset:	Event
Prerequisite:	None
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points:	none

Notes: You may hide from an "Expose <<by trait>>", except if the effect is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare (other Special Effects may be hidden from) . This skill does NOT work against an expose that does not have a trait. Once activated, the skill lasts five minutes, during which time you do not have to respond to an expose by the same trait. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

Seek: Quick Search a Body

Cost:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: It normally takes ten seconds to search a fallen body. With this skill, you may search a body in only three seconds. When you initiate the search, state to the NPC, "Quick Search". The NPC will then turn over the goods.

Seek: Search an Area

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: By searching an area (and reading tags left for you to find) you may learn things that are difficult or impossible for us to physically represent. In some cases those details will be available for everyone to know, but if something is well hidden, it may require that you have this skill.

Hear Rumors

Character Points:	10
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You have the right contacts and connections within the streets, bars, and less savory places of society, such that you always hear the latest things being whispered or gossiped about. You may hear "lower class" or "black market" rumors between events. You also have connections among the upper class of society, the great families of the Houselands and the upper class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodsfolk who hear and see things that from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

This skill may only be used passively unless you have the Rogue Header, in which case you may submit an active use for rumors on a specific topic. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill when used passively.

Rogue's Agility

Character Points:	Free
Reset:	Instant
Prerequisite:	Rogue Header
Restriction:	None
Skill Points:	None

Notes: Rogue's are quite skilled at getting into places, and have honed their agility. If they purchase any of the Adventure Skills Balance, Climb, Swim, and Jump, they get one use each Twilight (just as they normally would with the skill), but may otherwise treat the reset of these skills as Encounter, and spend 1 Endurance to use it in an encounter. For example, if they have purchased 1 Twilight Use of Balance and already used it during the current Twilight period, they may spend 1 Endurance to use it again.

Catch Your Breath

Character Points:	10
Reset:	Encounter
Prerequisite:	None
Restriction:	Rogue Header
Skill Points:	1 Endurance

Notes: Spend 1 Endurance and 30 uninterrupted seconds catching your breath to "Refresh All Reflex to Self." You may only use this once per encounter.

12.5 The Priest of the Word

> "*My task which I am trying to achieve is by the power of the written word,*
> *to make you hear, to make you feel--it is, before all, to make you see.*
> *That--and no more, and it is everything.*"
> ~ Joseph Conrad

> "*Anyone who doesn't take truth seriously in small matters cannot be trusted in large ones either.*"
> --Albert Einstein

Outlook

The Priests of the Church of the Word are among the most respected men and women of the world. They follow the Written Words of the First Patron, collecting facts, checking them, and storing them in their vast library in the city of Farraway. The church values truth. That said, it is not above the changing of Fate when its members see the need. Priests will often see visions of events to come. They may pray to change those events. They view both to be gifts from the First Patron, and consider it their duty to act on them.

While the Priests of the Word do not prescribe to any moral code (beyond a strict adherence to what is truth), they are often called to write the laws of the land, and to witness and judge when those laws have been broken. Many ultimately believe that everyone can find a happy ending if they are willing to look truthfully within and without, and take the difficult path rather than the easy one. Every important event, whenever possible, has a priest in attendance to write it down. The saying goes that if a thing is not written, it never occurred.

Priestly Garb

The priestly garb includes a plain white, off white or brown cassock (originally based off the color of paper, over the generations this has become lighter in shade, and now even white is acceptable). Priests generally don't wear their full cassocks when they are simply out and about. Plain clothes are fine, encouraged even, for every day wear.

Each priest also has a stole, and generally always wears even when in every day attire. These are typically individualized, although priests higher up rank would wear a more uniform stole when performing their duties. The stole, being two sided, typically would have the word "TRUTH" running top to bottom on the right side in block letters, and a word, phrase or block of text written on the left, in whatever format the individual desires. This block of text should be significant to each individual.

Player character priests may feel free to individualize their stole. They are not high enough in rank to worry about the uniform pattern. Player character priests may bring a cassock to game, but it is not required wear.

Priest is an In-Game Header

While "Priest" is an Out-of-Game header, it is also a mark of In-Game status and rank. The ability and responsibility to "witness" an event and, in effect, to further ground it in Truth, is one not taken lightly. Additionally, the skill to reliably channel one's Faith to perform "minor miracles" requires deep training and a special ordination rite. Thus, the only way to become a priest is to be instructed by an existing Ordained member of the church, and that absolutely means that to become a priest a character must also become an Ordained member of the church.

This instructor must be an NPC. Similar to the possession of a noble rank, the ability to train a character to become a priest is not one granted to player characters. This is largely to ensure game balance and cosmological consistency, however In-Game, it is a rule that no existing priest would consider breaking.

If you pick up this Header during the course of game play, please inform Plot of your desire and pursue the header – and your Ordination – in-game.

Faith, as a Skill Point and as In-Game Belief

Points of Faith may be purchased using CP, and on that level, Faith is an Out-of-Game skill. However, it is also in In-Game choice a player makes for a character. Without Faith, a priest's prayers simply do not work. Likewise if a character suffers a crisis of Faith, then that character's prayers go unanswered. Without Faith, no call that is

specific to priests ("by Faith", "to Corruption", etc.) will work. Players are welcome to role play this as they will, but to be clear, this is a cosmological absolute.

Unlike here in the Real World ™, on the Written World the evidence of the Power of the Written Word cannot be denied. It is visible and tangible, and even a non-priest character would have faith in the Written Word. However, only ordained Priests have been taught how to use their Faith as a mystical force.

Priests of the Church of the Word have a stronger connection to both Faith and Doubt than ordinary people, and as such are heavily influenced by both. To be a Priest, you must have Faith: Faith in the Word, the Patrons, the Written Word, and the Truth that is the sum of it all. It is said that the First Patron believed what he Wrote, and his Belief in His Words gave Truth and Being to the Written Word. So, too, do Priests find their Faith.

Doubt

Doubt in the capital D sense is much more than niggling worries at the back of your head; it is either a lack of Faith in the truth of the Written Word, or the effects of Anathema upon an individual that causes a similar lack of faith. Priests who Doubt their Faith may find that they lose their abilities or may suffer event greater affects. While this does not mean you cannot play a Priest who questions, it means your questions should be about the nature of truth and what is truth, not that there is any truth to be had. (Note, this is not a Plot Hint to play a Priest who Doubts. You'd be spending a lot of CP on skills you cannot use, and while we certainly love stories about finding one's Faith or questioning faith in order to find what you believe in, we are aiming for a certain flavor when it comes to the Priests of the Word, and are not seeking to undermine that. There are numerous ways to play a Priest that confirm to our intent that do not require you to be "a religious fanatic" or someone who never questions. You can believe in the truth of the Word and still seek to find the meaning of that Truth.)

Truth

At the heart of the Priest's Faith is Truth, for the Written Word is Truth. For that reason, Priests care a great deal about what is True, and what is not. This does not mean that they never lie or mislead, though most try not, but it does mean when Witnessing and acting in Official Capacity, they are very careful to Witness what is True and enter that truth into the Written Records. Witnessing Untruths can affect and even harm the Written World, and certainly the demons of Anathema seek to corrupt, twist, and warp the Written Word to destroy the Truth of those Words. Thus, Priests take their duty to the sanctity of the Written Word very seriously.

For this reason, Priests are often called upon to be Judges in matters of Justice as they are expected to be objective and seek the Truth of the matter before them.

That is not to say all Priests believe that Truth is absolute; there are those who believe that understanding of Truth can change as one gains knowledge and experience. It is in fact quite common for Priests to debate and philosophize on what is Truth among themselves.

However, Priests always believe that there *is* a Truth, even if it might be unknowable in the moment; Priests do not believe that truth is always subjective, as that is both the path of Doubt and the madness of the Slumberlands.

Priests and Sandman

While Priests can certainly be Sandmen and Dreamers, Priests have a different relationship with the Slumberlands, acknowledging that it is a place that reflects truth but is not itself truth. It is a place of dreams and fanciful imaginations, and Priests – and even the Sandmen of Asylum - recognize that those who lose too much of themselves to dreams are, in the end, likely to go mad. Priests do not lose sight of Reality, even those who are Sandmen, recognizing that the Slumberlands "are not real" in the same way as the Written Word. Falling too far into Dreams is similar to losing Faith.

Priests and Magicians

While Priests can certainly be Magicians as well, some Priests consider Magic to be "cheating," as Magic is like "ad-libbing" what is Written, and while Priests are very careful and meticulous about what they Witness, or how they use their Faith to heal and to aid, they often feel that Magicians are too quick to flick a wrist to use magic to solve their problems without thinking through the potential consequences of their actions first. Magic is taking "the easy path" and important life and moral lessons are sometimes lost when you take the "easy way."

However, there are some Priests who see Magic as complimentary to their Faith – the wonder of the Word mixed with the truth of it.

Priests Skills

Skill Points: Faith

Character Points:	5,10,15		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	None		

Notes: Skill Points represent the number of special actions a character can take during each encounter. There are different types of Skill Points, and when a Skill Point is purchased, it is immediately assigned a type. Each type of Skill Point fuels a different type of skill. Most characters will only require one, or at most two types of points.

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

Example One: A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

Example Two: A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

Witness, or Writing the Word

Character Points:		
Paladin:	Free	
Healer:	Free	
Scholar:	Free	
Reset:	Instant	
Prerequisite:	Any priest header	
Restriction:	None	
Skill Points:	None	

Notes: The Church of the Word has a saying: "If a thing is not written, it never happened." To that end, you are granted the authority to add facts and details into the record books of the church. You are a "legal witnesses" to the events of the world. Priest of the Word are called upon to record important events, such as births, marriages, deaths, important battles, contracts, and really anything worth remembering. The loss of any bit of information is considered a great shame.

Witness is not so much a skill as it is a duty, and it is one that every priest takes very seriously. To record a thing wrong, especially on purpose, is the worst offense a priest can make, so they are very careful to record names, places and events correctly. Some priests carry this belief into the things they say, being careful not to even speak a mistruth.

If Witness and Record something, you should say something outloud so all priest know who you are and that you are Witnessing what is or has occurred, and then in your written record, ensure you record your name and the fact that you have Witnessed this and are making a record of the Written Word. The exact wording can be unique to each Priest, but could be something such as:

"Let it be known that I, <NAME>, have Witnessed <event> and have Recorded it as a Written Word."

Priests who formally Witness and Record events, contracts, or other things of importance should include in their PELs what they have Witnessed and Written.

Visions of the Word

Character Points:	
Paladin:	10
Healer:	10
Scholar:	10
Reset:	Between Event
Prerequisite:	Any Priest Header
Restriction:	None
Skill Points:	None

Notes: You have visions, sometimes of the past, and sometimes they are of the future. Most priests of the Word are "blessed" with these visions, and often view it as skipping around in the book of the world. This is a passive skill and occurs between events.

Resist Doubt

Character Points:			
Paladin:	5,5,5		
Healer:	5,5,5		
Scholar:	5,5,5		
Reset:	Event		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: The strength of your Faith protects you. You may call "Resist by Faith" to any one attack "by Doubt." This skill may be used while unconscious or dead, but not while Drained.

Repel Corrupt

Character Points	
Paladin:	15
Healer:	15
Scholar:	15
Reset:	Encounter
Prerequisite:	Any priest header
Restriction:	None
Skill Points:	1 Faith

Notes: You are imbued with the lawful power of the word, and as such, you may repel many of the creatures of Anathema. Point at your target (or raise a symbol or sword), call out a forceful command backed by the power of your faith that is at least four syllables long ("Evil Hence Begone!" or some such) and call, "By my gesture, Repel to Corrupt by Faith!" You may choose to substitute "Corrupt" with "Demon" or "Undead." You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills (except to call defenses). Your hands do not need to be free to use this ability.

Desperate Repel Corrupt

Character Points			
Paladin:	15		
Healer:	15		
Scholar:	15		
Reset:	Event		
Prerequisite:	Repel Corrupt		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	2
Skill Points:	None		

Notes: Priests are so imbued with the lawful power of the word that in times of desperation, they are able to draw upon the power of their Faith even when exhausted. This works exactly as the "Repel Corrupt" skill except it does not cost Skill Points to use. It is an Event Skill, and can only be used per time bought. Point at your target (or raise a symbol or sword), call out a forceful command backed by the power of your faith that is at least four syllables long ("Evil Hence Begone!" or some such) and call, "By my gesture, Repel to Corrupt by Faith!" You may choose to substitute "Corrupt" with "Demon" or "Undead." You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills (except to call defenses). Your hands do not need to be free to use this ability.

Faith in Truth

Character Points:			
Paladin:	10		
Healer:	10		
Scholar:	10		
Reset:	Event		
Prerequisite:	Resist Doubt		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		

Notes: The strength of your Faith grounds you in the Truth of the Written Word, enabling you to resist magicks that would seek to fool you. You may call "Resist by Faith" to any one attack "by Illusion," by "Illusory {Trait}" or "by Imagination" once per event per time bought. This skill may be used while unconscious or dead, but not while Drained.

Paladin Skills

Imbue/Forge Holy Weapon

Character Points:	
Paladin:	Free
Healer:	---
Scholar:	---
Reset:	Event
Prerequisite:	Paladin header
Restriction:	None
Skill Points:	1 Faith

Notes: You may imbue a weapon with the holy power of the Word to make it a powerful weapon against demons and undead. Traditionally this weapon is a sword, but it may be any small, medium or large weapon (though not a bow, fist of claw).

To Imbue an existing weapon as holy, you must design a rite that includes the following elements:

* It must be a minimum of 5 minutes in length.
* The focal point of the Rite must be the weapon that is being infused with the Word.
* The rite must include speaking and gestures.
* The rite must include writing of some kind, even if this is only tracing out symbols, runes, letters, or words, although consider that this writing would eventually be turned in to the church to making the rite official.
* The weapon must be given a Word that becomes its Name.
* The rite cannot be interrupted. If you take harmful effects or stop the rite, or someone else interrupts or walks through the rite, then you must begin again.

As long as those requirements are met, you may perform the Rite as you wish. At the end of the rite, you may call out "Imbue Holy Weapon by Faith" and your weapon becomes Holy when in your hands.

Once this is done on a weapon, you do not need to perform this rite again. It is considered to remain in effect between events, and does not end unless you imbue a new Holy Weapon. You may only have one weapon that is so empowered. If it at any point you wish to imbue a new weapon, you may do so, following the guidelines above, but the previous weapon loses its holy imbue. This can be done during an Encounter, but please note that interruptions will reset the rite.

You may also choose to perform this rite while forging your own weapon. This requires you to have the Weaponsmithing skill and the necessary in-game components. A Holy Weapon personally created by the Paladin who wields it, weaving in it his Words as he does, is said to be more powerful and it is possible there are hidden skills that may be discovered related to this.

Once cast, in addition to becoming a focus for other abilities, the Paladin can cast Priest spells while holding and using their Holy Weapon in one hand. You must have the skill to use the weapon to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:
* This skill also works with any Priest packet-based skills that are not technically spells but that work like spells.
* If the weapon is destroyed, the Holy Sword Imbue is not lost, but you cannot use the Sword for any abilities relying on it until the Sword is repaired.

True Weapon

Character Points:	
Paladin:	15
Healer:	---
Scholar:	---
Reset:	Twilight
Prerequisite:	Imbue/Forge Holy Weapon, Weapon Smith skill
Restriction:	None
Skill Points:	None

Notes: While holding a HolyWeapon that you have built yourself, you may call "Resist by Faith" to any one Destroy or Disarm effect to that weapon. This skill may be used while unconscious or dead, but not while Drained, once per twilight per time bought.

Detect Undead

Character Points:	
Paladin:	10
Healer:	---
Scholar:	10
Reset:	Encounter
Prerequisite:	Paladin or Scholar header
Restriction:	None
Skill Points:	1 Faith
Notes:	You may sense the presence of the restless dead. Spend 1 Faith to Call out a forceful

command backed by the power of your faith that is 6+ syllables long and call "By my voice, Expose Undead by Faith."

Detect Corrupt

Character Points:	
Paladin:	10
Healer:	---
Scholar:	10
Reset:	Twilight
Prerequisite:	Detect Undead
Restriction:	None
Skill Points:	None
Notes:	You may sense the presence of demons and the undead they create. Call out a forceful

command backed by the power of your faith that is 10+ syllables long and call "By my voice, Expose Corruption by Faith" or "By My Voice, Expose Corrupt by Faith." You may also use this to Diagnose the effect trait, Corruption. Either use expends the skill, which may only be used once per twilight per time bought.

Weapon Damage by Faith

Character Points:	
Paladin:	10
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	Paladin header, appropriate weapon skill
Restriction:	None
Skill Points:	None
Notes:	While wielding your Holy Weapon, you may call any called damage as "by Faith."

Agony to Corrupt

Character Points:	
Paladin:	15
Healer:	---
Scholar:	---
Reset:	Twilight
Prerequisite:	Paladin header
Restriction:	None
Skill Points:	None
Notes:	You may hold up your Holy Weapon, present it boldly before a target, and call "By my

gesture, Agony to Corrupt by Faith." You may continue to hold the gesture for a **maximum** of 10 seconds. Paladins utilize this ability to cause discomfort to creatures of Anathema, but also as a tool to aid during Exorcisms. You may maintain the gesture for up to 10 seconds, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills, except for Holy Wrath, Harm Undead, and to call defenses. You may use this ability while also using a shield. You may use this once per Twilight per time bought.

Holy Wrath

Character Points:			
Paladin:	20		
Healer:	---		
Scholar:	---		
Reset:	Event		
Prerequisite:	Paladin header, Imbue/Forge Holy Weapon		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You may (once per event per time bought) call upon the power of the Word to smite a demon of Anathema or one of its creations. Point your Holy Weapon towards your target, call a command that is just long enough to establish that you have the creature's attention (there is no minimum syllable requirement – this is just to establish that the NPC knows you are aiming the gesture at him). Call, "By my gesture, 5 damage to Corrupt by Faith!" You may choose to say "to Demon by Faith" or "to Undead by Faith." You may use this ability while also using a shield.

Harm Undead

Character Points:			
Paladin:	20		
Healer:	---		
Scholar:	---		
Reset:	Event		
Prerequisite:	Paladin header, Imbue/Forge Holy Weapon		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You may (once per event per time bought) call on the power of the Word to injure every undead in your vicinity. Lift your holy weapon into the air, make a commanding statement of 10+ syllables affirming your faith in the Word & call, "By my voice, 2 damage to undead." You may use this while using a shield.

Agony by Faith

Character Points:	
Paladin:	15
Healer:	---
Scholar:	---
Reset:	encounter
Prerequisite:	Paladin header, Imbue/Forge Holy Weapon
Skill Points:	1 Faith
Notes:	While wielding your Holy Sword, you may call "Agony by Faith."

Disengage by Faith

Character Points:	
Paladin:	15
Healer:	---
Scholar:	---
Reset:	encounter
Prerequisite:	Paladin header, Imbue/Forge Holy Weapon
Skill Points:	1 Faith
Notes:	While wielding your Holy Sword, you may call "Disengage."

Holy Sword Parry

Character Points:				
Paladin:	15			
Healer:	---			
Scholar:	---			
Reset:	Twilight			
Prerequisite:	Paladin header, True Sword			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	
Skill Points:	None			

Notes: You may parry one attack delivered by melee weapon, once per twilight per time bought. A parry can be performed with any readied Holy Sword created by you, and can only parry shots that land on a limb (arms, legs or feet). You may parry melee attempts to disarm or destroy your weapon. If struck, you call, "Parry." If the Holy Sword was personally forged by you, you may once per Twilight (regardless of the number of times bought), parry one melee attack by Madness or by Doubt.

Lesser Exorcism

Character Points:	
Paladin:	20
Healer:	---
Scholar:	20
Reset:	instant
Prerequisite:	Paladin or Scholar header, Witness
Restriction:	None
Skill Points:	None

Notes: This skill allows you to perform an exorcism upon the field of battle. For minor demons of Anathema, this will exorcise the demon, sending it either back to Anathema or at least expelling it from the body of the one possessed. For greater demons, this will certainly not work as written, as such an exorcism may require additional items or other In-Game mechanisms, but this skill is required to perform that Greater Exorcism.
Spend 60 seconds uninterrupted performing a rite of the Word on the possessed or upon a demon. You must be within physical reach of the target. If you are interrupted, you must begin again. At the end of the rite, call ""Inflict Banish to Anathema by Faith."

Relentless Pursuit

Character Points:				
Paladin:	15			
Healer:	---			
Scholar:	---			
Reset:	Twilight			
Prerequisite:	Paladin header			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	2	4	6	
Skill Points:	None			

Notes: You may call "Purge by Faith" to any one Repel, Slow, Maim or Root effect delivered by a weapon, after making some kind of statement of 5+ syllables of how your foe had not stopped you as they thought. If you are wielding your Holy Sword that you personally forged, you may also call "Purge by Faith" if the Repel, Slow, Maim or Root was delivered by a packet.
This cannot be used against Special Traits, except for Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. This can be used while Silenced, but not while Drained.

Greater Relentless Pursuit

Character Points:	
Paladin:	10

Healer:	---			
Scholar:	---			
Reset:	Event			
Prerequisite:	Paladin header, Relentless Pursuit			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	1	2	3	
Skill Points:	None			

Notes: You may call "Purge by Faith" to any one effect delivered by a Demon or Undead using a weapon (melee, claws, fists, bow, thrown), including if delivered "by Doubt", after making some kind of statement of 5+ syllables of how your foe had not stopped you as they thought. If you are wielding your Holy Sword that you personally forged, you may also call "Purge by Faith" if the attack was delivered by a packet.

This cannot be used against Special Traits, except for Doubt, Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. This can be used while Silenced, but not while Drained.

Courage from Faith

Character Points:		
Paladin:	15	
Healer:	---	
Scholar:	---	
Reset:	Encounter	
Prerequisite:	Paladin header	
Skill Points:	1 Faith	

Notes: You may call "Resist by Faith" to any one attack delivered "by Fear."You may also choose to call "Purge by Faith" three seconds after taking any one attack "by Fear."

Body and Extra Body (Paladin)

Character Points			
Paladin:	10,15,20,25,30,35		
Healer:	15,20,25,30,35,40		
Scholar:	15,20,25,30,35,40		
Reset:	Instant		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Body:	2	3	4
Skill Points:	None		

Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season.   Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Durability (Paladin)

Character Points			
Paladin:	10,15,20,25...		
Healer:	---		
Scholar:	---		
Reset:	Instant		
Prerequisite:	Paladin header		
Restriction:			
Season:	**1**	**2**	**3**
Max Body:	3	4	5
Skill Points:	None		

Notes: Durability grants you an additional point of Body. This point stacks with existing body.

Medium Weapon: Sword, Club or Axe

Character Points	
Paladin:	5
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Strong Blow

Character Points:	
Paladin:	10
Healer:	---
Scholar:	---
Reset:	Encounter
Prerequisite:	Paladin header, Medium Weapon
Restriction:	None
Skill Points:	1 Faith
Notes:	You may call "3 Damage" with a medium weapon. If this is your Holy Weapon, OR if you have the skill, "Weapon Damage by Faith," you may choose to call this "3 Damage by Faith."

Medium Weapon: Great Blow by Faith

Character Points:			
Paladin:	15		
Healer:	---		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Paladin header, Medium Weapon: Strong Blow by Faith		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	1 Faith		
Notes:	You may call "5 Damage" with a medium weapon. If you have the skill, "Weapon Damage by Faith," you may choose to call this "by Faith."		

Two Weapons

Character Points	
Paladin:	20
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	Small or Medium Weapons
Restriction:	None
Skill Points:	None
Notes:	You may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. You may use a spear if the second weapon is smaller than 36" in length.

Shield

Character Points	
Paladin:	20
Healer:	---

Scholar:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold, unless those attacks are "by Massive," or other special traits not listed. You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities.

Large Weapon: Sword, Club or Axe

Character Points	
Paladin:	20
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: Youmay use a large weapon, such as a two handed sword, club or axe.

Large Weapon: Strong Blow by Faith

Character Points:	
Paladin:	10
Healer:	---
Scholar:	---
Reset:	Encounter
Prerequisite:	Paladin header, Large Weapon skill
Restriction:	None
Skill Points:	1 Faith

Notes: You may call "4 Damage" with a large weapon. If you have the skill, "Weapon Damage by Faith," you may choose to call this "by Faith."

Large Weapon: Great Blow by Faith

Character Points:			
Paladin:	15		
Healer:	---		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Paladin header, Large Weapon: Strong Blow by Faith		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	1 Faith		

Notes: You may call "6 Damage" with a large weapon. If you have the skill, "Weapon Damage by Faith," you may choose to call this "by Faith."

Wear Armor: Light Armor

Character Points	
Paladin:	10
Healer:	15
Scholar:	15
Reset:	Instant

Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You gain benefit from wearing light armor. Light Armor grants 1 point of armor. Examples of light armor include (1) a leather tunic that covers chest, and at least 2 of: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal covering chest. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Medium Armor

Character Points	
Paladin:	15
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	Wear Armor: Light
Restriction:	See below
Skill Points:	None

Notes: You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor. Examples of medium armor include (1) soft/suede leather tunic that covers chest, and at least 3 of: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs; (4) hard leather, chainmail, platemail, scale mail, or metal brigandine covering shoulders and at least 3 of in soft/suede leather: head/helment, shoulders, forerms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Heavy Armor

Character Points	
Paladin:	20
Healer:	---
Scholar:	---
Reset:	Instant
Prerequisite:	Wear Armor: Medium
Restriction:	See below
Skill Points:	None

Notes: You gain benefit from wearing heavy armor. Heavy Armor grants an additional point of armor, for a total of 3 point of protection. Examples of heavy armor include (1) hard leather or chainmail that covers chest, and at least 4 of in soft/suede leather: head/helment, shoulders, forerms, hips, upper legs, lower legs; (2) hard leather or chainmail covering chest and at least 2 of head/helment, shoulders, forerms, hips, upper legs, lower legs; or (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helment, shoulders, forerms, hips, upper legs, lower legs. You can always wear more than the armor level you have bought, but you do not get additional protection without the appropriate skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Scholar Skills

Research

Character Points:

Paladin:	10
Healer:	10
Scholar:	5

Reset:	Between Event
Prerequisite:	none
Restriction:	none
Skill Points:	none

Notes: You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like.   You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.
* You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

Insight

Character Points:

Paladin:	10
Healer:	10
Scholar:	5

Reset:	Event
Prerequisite:	None

Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: 1 point of Skill *of any type*

Notes: This skill allows you to read an Insight Card for a hint when faced with a challenge. Such a card may offer a clue how to get past a puzzle or difficult situation.

    If a Patron is present, you may instead approach him and call "Speak with Patron by Insight". State your question to the Patron in the form of an inner monologue. The patron may, in the course of his writings, indicate some hint in return. *Example*: You approach the Patron and say, "Speak with Patron by Insight. I'm stumped. If only we could find a way out of this room…" The patron, in turn, may read from his book, saying "And she turned and looked over her left shoulder, where a vent shaft was set in the wall. If only she could get through the grate, she might find the way out…"

    Sometimes a fairy or even a spirit of the Word might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy or spirit. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you (in Out of Game terms, it may manifest through a Plot NPC or other NPC in the room with you). In any case, you should never question the spirit, but should ask your question in the hopes of an answer.

    It may be that no hint or answer is forthcoming. There may be no card. The Patron may flatly state, "But there was no aid forthcoming." The fairy might just shrug its shoulders and say, "I dunno!" if this is the case, your use of this skill is not spent. You may use it again, though not in the current encounter.

  You may use this once per Event per time bought.

Augury

Character Points:

Paladin:	15
Healer:	15
Scholar:	10

Reset:	Between Event
Prerequisite:	None

Restriction:	None
Skill Points:	None

Notes: You are skilled at reading the stars and other portents to foresee what may come. At the beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augury - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill.

Lastly, you may attempt to use this skill during an event, with plot assistance. There will be a place in game where requests for augury readings may be placed, which plot will occasionally check. If staff are able to do so, we will send a response to you.

Read/Write (Demon)

Character Points:	
Paladin:	20
Healer:	20
Scholar:	15
Reset:	Instant
Prerequisite:	Read/Write (Human) Print, Any priest header
Restriction:	Brer cannot learn this skill. Requires Plot Approval.

Notes: You may make sense of the language of Anathema. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher. The demon writing of anathema is painful to read, and the reader should beware when trying.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Read/Write (Elf)

Character Points:	
Paladin:	15
Healer:	15
Scholar:	10
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.

Notes: You may read and write the language of the Greencloud elves. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Read/Write (Goblin)

Character Points:	
Paladin:	15
Healer:	15
Scholar:	10
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.

Notes: You may read and write the language of the UnderMarsh goblins. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Read Language

Character Points:	
Paladin:	---
Healer:	---
Scholar:	10
Reset:	Twilight
Prerequisite:	Scholar header
Restriction	None
Skill Points:	1 Faith

Notes: Instead of actually learning a different language, you can pray for understanding. This is generally considered to be a shortcut in the eyes of the church, but it certainly does take less time.

   By spending a point of Faith and calling "Imbue to self by Faith", you may read any single document that is written in another language as if you possessed the normal skill to do so.

  You may use this once per Twilight per time bought.

Scholar's Eye

Character Points:	
Paladin:	---
Healer:	---
Scholar:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: The Scholar is studied such that he observes or understands details that might escape another. This skill allows Scholar's to read yellow "Scholar's Eyes" tags.

Messenger

Character Points:	
Paladin:	---
Healer:	---
Scholar:	10
Reset:	Event/Between event
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: Scholars are able to ensure that messages sent through the network of the Church and the Grimm Brotherhood reach its destination. A message sent with the Messenger skill is guaranteed to reach its destination. Alternately, this skill may be used to ensure that information or a true story is reached by the Grimm Brotherhood for possible inclusion in the Codex. This is a between event skill, and the message to be delivered must be submitted with your PEL by the skill deadline. The use of this skill guarantees a response of some kind to a message sent, though it may not be the response the character is expecting. You may purchase this multiple times to send multiple messages.

Determine Veracity

Character Points:	
Paladin:	---
Healer:	---
Scholar:	5
Reset:	Event/Between Event
Prerequisite:	Scholar's Eye
Restriction:	None

Notes: You may, between events, study a written work and pray on it to determine if the work is truthful, or you may use it during an event by praying to the Patrons for guidance (out of game: place a note to staff

in the Staff Messages/Prayer box in the tavern). If a work is truthful, you will know it. The more divergent from the truth a work is, the easier it is to determine that the work is false, and how. A very cleverly worked piece of fiction might be proven false, but might not give an indication where it diverges from the truth. This prayer will reveal if a work is full of lies, but it gives no indication as to the motives of the author.

Divine Prayer

Character Points:	
Paladin:	---
Healer:	---
Scholar:	15
Reset:	Event
Prerequisite:	Scholar header
Restriction:	None
Skill Points:	None
Notes:	During an event, you may visit a church of the Word and pray on a topic or question.

You will write down your question and leave it in a box provided for such prayers. The writing of the question is symbolic and important, and is entirely in game.

Plot will check the box several times during an event (though you may also "Speak Frankly" to a Plot member to let us know there is a letter there), and, provided we have the time and a valid answer, we will respond. If you do not receive a response during the event, you will receive it with your Info Skill answers at the beginning of the following event. We will make every effort to answer a Divine Prayer in-game and provide a response to you so that any Patron's Insight is given to you during the course of play. It is up to you to return to the church to check to see if there is a reply.   You may use this once per Event per time bought.

Detect Undead

Character Points:	
Paladin:	10
Healer:	---
Scholar:	10
Reset:	Encounter
Prerequisite:	Paladin or Scholar header
Restriction:	None
Skill Points:	1 Faith
Notes:	You may sense the presence of the restless dead. Call out a forceful command backed by

the power of your faith that is at least six syllables long and call "By my voice, Expose Undead by Faith."

Detect Corrupt

Character Points:	
Paladin:	10
Healer:	---
Scholar:	10
Reset:	Twilight
Prerequisite:	Paladin or Scholar header
Restriction:	Detect Undead
Skill Points:	None
Notes:	You may sense the presence of demons and the undead they create. Call out a forceful

command backed by the power of your faith that is at least ten syllables long and call "By my voice, Expose Corruption" or "By My Voice, Expose Corrupt by Faith." You may also use this to diagnose the effect trait, Corruption. Either use expends your use of Detect Corrupt, and You may use this once per Twilight per time bought.

Resist vs. Confusion

Character Points:	
Paladin:	---
Healer:	---

Scholar:	10
Reset:	Encounter
Prerequisite:	Scholar header
Restriction:	none
Skill Points:	1 Faith

Notes: You may resist any attempt to confuse you. Spend 1 Faith to Call "Resist by Faith" to an effect by Confusion. This skill may be used while unconscious or dead, but not while Drained.

Focused Mind

Character Points:	
Paladin:	---
Healer:	---
Scholar:	15
Reset:	Encounter
Prerequisite:	None
Skill Points:	1 Faith

Notes: Your mind is so focused on the Word that while taking notes, transcribing, or working on a puzzle or code, you are protected by the Written Word from harm. Spend 1 Faith and call "Resist by Faith" against a packet or weapon-delivered attack, including if the attack is delivered "by Doubt."

Speak with Spirit/Speak with the Dead

Character Points:	
Paladin:	---
Healer:	---
Scholar:	10
Reset:	Twilight
Prerequisite:	Scholar header
Restriction:	None
Skill Points:	None

Notes: You may speak with the spirits of those dead that linger in the living world. After a brief prayer of at least six syllables invoking the Word, you may touch a spirit or dead body with a packet and call "Speak to Spirit by Faith" or "Speak to Dead by Faith
". If the target is then willing, you may speak freely with each other for the duration of the encounter. You may use this once per Twilight per time bought.

Séance

Character Points:			
Paladin:	---		
Healer:	---		
Scholar:	25		
Reset:	Event		
Prerequisite:	Scholar header, Speak with the Dead		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. You may conduct a séance to speak to someone who has passed into the Deathlands. You can establish this Rite however you wish, though forming a circle of some kind and use of Illumination (candles, ink, paper) are required. You must have something of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to speak with. The ritual is more likely to succeed if the person casting the ritual has a tie to the person being summoned. The more Priests and people with a tie to the deceased participating, the better the chance of success, and it could be contested or have other results depending on the circumstances of how the person died, how long ago they died, and whether their spirit is in the Deathlands or passed to The End. This does not guarantee the spirit will be friendly. You may send the summoned spirit back at

any time while it is in your circle by saying. "Begone! By Your Name, <Name> Inflict Banish to Dead by Dismissal."

   You may use this once per Event per time bought.

Life Keeper				*"Tell me Your Story"*
Character Points:				
Paladin:	---			
Healer:	---			
Scholar:	10			
Reset:	Twilight			
Prerequisite:	None			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	2	4	6	
Skill Points:	None			

Notes: Your desire to write the story of one who has passed on is so strong that they are able to hold their spirit from Departing in order to record their tale. Touch a packet to a target that has died but has not yet reached the end of their five-minute count and call, "Imbue to Dead by Life Keeping". Hand them the Imbue card to read if they do not understand how this skill works. This grants the dead the ability to speak to the Scholar and only the Scholar. Their five-minute count is then halted, so long as the Scholar asks questions about their life, the target continues to answer, and the Scholar writes the answers/stories down.
You may use this once per Twilight per time bought.

Hindsight	
Character Points:	
Paladin:	---
Healer:	---
Scholar:	5
Reset:	Between Event
Prerequisite:	Scholar header
Restriction:	None
Skill Points:	None

Notes: Between events, you may request clarification on the details of an encounter you experienced during the previous event. You must give as much detail as you can (to help us recall the event clearly, ourselves). Examples of how to use this could be to remember what an NPC actually said, or details of the encounter you may have forgotten. You can use this for clarity if multiple PCs remember the same event differently. Use of this skill does not count towards your limit of Between Event Info Skills.

Sharing the Written Word			
Character Points:			
Paladin:	---		
Healer:	---		
Scholar:	10		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: Scholars are able to channel the power of the written word to aid others. Spend at least two minutes sharing information you have gained, notes you have written, telling of things you have witnessed, or instructing or teaching others. At the end of those two minutes, you may call out one of the following: "By My Voice, Heal 2 by Faith", "By My Voice, Cure Will by Faith", or "By My Voice, Grant 1 Protection by Faith."
When making the call, the volume of the call must be at the same volume level as the conversation itself.
You may use this once per Twilight per time bought.

Blessing of the Witness

Character Points:			
Paladin:	---		
Healer:	---		
Scholar:	5		
Reset:	Twilight		
Prerequisite:	Witness, Sharing the Written Word		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		

Notes: This skill may be used if a Priest Witnesses and Records (writes down) a significant event, moment, contract, oath, or other such event to bless the participants of that moment. (This is most often used when a Priest is explicitly asked to bear witness, but it is not required that a Priest be asked to do so). The events could range from a Wedding, to the swearing of oaths, to the defeat of a great enemy. Take a moment to state that you have formally witnessed this moment -- such as "My name is <Your Name> and I have Witnessed these Words as Truth" or "Let it be known that <this> is been Witnessed and the Words Written by the hand of <Your Name>." You may then call a packet to each participant (such as two individuals who exchanged a vow) and say one of the following: "Heal by Faith" or "Grant Extra 1 Protection by Faith" or "Grant Weapon Defense by Faith, Shield by Faith." If the event included all visible individuals (such as a decisive battle in a war), you may instead call out "By My Voice" rather than touch a packet. However, to do so, those present all must have participated in the event, act, etc, being Witnessed. If they were just bystanders or witnesses, they cannot be so imbued.

When making the call, the volume of the call must be at the same volume level as the conversation itself.

You may use this once per Twilight per time bought.

Protection from the Witnessed

Character Points:			
Paladin:	---		
Healer:	---		
Scholar:	10		
Reset:	Twilight		
Prerequisite:	Witness, Sharing the Written Word		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		

Notes: You must personally witness an Attack Trait being used in an encounter or battle. You cannot be told of it, but rather must have been struck by it or personally seen (and heard) it used, even if the attack was negated by a defense or missed the target. The Attack Trait cannot be of Corruption, Insanity, Madness, Massive, Permanent, Horror, Nightmare, or Fairy Magic, but can be other Special Traits. Once you have seen the trait used, Witness that it has happened by word (as per the Witness skill), record it in your book, and then you may grant a "Grant Defense, Shield <Trait> by Faith." For example, if you encounter a Fire Elemental casting Fire, you may Witness it, write it down in your book, and then cast "Grant Defense, Shield Fire by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

For example, if you see a creature throw a ball of fire, you may call out "I Witness that this creature uses fire to harm others," write it down in your book, and then cast a shield fire on yourself or someone else. If you have a second use of this skill, you may cast a second one without writing down a new witnessing. If instead you see the creature through an ice bolt and want to cast a shield ice, you would then need to do a second witness, write it down, and then cast the spell.

You may use this once per Twilight per time bought. Once the creature(s) are defeated, you leave the encounter, or are Well-Rested (either by spending the 15 minutes to well-rest or being granted the ability), you will need to Witness the ability again to reuse this skill.

Empowered by the Written Word

Character Points:			
Paladin:	---		
Healer:	---		
Scholar:	15		
Reset:	Event		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: Scholars gain great understanding of the Word from knowledge. Write down something you don't already know, such as taking notes during important conversations. Share it with someone who does not already know it. Touch a packet to that person or to yourself and call your choice of:

"Refresh 1 Twilight Skill by Faith"

"Cure Doubt/Madness/Insanity/Corruption/Nightmare/Horror/Glamour/Craft/Magic by Faith"

"Encounter Grant 1 Skill Point by Faith"

"Grant 1 Vitality by Faith"

This must be new information shared, and should obey the spirit of this skill, which is to share in-game knowledge. The Patrons do not take kindly to those Scholars who seek power from the Word but do not uphold the true meanings behind it.

You may use this once per Event per time bought.

Restoration of Faith by the Written Word

Character Points:			
Paladin:	---		
Healer:	---		
Scholar:	15		
Reset:	Event		
Prerequisite:	Sharing the Written Word		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: Scholars gain great understanding of the Word from knowledge, and that Written Knowledge can restore their Faith in difficult times. Spend uninterrupted 20 seconds reading from your Book to call either "Refresh 2 Faith to Self" or "Refresh 1 Twilight Skill to Self."

You may also use this to restore Faith to another. You both must be together, and you must read aloud to them some truth or knowledge from your book for at least 1 minute, with both of you being uninterrupted during that time. You may then call "Refresh 2 Faith by Faith." If they are not a Priest or do not have Faith Skill Points, spend 2 uninterrupted minutes and call "Refresh 1 Skill Point by Faith."

Healer Skills

Diagnose Physical

Character Points:	
Paladin:	10
Healer:	5
Scholar:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Metal, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points:	
Paladin:	15
Healer:	10
Scholar:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may immediately diagnose Fear. After ten seconds of role-played conversation, you may also diagnose any Mental trait (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, Will), as well as the special traits, Fascination and Madness.

First Aid

Character Points:	
Paladin:	5
Healer:	5
Scholar:	5
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None

Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points:	
Paladin:	10
Healer:	5
Scholar:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None

Notes: You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This cannot be used against the Permanent Trait.

Cure Doubt

Character Points:	
Paladin:	---
Healer:	10
Scholar:	---
Reset:	Twilight
Prerequisite:	None
Restriction:	None
Skill Points:	1 Faith

Notes: You may restore a person's faith in the Word, such that you can remove effects inflicted by Doubt. After a rousing affirmation of your own faith lasting at least fifteen seconds, you may touch a packet to your target and call "Cure Doubt by Faith." You may use this once per Twilight per time bought.

You also gain the ability to "Diagnose Doubt." You may touch a packet to a person, spend three seconds analyzing the individual, and call "Diagnose Doubt." Diagnosing Doubt does not expend your use of Cure Doubt.

Stabilize

Character Points:	
Paladin:	---
Healer:	10
Scholar:	---
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	1 Faith

Notes: At dawn and dusk you may utter a prayer of at least ten syllables, spend 1 Faith, and call "Imbue to Self by Faith". Until the next twilight, you may then touch any unstable character with a packet and state, "I do not witness your dying. Stabilize by Faith."

Remove Lesser Injury

Character Points:	
Paladin:	---
Healer:	10
Scholar:	---
Reset:	Encounter
Prerequisite:	Diagnose Physical, Healer header
Restriction:	None
Skill Points:	1 Faith

Notes: By spending 1 Faith and speaking a prayer of at least fifteen syllables, you may call "Imbue to Self by Faith" and change the course of events, acknowledging how they occurred but altering the outcome so that the injured were harmed less, or even not at all. By spending the 1 Faith you may cast two healings, the values of which are determined as follows:

Because you work with the Word, you must know how the injuries occurred, at least to some extent. If you were not there when the injury occurred, or there is no one present who can tell you the tale, you may use each heal by touching a packet to your target and calling "Heal 1 by Faith."

If, however, you witnessed the encounter, if you were at least present (even if you didn't actually see it), or if you are told what occurred, you have better control over the outcome, and may call "Heal 3 by Faith."

For example, if you and your companions are fighting a pack of wolves and Joe is struck down by one behind you, you may turn around and cast "Heal 3 by Faith" upon him, because you know the general tale of how he fell, even if you didn't directly witness it.

For example, however, if you were sitting in the tavern and Joe was brought to you unconscious, you could only cast "Heal 1 by Faith" unless the person who brought him in knew how he had been struck unconscious and told you. You can, however, cast "Heal 1 by Faith" upon Joe, ask him what happened and listen to his tale, and then cast "Heal 3 by Faith" upon him once you know the story.

Remove Greater Injury

Character Points:

Paladin:	---
Healer:	10
Scholar:	---
Reset:	Twilight
Prerequisite:	Remove Lesser Injury
Restriction:	none
Skill Points:	none

Notes: You have better control with which to alter the outcome of an encounter. By spending 1 Faith and speaking a prayer of at least fifteen syllables, you may call "Imbue to Self by Faith" and change the course of events, acknowledging how they occurred but altering the outcome so that the injured were harmed less, or even not at all. By spending the 1 Faith you may cast two healings, the values of which are determined as follows:

Because you work with the Word, you must know how the injuries occurred, at least to some extent. If you were not there when the injury occurred, or there is no one present who can tell you the tale, you may use each heal by touching a packet to your target and calling "Heal 3 by Faith."

If, however, you witnessed the encounter, if you were at least present (even if you didn't actually see it), or if you are told what occurred, you have better control over the outcome, and may call "Heal 6 by Faith."

(See examples under Remove Lesser Injury.) You may use this once per Twilight per time bought.

Remove Comatose

Character Points:

Paladin:	---		
Healer:	10		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Stabilize, Remove Greater Injury		
Restriction:	None		
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		

Notes: You are able to tell the tale of how one in a coma awakens again. Spend 10 uninterrupted seconds telling the tale, touch a packet to the target and call, "Cure Comatose trait by Faith." As defined in the Comatose skill, a person brought out of a Coma suffers the Drain effect and must rest 5 minutes to remove it. Both hands must be free to use this skill. If you are interrupted while casting, you do not lose the skill use, but must begin again to cast it. You may use this once per Twilight per time bought.

Remove Maim

Character Points:

Paladin:	---
Healer:	15
Scholar:	---
Reset:	Encounter
Prerequisite:	Remove Lesser Injury
Restriction:	None
Skill Points:	1 Faith

Notes: You may alter the outcome of an encounter, targeting a victim's maimed limbs. If you know how an encounter occurred, you may speak a prayer of at least 6 syllables and spend 1 Faith to cure all of the target's maimed limbs, touching each limb in turn and call "Cure Maim <<limb>> by Faith. If you did not see the encounter, or you were not present or were not told what occurred, you may target only a single limb.

Remove Disease

Character Points:	
Paladin:	---
Healer:	15
Scholar:	---
Reset:	Encounter
Prerequisite:	Remove Greater Injury
Restriction:	None
Skill Points:	1 Faith

Notes: You may use your Faith in the Word to remove a common disease from a target. Speak a prayer of at least 8 syllables, touch the target with a packet and call, "Cure Disease by Faith." This spell does not remove any damage that may have resulted from the disease, but it will stop further damage.

Remove (Specific) Disease

Character Points:	
Paladin:	---
Healer:	10
Scholar:	---
Reset:	encounter
Prerequisite:	Remove Common Disease
Restriction:	none
Skill Points:	1 Faith

Notes: Most known diseases can be cured by the Remove Disease spell above. New or rare diseases, however, must be studied before a cure can be given, and in that case, each would have a separate spell to cure it. This prayer must be learned in game, and only with the proper teacher. A new disease would have its own trait, and the call to cure it you would speak a prayer of at least twelve syllables and call "Cure <<name of disease>> by Faith.

For example, if the green tongue plague began to spread, the healer must research or be taught the prayer to cure it. This would cost 10 character points. If the blue tongue plague began to spread, the healer would have to research or be taught the prayer to cure that disease, costing another 10 character points.

Remove Impediment

Character Points:	
Paladin:	---
Healer:	15
Scholar:	---
Reset:	twilight
Prerequisite:	Remove Maim
Restriction:	none
Skill Points:	none

Notes: Spend 30 uninterrupted seconds in prayer explaining how the target of the prayer will be freed from that which binds or stops them, and then touch or throw a packet for Cure Paralyze/Repel/Root/Slow by Faith" as long as the attack was an Elemental, Physical, or Metabolic trait (ie, cannot be used on Mental and Special Traits). This may only be used once per Twilight per time bought.

Foresight: Imbue Avoidance

Character Points:			
Paladin:	---		
Healer:	25,50,75		
Scholar:	---		
Reset:	Event		
Prerequisite:	Healer header, Witness		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to avoid any one attack delivered by packet or weapon. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call, "Grant Defense, Avoid by Faith."

Inform the target that they may call "Avoid"to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Glamour Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Imbue Shield

Character Points:			
Paladin:	---		
Healer:	10		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Healer header, Witness		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	none		

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to resist an effect by Doubt, or any Mental or Physical effect, by the power of your Faith. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call either "Imbue by Faith: Shield Mental by Faith", "Imbue by Faith: Shield Doubt by Faith" or "Imbue by Faith: Shield Physical by Faith".

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Imbue Protection

Character Points:			
Paladin:	---		
Healer:	5		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Healer header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	none		

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to sustain more damage. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call "Imbue by Faith, Grant 2 Protection."

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:**I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Reduced to Short

Character Points:			
Paladin:	---		
Healer:	10		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Foresight: Imbue Shield		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	none		

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to reduce the duration of an effect. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call "Grant Next Defense by Faith, Reduced to Short by Faith." The next Status Effect that hits the individual, they call "Reduced to Short by Faith" and only take a Short Effect (10 seconds). This can be used even on attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Foresight: Wounds Do Not Bleed

Character Points:			
Paladin:	---		
Healer:	10		
Scholar:	---		
Reset:	Twilight		
Prerequisite:	Healer header, Witness, Stabilize		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	none		

Notes: By looking into a possible future and writing the outcome, you are able to imbue a target or yourself with the ability to ensure that they or you do not bleed out. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and then call "Imbue by Faith." Hand card that reads:

> ***Foresight: Wounds Do Not Bleed:***
> *The next time you are bleeding out, when you reach your 60 second count, you become Stable instead of Comatose or Dead.*

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

Cure of the Witness

Character Points:	
Paladin:	---
Healer:	10
Scholar:	10
Reset:	Twilight
Prerequisite:	Protection from the Witnessed, Foresight: Imbue Shield

Restriction:

Season:	1	2	3
Max Purchase:	2	4	6

Skill Points: None

Notes: A Priest who is both Healer and Scholar who is skilled in both Foresight and Witnessing may cure those they cannot normally heal. You must personally witness an Attack Trait being used against the Person in question, or you must obtain the story from someone who did personally witness it. The Attack Trait cannot be of Corruption, Insanity, Madness, Massive, Permanent, Horror, Nightmare, or Fairy Magic, but can be other Special Traits. Once you have seen the trait used, or been told of it by one who did Witness the target being attacked with that trait, Witness that it has happened by Word (as per the Witness skill), record it in your book, and then you may cast a "Cure<Trait> by Faith."

For example, if you witness an Earth Elemental encasing someone in Stone ("Paralyze by Earth"), you may Witness it, write it down in your book, and then cast "Cure Earth by Faith." If you did not see this happening, you must have someone who saw the recipient receive the Paralyze by Stone and then Witness it, write it down in your book, and then you may cast, "Cure Earth by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

For example, if you see a creature throw a "Drain by Water" at Yorick, you may call out "I Witness that this creature drained Yorick by drowning him briefly in water," write it down in your book, and then cast "Cure Water by Faith" to Yorick. If you have a second use of this skill, you may cast a second "Cure Water by Faith" without writing down a new witnessing. If instead you see the creature throw a "Paralyze by Ice" at Cyril and wish to Cure him, you would then need to do a second witness, write it down, and then cast "Cure Ice by Faith."

Diagnose Departed

Character Points:

Paladin:	---
Healer:	Free
Scholar:	---

Reset: Event
Prerequisite: Remove Death or Blessing the Departed
Restriction: None
Skill Points: None
Notes: You may determine if a spirit has departed the body. Call "Diagnose Departed." This is a free skill, learned automatically when a priest learns the prayer to Remove Death or Blessing the Departed.

Blessing the Departed

Character Points:

Paladin:	---
Healer:	10
Scholar:	---

Reset: Twilight
Prerequisite: Witness (Writing the Word)
Restriction: None
Skill Points: None
Notes: You may protect one who has died from the effects of harmful enchantments. Say an incant assuring the target that his spirit is safely in your hands (they don't have to understand you – you do not have to speak with spirit), touch or throw a packet to them, and call "Imbue to Dead by Faith." The target may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once they go Spirit), including "Inflict to Dead/Spirit" and Special Traits, unless that call is made by Corruption, Insanity, Horror, Nightmare, or Fairy Magic. This effect ends if the target loses the Dead trait.

If you possess this skill, you may choose to create and print your own Imbue tags with the following:

<u>Imbue to Dead by Faith</u>

You may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once you go to Spirit), including "Inflict to Dead/Spirit" or by Special Traits, unless that call is made by Corruption, Insanity, Horror Nightmare or Fairy Magic. This effect ends if you lose the Dead trait.

Rewrite Death				**"This is not the end of your story."**

Character Points:

Paladin:	---		
Healer:	30		
Scholar:	---		

Reset: Event
Prerequisite: Remove Greater Injury
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: none

Notes: You may alter the outcome of an event, rewriting the fate of a target that has recently died, returning that target to life. If the target has not completed his five minute death count, touch a packet to the target and say "Begin Remove Death." The target stops their death count while you are using the ability. You then utter a prayer, or tell a short tale of how the target has not truly died or how he must return, of no less than twenty syllables, and then call "Cure Death and Drain by Faith." This will Cure Death even if the death effect was delivered by a Special Trait.

If you are interrupted while telling the tale or prayer, you must begin again, but you do not lose the skill points or the skill use. If you are interrupted, the target restarts their death count from where they left off until or unless you begin the ability again.

You do not need hands free to use this ability, and may in fact write the tale while delivering this effect.

11.6 Magicians

"Do not take me for some conjuror of cheap tricks!"
--Gandalf
"... I would not want to live in a world without magic, for that is a world without mystery..."
— R.A. Salvatore, Streams of Silver

Outlook

A magician is a magician, not a mage, or a sorcerer or a wizard. These terms bring forth the wrong image.

Unlike Men of Science, Magicians don't much try to make sense out of why things work, so long as they do. They do live by a set of rules, but even the least wise magician knows that those rules don't make much sense. Again, that's okay. As long as a twist of the wrist and an uttered nonsensical word projects fire from their hands, it's really all good.

If faith is the Written Word, then magic is reading between the lines. It's finding what there isn't a word for, and making it possible. Some Priests may call it cheating, but a Magician knows it is part of the wonder that the First Patron brought into the Written World, much as the Fairy Mists and the Fair Folk are a wonder to mortal people.

Magic is the bridge between the Word and Dreams, the wonder and belief and hope that any and everything is possible... with a little effort and knowledge. Because it had its first grounding in Science, Magic has its own Rules, and there is a Price one must pay to make magic possible. Wishes, as they say, come true, not free; the same is true of Magic. This Price is often the Magician's own Magic channeled through their Wand (which with rest will be restored), and perhaps some components, trinkets, or items imbued with some kind of power. But greater magic may exact a greater price.

Learning to cast spells is therefore difficult. There is no set formal training to become a magician, though there are many ways to learn the way of magic. Most young magicians apprentice from a master or series of masters, and some never become masters themselves. It is rare that one teaches themselves; usually those with a talent for "reading between the lines" will seek a mentor or be found by one.

Magic does require one to be able to Read & Write, because while one does not *require* a Spellbook, one must understand the Written Word in order to be able to "read between the lines," and Magicians must be able to master Reading Magic in order to read from the tomes and spellbooks required to first learn the incants and spells that are the foundation of all magic. Thus, Brer cannot be Magicians.

Lake Tower, the center of learning for Magicians across the Houselands, is located far out in the lake across from Farraway City. Few Magicians are trained here, but certainly those who do are considered to be among the best of all magical practitioners. Those who are serious about Ritual Magic eventually come here to study. PCs may not start having learned in Lake Tower, but may strive to do so in the course of game play.

On Magic and Science:

While one *can* be both a Magician and Man of Science, the two of them are, in many ways, opposed to one another, and spending too much time studying Science might make it difficult to cast spells if they think too much about the impossibility of what they are doing or trying to figure out the science behind it; and vice versa, too versed in Magic, Science might not make "sense." This is a roleplaying effect for the most part, but one with both headers should understand that to be good at both, one must also be good at not thinking too hard about what they are doing.

A Note on Incants:

Many magician spells require an incantation. Because magicians do not draw on the word for power, their incants do not have to make sense to anyone but the magician. They are a verbal focus only. They still must have the required number of syllables, but they can otherwise be totally nonsensical.

If you are interrupted while speaking your incant, including taking damage or any effect, your spell is interrupted. You do not lost the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

A Note on Gestures:

Many magician spells require gestures. Some gestures are defined in the skill description, and the gesture must be performed before the spell may cast. If the gesture is not defined, the magician may make any kind of gesture he desires, per the spell requirement. Unless specified otherwise in the skill description, the gesture may be performed while the incant is being said.

Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so.

If you are interrupted while performing your gestures, including taking damage or any effect, your spell is interrupted. You do not lost the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

If one or both of your arms are Maimed, you are unable to cast a spell that requires both hands to be free. If only one arm is maimed, and the spell only requires one hand free, you may still cast it with the non-Maimed arm.

A Note on Silence:

If you are Silenced, you are unable to cast a spell, regardless if it does not require Incants, unless the skill description explicitly says otherwise. Throw Magic (uncalled packets) can always be cast while Silenced.

Magician Skills

Skill Points: Magic

Character Points:	5,10,15, 20, 25
Reset:	Encounter
Prerequisite:	None
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	5	6	7

Skill Points:	None

Notes: Skill Pointsrepresent the number of special actions a character can take during each encounter. There are different types of Skill Points, and when a Skill Point is purchased, it is immediately assigned a type. Each type of Skill Point fuels a different type of skill. Most characters will only require one, or at most two types of points.

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

Example One: A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

Example Two: A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

Magic

Magician's Sight

Cost:	Free
Reset:	Event
Prerequisite:	Magician Header
Restriction:	None
Skill Points:	None

Physical Focus:	Magic
Gesture/Incant:	None
Notes:	Every magician knows this skill. You can see magic, sensing wards when they are

present and sometimes understanding certain properties and effects. This skill allows the magician to read Magician Sight tags when they are present. You may use this even while Silenced or Drained.

You gain the ability to "Diagnose Magic."

Read/Write Magic

Cost:	5
Reset:	Instant
Prerequisite:	Magician Header, Read/Write
Restriction:	None
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None
Notes:	You may read and write magical writing.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should place a tag indicating that the body is written in that other language and requires the skill "Read/Write Magic" to read.You may use this even while Silenced or Drained.

Throw Magic (Cantrip)

Cost:	10
Reset:	Twilight
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Magic
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back

together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes:	This is the basic damage learned first by all magicians. You are imbued with the ability

to throw magic by throwing a packet at a target for uncalled damage. Uncalled spell damage may be blocked by a shield. One packet may be thrown every ten uninterrupted seconds. Thus, if you cast another spell, fight or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

You may Throw Magic even while Silenced.

Improved Throw Magic (Improved Cantrip)

Cost:	10
Reset:	Twilight
Prerequisite:	Throw Magic
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Magic
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till

your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes:	You may choose to flavor your Throw Magic spell with a touch of magic (although you

do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Magic." You cannot throw this while Silenced, though you of course can continue to throw the uncalled Throw Magic effect.

Magic Missile

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Magic
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Magic

Gesture/Incant: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 6 syllables or more.
Notes: You may throw a packet and call "2 Damage by Magic".

Cure Magic

Cost:	15
Reset:	Encounter
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Magic

Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes: You may touch the target with a packet and call, "Cure Magic by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Magic by Magic."

Protection from Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Cure Magic
Restriction:	None
Skill Points:	None
Physical Focus:	Magic

Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes: The Magician grant a defense twice per use of this spell, but must speak the incant and perform a full gesture for each use (grant given).
　This spell protects the target from magical effects.　Touch a packet to the target:
- If the Magician casts the spell on himself, the call is "Grant Defense: Resist Magic by Magic."
- If the magician casts the spell on another, the call is "Grant Defense: Shield Magic by Magic."

Though the protection lasts until it is used, any unused castings are lost when you Well Rest after an encounter.

Magic Armor

Cost:	10		
Reset:	Twilight		
Prerequisite:	Protection from Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Physical Focus:	Magic		

Gesture/Incant: Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes: This spell protects you (caster only) from physical harm, creating magical armor that protects from 2 point of damage. The call is "Grant 2 Protection to Self by Magic."

Magical Light

Cost:	Free
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Magic
Gesture/Incant:	Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."
Notes:	You can create a magical light. In-game, this allows you to activate Christmas Lights in

a cabin, or use glow-sticks, or other light-up devices. Note that flashlights must be diffused with a cloth or a filter. Please try to keep the spirit of in-game atmosphere and not use LED or other lights that are excessively bright. You do not need to keep the light on you, andmay create lights for others.

You may cast this spell even while Silenced.

Detect Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Magician's Sight
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Magic or Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	You may perform this either as a Magical Focus (Wave your hands before over the

object, person, or area, then draw your hands up to wave over your eyes, speaking an incant of 12+ syllables as you do) or as a Hedge Magic Focus (spend 10 seconds putting together magical ingredients or drawing/gesturing ritual symbols over the item, person, or in the air to indicate the area)

Notes:	Perform the actions above and then call "By My Voice, Expose Magic by Magic." You

may also choose to make this more targeted, and call "By Your Name" or "By My Gesture."

Research

Character Points:	10
Reset:	Between Event
Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You are well read, and can research scholarly questions about matters like history and

magical theory, using libraries and scholarly contacts at universities and the like.   For *Cottington Woods*, you may only use this skill passively. You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

* In Cottington, you may only use this skill passively. You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

All Magicians may also purchase **"Ritual: Enchant Focus"** (required to learn new magic) and **"Ritual: Enchant Wand"** (required to create a wand and learn the Path of Ritualist). **See Ritual Magic below.**

Elemental Magic

Many Magicians with Elemental Magic, which some say is the easiest kind of magic to learn: after all, it's all around you and can easily be observed in order to find the magic to manipulate it. Elemental Magic is the study of the magic of the elements of nature, of manipulating Fire, Water, Air, Earth. And even combining those elements to greater effects, such as Lightning magic and the more recently discovered, Metal Magic.

A Note on Focus: While it is said that Magicians who have studied long require no actual objects as the source of their Focus - having learned to mentally conjure the focus in their minds in order to form the spell they are weaving - many Magicians continue to use physical focuses to aid their casting, and certainly many younger or just learning Magicians still need the physical aid to help direct the flow of magic. Magicians must have something about their person that is representative of the element of their Focus. It can be of the element itself (such as a vial of water hung round the next for Water, or a lit candle in a lantern hung on the belt for fire) or representative of the element (such as bracers engraved with flames, or feathers to represent air, or blue gems in a circlet to represent water).

Magicians can always choose to have a Wand specific to that Element.

Magic of Fire

Magical Focus: Fire

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	None

Notes: You may manipulate fire and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other fire based spells and effects.

Throw Fire

Cost:	10
Reset:	Instant
Prerequisite:	Throw Magic and Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire

Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: You may choose to flavor your Throw Magic spell with a touch of fire (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Fire."

Agony by Fire   **"Pain"**

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Fire
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.

Notes: Throw a packet and call, "Agony by Fire". You may cast this even while Silenced.

Disarm by Fire   **"Trembling Hands"**

Cost:	15
Reset:	Twilight
Prerequisite:	Throw Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Grasp the air in front of you, sayincant of 6+ syllables, then gesture to throw air aside.
Notes:	Throw a packet at your target and call "Disarm by Fire".

Fire Missile

Cost:	5
Reset:	Encounter
Prerequisite:	Throw Fire and Magic Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "3 Damage by Fire".

Fire Bolt

Cost:	10
Reset:	Twilight
Prerequisite:	Fire Missile
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "5 Damage by Fire".

Cure Fire

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Fire
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Fire
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call "Cure Fire by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Fire by Magic."

Protection from Fire

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

Notes: You may give two Grants for every use of this spell, but you must speak the incant and perform the full gesture for each casting (Grant given).This spell protects the target from effects by fire. Touch a packet to the target.

If the Magician casts the spell on himself, the call is "Grant Defense: Resist Fire by Magic."

If the magician casts the spell on another, the call is "Grant Defense: Shield Fire by Magic."

Damage Shield: Fire

Cost:	10
Reset:	Twilight
Prerequisite:	Protection from Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Fire
Gesture/Incant:	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes:	You may only cast this spell on yourself. After saying the incant, add: "Imbue to self by Fire." The next time you are struck by a melee attack, point at your attacker and say "By my gesture, 4 damage by fire."

Magic of Air

Magical Focus: Air

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Air
Gesture/Incant:	None
Notes:	You may manipulate air and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other air based spells and effects.

Throw Air

Cost:	10
Reset:	instant
Prerequisite:	Throw Magic and Magical Focus: Air
Restriction:	None
Skill Points:	None
Physical Focus:	Air
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of air (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Air."

Disengage by Air   "Back Away"

Cost:	15
Reset:	Encounter
Prerequisite:	Throw Air and Magical Focus: Air
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Air

| Gesture/Incant: | Raise your hand palm forward before you. |
| Notes: | With a wave of your hand, call "Disengage by Air." You may cast this even while |

Silenced.

Repel by Air

Cost:	15
Reset:	Encounter
Prerequisite:	Disengage by Air
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Air
Gesture/Incant:	Raise your hand palm forward before you. Speak an incant of eight or more syllables.
Notes:	Call "Repel by Air" and throw a packet at your target.

Silence by Air

Cost:	15
Reset:	Twilight
Prerequisite:	Throw Air and Magical Focus: Air
Restriction:	None
Skill Points:	None
Physical Focus:	Air
Gesture/Incant:	Pinch your fingers and thumb together in the direction of your target, and say an incant of

ten syllables or more.

| Notes: | Call "Silence by Air" and throw a packet at your target. |

Stun by Air

Cost:	20
Reset:	Event
Prerequisite:	Silence by Air
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 3 4
Skill Points:	None
Physical Focus:	Air
Gesture/Incant:	Reach forward and tighten your grip, is if you are choking your target. Say an incant of

at least 12 syllables.

| Notes: | You draw the air from your target's lungs, causing brief agony and then unconsciousness. |

Throw a packet and call "Stun by Air."

Cure Air

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Air
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Air
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or

more syllables. Touch the target with a packet.

| Notes: | Touch the target with a packet and call "Cure Air by Magic". You may also choose to |

throw a packet to attempt to dispel magics upon a person; you may then call "Remove Air by Magic."

Protection from Air

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Air

Restriction:	None
Skill Points:	None
Physical Focus:	Air
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may give two grants of this spell for every use, but you must speak the incant and perform the gesture for each casting (grant given).This spell protects the target from effects by air. Touch a packet to the target, and call:

> If the Magician casts the spell on himself, the call is "Grant Defense: Resist Air by Magic."
>
> If the magician casts the spell on another, the call is "Grant Defense: Shield Air by Magic."

Message by Air

Cost:	5
Reset:	Twilight
Prerequisite:	Magical Focus: Air
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Air
Gesture/Incant:	Cup your hands as if holding a delicate bird, whisper your message, then thrust your hands forward and up as if letting that bird fly.
Notes:	This spell allows the caster to whisper a message and have the wind carry that message unerringly to its intended recipient. Write your message on a piece of paper and deposit the paper in the out-of-game "messages to Plot Staff" receptacle found in game.

Magic of Lightning

Magical Focus: Lightning

Cost:	10
Reset:	Instant
Prerequisite:	Magical Focus: Fire and Magical Focus: Air
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning
Gesture/Incant:	None
Notes:	You may manipulate lightning and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other lightning based spells and effects.

Throw Lightning

Cost:	10
Reset:	Instant
Prerequisite:	Throw Fire, Throw Air, and Magical Focus: Lightning
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
Notes:	You may choose to flavor your Throw Magic spell with a touch of lightning (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Lightning."

Agony by Lightning   **"Pain"**

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Lightning
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.
Notes:	Throw a packet and call, "Agony by Lightning". You may cast this even while Silenced.

Lightning Missile

Cost:	5
Reset:	Encounter
Prerequisite:	Throw Lightning, Fire Missile and Magic Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "4 Damage by Lightning".

Lightning Bolt

Cost:	15
Reset:	Twilight
Prerequisite:	Lightning Missile
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Fire
Gesture/Incant:	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
Notes:	You may throw a packet and call "6 Damage by Lightning".

Damage Aura: Lightning

Cost:	10,20,30
Reset:	Event
Prerequisite:	Lightning Bolt, Damage Shield: Fire
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Lightning
Gesture/Incant:	Form claws from your hands and face them at each other. Thrust your hands outward from your body.
Notes:	You shed lightning from your body, causing harm to everyone around you. Call "By my voice, 2 Damage by Lightning." You do not take this effect.

Cure Lightning

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Lightning
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Lightning
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call "Cure Lightning by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Lightning by Magic."

Protection from Lightning

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Lightning
Restriction:	None
Skill Points:	None
Physical Focus:	Lightning

Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

Notes: You may give this grant twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given).This spell protects the target from effects by lightning. Touch a packet to the target, and call:

> If the Magician casts the spell on himself, the call is "Grant Defense: Resist Lightning by Magic."
> If the magician casts the spell on another, the call is "Grant Defense: Shield Lightning by Magic."

Magic of Water

Magical Focus: Water

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	None

Notes: You may manipulate water and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other water based spells and effects.

Throw Water

Cost:	10
Reset:	Instant
Prerequisite:	Throw Magic and Magical Focus: Water
Restriction:	None
Skill Points:	None
Physical Focus:	Water

Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: You may choose to flavor your Throw Magic spell with a touch of water (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Water."

Agony by Water   "Choke!"

Cost:	10
Reset:	Encounter
Prerequisite:	Throw Water
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Water
Gesture/Incant:	Raise your off hand like a claw towards your target, and throw a packet.

Notes: You cause water to enter the target's lungs, making most actions difficult. Throw a packet and call, "Agony by Water". You may cast this even while Silenced.

Slow by Water

Cost:	10
Reset:	Encounter
Prerequisite:	Magic Missile and Magical Focus: Water
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Water
Gesture/Incant:	Say an incant of at least ten seconds. Raise your off hand towards your target, make a gesture like slow moving water, and throw a packet.
Notes:	You cause your target to move as if underwater. Throw a packet and call "Slow by Water." You may cast this even while Silenced.

Slam by Water

Cost:	10
Reset:	Twilight
Prerequisite:	Slow by Water
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	Say an incant of at least six seconds and thrust your hands quickly toward your target.
Notes:	You create a wall of enchanted water to drive your target back. Call "Slam by Water" and throw a packet.

Drain by Water

Cost:	15
Reset:	Event
Prerequisite:	Slow by Water and Slam by Water
Restriction:	None
Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	Say an incant of at least ten syllables, thrust your hands upwards and down in your target's direction, as if pressing him to the ground.
Notes:	You cause water to enter the target's lungs, making all action pretty much impossible. Call "Drain by Water" and throw a packet at your target.

Cure Water

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Water
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Water
Gesture/Incant:	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
Notes:	Touch the target with a packet and call "Cure Water by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Water by Magic."

Protection from Water

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Water
Restriction:	None

Skill Points:	None
Physical Focus:	Water
Gesture/Incant:	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
Notes:	You may Grant this protection twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given).This spell protects the target from effects by water. Touch a packet to the target, and call:

> If the Magician casts the spell on himself, the call is "Grant Defense: Resist Water by Magic."

> If the magician casts the spell on another, the call is "Grant Defense: Shield Water by Magic."

Swim

Cost:	10
Reset:	Encounter
Prerequisite:	Magical Focus: Water
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Water
Gesture/Incant:	Place your palms together before you and say an incant of 6 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
Notes:	You may move in or under water at a normal walking pace for one encounter.

Cold Light

Cost:	Free
Reset:	Instant
Prerequisite:	Magical Focus: Water, Fire Light
Restriction:	None
Skill Points:	None
Physical Focus:	Water and Fire
Gesture/Incant:	Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."
Notes:	You may use a black light in place of a normal light.You may cast this even while Silenced.

Air from Water

Cost:	5
Reset:	Instant
Prerequisite:	Magical Focus: Water and Magical Focus: Air
Restriction:	None
Skill Points:	None
Physical Focus:	Water and Air
Gesture/Incant:	Place your palms together before you and say an incant of 6 or more syllables. Face your palms over your mouth and take a deep breath.
Notes:	This spell allows you to breathe underwater as if it was air. The spell does not remove impurities from the water - so if the water is poisoned, you still take the effect.

Magic of Earth

Magical Focus: Earth

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight
Restriction:	None
Skill Points:	None

Physical Focus:	Earth
Gesture/Incant:	None

Notes: You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

Throw Earth

Cost:	10
Reset:	Instant
Prerequisite:	Throw Magic and Magical Focus: Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth

Gesture/Incant: As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Earth."

Root by Earth

Cost:	15
Reset:	Encounter
Prerequisite:	Throw Earth
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Earth

Gesture/Incant: Form your hand into an upwards facing claw, and raise it from low to high. Say an incant of no less than eight syllables.

Notes: You cause the earth to grasp the target's foot. Call "Root by Earth" and throw a packet at your target.

Paralyze by Earth

Cost:	15
Reset:	Event
Prerequisite:	Magic Missile and Root by Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth

Gesture/Incant: Form your hand into an upwards facing claw, and raise it from low to high, then slam it down again. Say an incant of no less than ten syllables.

Notes: you turn your target's body as rigid as stone. Call "Paralyze by Earth" and throw a packet at your target.

Cure Earth

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Earth
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Earth

Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.

Notes: Touch the target with a packet and call "Cure Earth by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

Protection from Earth

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Earth
Restriction:	None
Skill Points:	None
Physical Focus:	Earth

Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

Notes: You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given).This spell protects the target from effects by earth. Touch a packet to the target, and call:

If the Magician casts the spell on himself, the call is "Grant Defense: Resist Earth by Magic."

If the magician casts the spell on another, the call is "Grant Defense: Shield Earth by Magic."

Destroy

Cost:	15
Reset:	Twilight
Prerequisite:	Magic Missile and Throw Earth
Restriction:	None
Skill Points:	**None**
Physical Focus:	Earth

Gesture/Incant: Make a fist and thrust it in the direction of your target while saying an incant of at least 10 syllables.

Notes: You cause harm to an item or person. Call "Destroy [Name of Item] by Earth" or "Maim [limb of choice] by Earth."

Reassemble

Cost:	10
Reset:	Twilight
Prerequisite:	Destroy Item
Restriction:	None
Skill Points:	None
Physical Focus:	Earth

Gesture/Incant: Make as if to put the broken item back together. In the case of an injury or maimed limb, hover your hands over the injury. Say an incant of at least ten syllables.

Notes: This spell is used to put broken things back together. There is no grace to the bonding, and if used to heal an injury it causes a great deal of pain. Touch a packet to the target and call "Repair Item/Armor by Earth", "Agony and Cure Maim by Earth", or "Agony and Heal 1 by Earth."

This spell may also repair golem armor to full. The call for such is: "Agony and Refresh All Golem Armor by Earth." It cannot be used to refresh regular, non-golem armor.

Shatterproof

Cost:	10
Reset:	Twilight
Prerequisite:	Reassemble
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Earth

Gesture/Incant: Place your palms together before you and say an incant of 10 or more syllables. Then face your palms over your target. Say an incant of at least ten syllables.

Notes: Touch a packet to the target and say "Grant Defense by Earth, Resist Destroy." This may Resist even attacks by Special Traits, unless by Corruption, Fairy Magic, Insanity, Horror, Madness or Nightmare.

Earth Armor

Cost:	10
Reset:	Twilight
Prerequisite:	Reassemble, Magic Armor
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low

Notes: After performing the incant/gesture, call "Grant 4 Protection by Earth." This Protection does not stack with Protection granted from the spell, Magic Armor.

Magic of Metal

Magical Focus: Metal

Cost:	10
Reset:	Instant
Prerequisite:	Magician's Sight, Magical Focus: Earth, Magical Focus: Fire
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	None

Notes: You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

Throw Metal

Cost:	10
Reset:	Instant
Prerequisite:	Throw Earth, Throw Fire, Magical Focus: Metal
Restriction:	None
Skill Points:	None
Physical Focus:	Earth
Gesture/Incant:	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.

Notes: You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Metal."

Metal Weaving

Cost:	10		
Reset:	Twilight		
Prerequisite:	Magic Armor, Magical Focus: Metal		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		
Physical Focus:	Metal		
Gesture/Incant:	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.		

Notes: This spell protects the target from physical harm, weaving the metal of a metal magic component (which is then consumed) into the fabric of the target's clothing. (The target MUST be wearing at least one layer of clothing - fur does not count). Call "Grant 1 Twilight Armor by Metal."

This Armor lasts until the end of the current Twilight period, at which point it fades away. You must explain to the target that this ends, or hand them a tag (you can print your own) that says:

> **"Grant 1 Twilight Armor by Metal."**
> *This grants you 1 Point of Armor (that may be repaired via normal repair rules) that lasts until the end of the current Twilight period.*

Portable Forge

Cost:	5
Reset:	Event
Prerequisite:	Metal Weaving
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	1	2	3

Skill Points:	None
Physical Focus:	Metal

Gesture/Incant: A special liminality (see rituals) must be created, and a small ritual of 5 minutes must be performed, using gestures and incants. A metal component and a forge rep is required.

Notes: This spell is actually a small ritual that creates a Portable Forge that can be carried onto a field of battle to allow for armor repair. Unless used by a Metal Magician, armor and weapon repairs take double the normal time.

This tag must be placed on the portable forge:

> **"Portable Forge"**
> *This is a Portable Forge and may be carried into the field of battle to allow for repairs of weapons and armor. If used by a Magician with the "Throw Metal" skill, repairs take the normal time for Weaponsmithing and Armorsmithing. If you do not have the skill, field repairs take double the normal time.*

Cure Metal

Cost:	5
Reset:	Encounter
Prerequisite:	Cure Magic and Magical Focus: Metal
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Earth

Gesture/Incant: Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.

Notes: Touch the target with a packet and call "Cure Metal by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

Protection from Metal

Cost:	5
Reset:	Twilight
Prerequisite:	Protection from Magic and Magical Focus: Metal
Restriction:	None
Skill Points:	None
Physical Focus:	Earth

Gesture/Incant: Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

Notes: You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given).This spell protects the target from effects by earth. Touch a packet to the target, and call:

If the Magician casts the spell on himself, the call is "Grant Defense: Resist Metal by Magic."
If the magician casts the spell on another, the call is "Grant Defense: Shield Metal by Magic."

Hedge Magic

Hedge Magicians are Magicians most often depicted in folktales and legends: the magician who uses magical accruements, components, items, and ingredients to create spells and curses to great effect. They are the great adventurers seeking out the rare and mystical items that can allow for new and greater spells, or the magician far away in their tower experimenting in the hopes of discovering new spells, pouring over books and symbols, incants and components, rare magical items and rarer components. A dash of sand from the Dustlands with the hair of a unicorn, waived over the Wand of Wonders... that is the kind of thing the Hedge Magician does.

A Note on Arcane Alchemy: All Hedge Magicians require props that represent their Magical Alchemy, though what kind of magical alchemy your Hedge Magician uses is up to you. Your pockets should be full of various and sundry components and items that will allow you to cast your magicks. Whether you have pockets of ingredients and components ranging from Eyes of Newts to Tears of Love Lost, Quartz Crystals to Magical Components, or various magical items - scrolls, wands, rings, knick knacks and more - is up to you, but you should have props that you actively use for your casting.

        Hedge Magicians are encouraged to have an Arcane Alchemy lab or workshop set up for their 15 minutes of Well-Resting to restore their skills, but it is not required.

        If your Arcane Alchemy is destroyed, or you do not have it upon you, then you cannot use your spells. These components are considered to have the trait "Arcane Alchemy," and as such if you are hit with a "Drain Arcane Alchemy" effect, your components lose their effectiveness till you can rest to reimbue them with magic. A "Destroy Arcane Alchemy" effect will render your Arcane Alchemy useless until repaired.

A Note on Gestures: Hedge Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets or your magical props in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

A Note on Incants and Silence: Not all Hedge Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says.

Attune Arcane Alchemy

Cost:	10
Reset:	Instant
Prerequisite:	Detect Magic, Hedge Magician
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	N/A
Notes:	Hedge Magicians use a variety of magical components, trinkets, potions, etc as their

"Arcane Alchemy." These are the foci of their magic. This ability allows the Hedge Magician to attune to appropriate items to use as their foci for their magical spells with five minutes of concentration and allows for the following:

        If the Magician is struck with a "Drain Arcane Alchemy" effect, five minutes of uninterrupted rest will allow the Magician to be re-attuned to their Archance Alchemy components and can thus use their spells again.

        If the Magician is struck with a "Destroy Arcane Alchemy" effect, they may spend five minutes of uninterrupted concentration/activity to restore/repair their Arcane Alchemy. At the end of those five minutes, spend 1 Magic Point and call "Repair Arcane Alchemy by Magic." If the Magician has no Magic remaining, they may repair their Arcane Alchemy during their 15 minutes of Well-Rest.

        Hedge Magicians are encouraged to have an Arcane Alchemy lab or workshop set up for this purpose, but it is not required.

Hide Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Detect Magic
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	N/A

Notes: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "Expose by Magic" or "Expose Magic" effect, even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare.This works even against "By Your Name, Expose by Magic." . You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposes coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Hidden by Magic

Cost:	15		
Reset:	Twilight		
Prerequisite:	Hide Magic		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)		
Gesture/Incant:	N/A		

Notes: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "By Your Name, Expose by <Trait>", even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You may also resist an Identification Ritual with this skill. This does not work on Exposes that have no trait called. You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposes coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Hide Other by Magic

Cost:	15		
Reset:	Twilight		
Prerequisite:	Hidden by Magic		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)		
Gesture/Incant:	Perform a rite involving gestures and incants over an item, then hand an obvious focus to the target of the casting.		

Notes: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell that you can give another in casting of this. They must keep the item upon themselves. Spend 1 minute casting a magical rite, give them the item, and call "Imbue by Magic." Hand them a card (or explain to them) that reads:

> ***Hidden by Magic***
> *"You may resist any one Expose by Magic, By Your Name Expose by <Trait> or Expose Magic by <Trait>, even if done by Special Traits, unless called by Corruption, Doubt, Glamour, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You are considered to have the Magic trait while this is active*

upon you, so an Expose Magic by one of the traits this does not protect from will expose you. This will not protect you from an Expose call that has no trait. Once you resist an Expose, you may resist the Expose again from the same source for the next five minutes. This enchantment ends when you have used it, or at the end of the next Twilight, whichever comes first.You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

Magic Bolt

Cost:	15
Reset:	Twilight
Prerequisite:	Magic Missile, Hedge Magic
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Wand or Staff
Gesture/Incant:	Incant of 8+ syllables and gestures
Notes:	Perform the actions above, then throw a packet and call "4 Damage by Magic." You

must have a wand or staff in your off-hand.

Magic Missile Flurry

Cost:	10		
Reset:	Event		
Prerequisite:	Magic Missile, Hedge Magic		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Physical Rep/Focus:	Wand or Staff		
Gesture/Incant:	Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual		

symbols

Notes: Perform the actions above, then gain three castings of "2 Damage by Magic." If you cast another spell before using all three missiles, any remaining castings are lost. You may use defenses without losing any castings. Once the initial spell is cast, you may throw the remaining missiles, even if you become silenced.

Magical Agony

Cost:	15
Reset:	Encounter
Prerequisite:	Throw Magic, Hedge Magic
Skill Points:	1 Magic
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual

symbols

Notes: Perform the actions above, then throw a packet and call "Agony by Magic." You may use this even while Silenced.

Reflect Magic

Cost:	15		
Reset:	Twilight		
Prerequisite:	Protection from Magic, Detect Magic		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)		

Gesture/Incant: Must have a large amulet or some ornament upon your chest that is obvious. Spend 30 seconds performing some kind of magical rite with the ornament as the focus

Notes: Perform the actions above, then throw a packet, then call "Imbue to Self by Magic." You may then call "Reflect" to the next effect "By Magic" that strikes you.

Reflect Elemental Magic

Cost:	15
Reset:	Twilight
Prerequisite:	Reflect Magic, Throw <Element>
Skill Points:	None
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: Must have a large amulet or some ornament upon your chest that is obvious and incorporates the elements in some fashion (by design, color, etc). Spend 30 seconds performing some kind of magical rite with the ornament as the focus

Notes: Perform the actions above, then throw a packet, then call "Imbue to Self by Imbue to Self by <Element>." You must have the "Throw <Element>" skill of the Element you wish to be able to reflect. You may then call "Reflect" to the next effect "By <Element>" that strikes you.

Harm Elemental

Cost:	10
Reset:	Twilight
Prerequisite:	Reflect Elemental Magic, Throw <Element>
Skill Points:	None
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 10 seconds doing a short rite with gestures and/or incants of some kind

Notes: Perform the actions above, then all "By My Gesture, 5 Damage to Elemental."

Banish Elemental

Cost:	25
Reset:	Event
Prerequisite:	Harm Elemental, Magical Focus <Type>
Skill Points:	None
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 1 uninterrupted minute doing a short rite with gestures and incants of some kind

Notes: You may attempt to send an elemental back from whence it came. Spend 1 uninterrupted minute performing a small ritual, including gestures and incants, then call "By My Gesture, Inflict Banish to Elemental."

Magical Healing

Cost:	10
Reset:	Twilight
Prerequisite:	Magical Protection, Throw Magic, Hedge Magic
Skill Points:	None
Restriction:	

Season:	**1**	**2**	**3**

Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes: You read between the Word to bend time ever so slightly to cheat on healing a wound. Perform the action above, and then you may touch a packet and call "Heal by Magic and Short Agony by Aging."

Magical Spot Defense

Cost:	20
Reset:	Twilight
Prerequisite:	Protection from Magic, Detect Magic, Hedge Magic
Skill Points:	None
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or headpiece of some kind. After you have seen a trait used in battle, spend 30 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece, then put it on
Notes: You may read between the lines to find the magic to protect yourself, though you must first see the dangers facing you (you must see the trait used). Perform the actions above, and after putting it on, you may cast "Grant Defense by Magic, Resist <Trait> by Magic". This cannot be used to grant a Resist against the following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Spot Protection

Cost:	20
Reset:	Twilight
Prerequisite:	Magical Spot Defense
Skill Points:	None
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 30 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/trinket and putting it on another
Notes: You may read between the lines to find the magic to protect yourself or another, though you must first see the dangers facing you (you must see the trait used).After performing the above actions, you may cast "Grant Defense by Magic, Shield <Trait> by Magic". If you've already given one to an individual in the fight, you may renew the protection without having to remove the trinket for the remainder of that encounter.   This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Spot Cure

Cost:	25
Reset:	Encounter
Prerequisite:	Magical Spot Protection
Skill Points:	1 Magic
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

Gesture/Incant: This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 60 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece and putting it on
Notes: You may read between the lines to find the magic to cure another, though you must first see what has been done to them (you must see the trait used, or you must Diagnose it).After performing the above

actions, you may cast "Cure <Effect> by Magic" at the cost of 1 Magic Point. This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

Magical Curse of Weakness

Cost:	15		
Reset:	Twilight		
Prerequisite:	Magic Bolt		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
Notes: Perform the actions above, then throw a packet for "Weakness by Magic."

Magical Curse of Rage

Cost:	15		
Reset:	Twilight		
Prerequisite:	Magic Bolt		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Physical Rep/Focus: Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
Notes: Perform the actions above, then throw a packet for "Frenzy by Magic."

Magical Confusion

Cost:	15		
Reset:	Event		
Prerequisite:	Magic Bolt, Magical Curse of Weakness		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	4

Physical Rep/Focus: You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you.
Gesture/Incant: You need the Phys Rep upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of how you are twisting the words around your target
Notes: Perform the actions above, then throw a packet for "Short Drain by Magic."

Magical Lifekeeping

Cost:	15
Reset:	Twilight
Prerequisite:	Magicians Sight, Hedge Magic
Skill Points:	None
Restriction:	None

Physical Rep/Focus: You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that you can place upon the dead person.
Gesture/Incant: You need the phys rep upon you to give to the dead. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

Notes: Call "Imbue lifekeeping by Magic" when you place the item upon the dead person. As long as you keep performing a magical rite upon the person, their death count is suspended. You may do this for up to 1 hour, at which point the magic dissipates and their death count resumes (or until they are brought back to life). The person affected may choose to die at any time, however.

Agony to Spirit

Cost:	25
Reset:	Encounter
Prerequisite:	Magical Lifekeeping
Skill Points:	1 Magic
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes:	Perform the actions above, spend 1 magic, throw a packet and call "Agony to Spirit."

Magical Message

Cost:	10
Reset:	Event
Prerequisite:	Hedge Magic, Read/Write Magic
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Wand
Gesture/Incant:	You must have the written message to send, and then need to draw a small circle, place the letter within, and using components/trinkets/etc with gestures and incants, perform a small rite for 30 seconds.
Notes:	This spell allows the caster to send a message magically to its intended recipient, by slipping the message between the Words. Write your message on a piece of paper and deposit the paper in a receptacle found in game.

Imbue Magical Adventuring Skills

Cost:	15
Reset:	Encounter
Prerequisite:	Throw Magic, Hedge Magic
Skill Points:	1 Magic
Restriction:	None
Physical Rep/Focus:	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
Gesture/Incant:	You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 30 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing
Notes:	Give the item, then touch the target with a packet, spend 1 magic, and call "Grant Encounter Skill by Magic, <Adventure Skill>" where the Skill can be Climb, Jump, Swim, or Balance. The recipient gains the skill for the encounter, and loses it when they depart the encounter or Well Rest to regain encounter skills. Please explain the skill to the recipient. If casting on another, you must give them the fetish and they must keep it upon them to retain the skill for the encounter.

11.6   Magician Ritual Magic

Once you are an established magician, you may choose to study and become a Ritualist, weaving enchantment into ordinary devices to make them extraordinary. You must have Elemental or Hedge Magic to gain this path.

A Note on Ritual Magic: Most magicians understand how to use small amounts of magical energy to create powerful effects. In addition, the ritual magician learns how to use great amounts of magic to create wondrous effects. The use of both lesser and greater ritual magic requires skill and time greater than the normal use of magic. A character cannot learn to be a ritual magician without first becoming a normal magician, either studying Elemental or Hedge Magic.

A Note on Gestures, Incants, and Silence: Ritual Magical ALWAYS requires that the Magician have "hands free" in terms of weapons so that they may gesture, move, and manipulate whatever is needed in the ritual. The Magician must have their Wand upon them. They also must perform incants as part of the Ritual. Thus, a ritual cannot be performed while Silenced, Drained, or with any Maimed Limbs.

Ritual: Enchant Focus

Cost:	2
Reset:	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite:	Magician's Sight, Read/Write Magic
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Liminality
Gesture/Incant:	You must complete a lesser ritual to enchant a focus. In the case of the Enchant Focus

spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:
* the ritual must be at least one minute in length.
* the target of the ritual must be placed in the center of the liminality.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.
  Once this is done the item is made into a focus. Once an item has been made into a focus it may be used to cast spells of that path.

Notes: You may infuse a normal item with magic, thereby turning it into a focus for the casting of other spells. Each type of Physical Focus requires a different item. Foci must be carried at all times, and should be large enough to be seen. A large ring or a charm hung from a belt would be appropriate. Foci should be appropriate to the type of magic they aid in casting. A fire focus, for instance, might be a bit of coal or a red gem, while a small bottle of water would be more appropriate for casting water spells.
  All players who begin game with the Magician header may begin with a focus for each type of magic they know. Foci for any new types of magic should be created during the course of game.

Ritual: Enchant Magic Wand

Cost:	2
Reset:	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite:	Ritual: Enchant Focus/Component
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Liminality, Ritual Focus
Gesture/Incant:	You must complete a lesser ritual to cast this spell. In the case of the Enchant Magic

Wand spell, the ritual will entail the tracing of a simple pattern across the liminality. The Magician is free to design the enchantment that makes a wand into a magic wand, but it must include these elements:
* the ritual must be at least five minutes in length.
* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the entire wand, although a base can be used so that the wand can be standing up.
* the enchantment must include some form of gesture/movement and incant.

* the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the wand. These components are consumed when the ritual is begun (whether it succeeds or not).

* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once this is done the wand is enchanted. You do not have to cast this ritual again. The wand is considered to remain enchanted between events. A magician may have any number of magical wands. There is no skill required to use a magic wand. A magician may cast spells while holding a magic wand. A wand is typically about a foot in length, and cannot in any way be used as a melee weapon.

Notes: A magician is not required to enchant his own wand.

Wands are essential tools used by magicians. They act as ritual foci in the casting of many rituals, and are used to unbind magical wards. As a ritual focus, a wand forms a point of contact and also a barrier between the caster and the ritual. While in some cases they are replaced by other ritual foci, the wand still remains a very useful tool, and almost every magician carries one.

Out of Game: Wands are represented using pens or pencils that have been decorated to the player's taste. Wards are represented using mazes of varying complexity, and the wand is used to complete the maze.

Path of the Ritualist

Path of the Ritualist

Cost:	10
Reset:	Instant
Prerequisite:	Elemental Magic or Hedge Magician Header, Ritual: Enchant Magic Wand
Restriction:	None
Skill Points:	1 Magic
Physical Focus:	Ritual
Gesture/Incant:	Special

Notes: You may participate in the casting of greater ritual magic under plot approved conditions. You must attune yourself to a circle to begin any greater ritual casting and draw the magic to you. To do so, spend a point of magic, touch a ritual focus (such as a wand or token) to the circle and call: Imbue by Magic.

Learning this Path gives you the first level of Ritual Skill for free.

Ritual Skill Levels

Cost:	0,10,20,30,40		
Reset:	Event		
Prerequisite:	Path of the Ritualist		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Physical Focus:	None		
Gesture/Incant:	None		

Notes: Ritual magic beyond those rituals considered very simple requires intense concentration, far beyond that of which many magicians are capable. This level of concentration is exhausting, and a magician is typically only capable of bending his will thus a few times every few days. These Great Rituals are rituals done in-game with Plot Staff, and either the result of Ritual Research, or Rituals proposed and done with the aid of NPCs.

Ritual Skill Levels also represent the magician's ability to bend his will toward the casting of ritual magic. Certain Rituals will require a specific level of Ritual Magic Skill Levels. Rituals purchased as skills do not require an expenditure of Ritual Magic skill to perform; only that you have the appropriate level (as well as focus, components, etc, necessary for the ritual).

Ritual skill levels recover only at the end of an event, or under plot approved conditions.
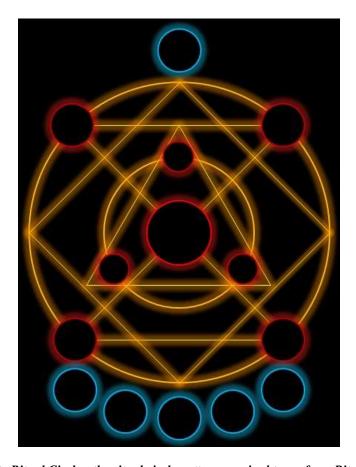
Ritual Research

Cost:	10
Reset:	Between Events
Prerequisite:	Path of the Ritualist, Read Magic
Restriction:	None
Skill Points:	None
Physical Focus:	None
Gesture/Incant:	None

Notes: Between events, you may attempt to research and create a new ritual, or to study a ritual you have seen performed to understand more about it, or even research new spells. Some rituals may be too difficult for a ritualist to learn at early stages of their study, but pending plot approval, you may then purchase the ritual and perform it at the next event, provided you have the proper components. More difficult proposals are likely to require multiple uses of this skill and may require additional accomplishments in game.

Multiple magicians may combine their efforts to research a particular ritual. This may sometimes (not always) reduce research time.

You MUST submit your question by the PEL deadline of two weeks after the event in order to receive an answer. If for any reason staff fails to give you a reply to your question at the next event, we will do our best to get you your answer at the following event. In the meantime, you can ask another question after the new event without "replacing" your old one; we will get you answers on both, so long as you ask no more than one question per event using this skill. However, if you are informed that you must spend multiple uses of the skill upon the same topic, you cannot research an additional ritual while performing that ongoing research.

Liminality Ritual Circle - the ritual circle pattern required to perform Ritual Magic

Rituals: Liminality

These are true Rituals, and require a Liminality circle, preparation, and proper components to perform. Rituals bought as skills do not require a Staff member present to perform.

Ritual: Enchant Component

Cost:	5
Reset:	Encounter
Prerequisite:	Path of the Ritualist
Restriction:	None
Ritual Skill Level:	1
Skill Points:	1 Magic
Physical Focus:	Liminality, Wand

Gesture/Incant: You must complete a lesser ritual to enchant a component. In the case of the Enchant Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:
* the ritual must be at least one minute in length.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done a new component is created. The component may be used as a component in a ritual.

Notes: This ability allows you to create Magic components. You must have the corresponding Magical Focus to create components of other types. For example, you must have the ability "Magical Focus: Fire" in order to create Fire components.

This allows you to create *normal* components, but does not allow you to use a ritual to enchant a normal item to become a greater component. For example, if a ritual calls for a "the horn of a unicorn," you must in fact obtain a unicorn's horn. However, if the ritual just calls for a "component of water" you may enchant an appropriate item to become that type of component, provided you have the appropriate Magic Focus skill.

Ritual: Transform Component

Cost:	5
Reset:	Twilight
Prerequisite:	Detect Magic, Ritual: Enchant Component
Skill Points:	None
Restriction:	None
Ritual Skill Level:	1
Skill Points:	1 Magic
Physical Rep/Focus:	Liminality, Wand

Gesture/Incant: You must complete a lesser ritual to enchant a component to become another component. In the case of the Transform Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:
* the ritual must be at least one minute in length.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Notes: Once per twilight, you may perform a 1 minute rite to transform a ritual component into another element. This can only be done for components to/from Elements, Illusion, Dream and Magic.

You must *either* have the skill "Magical Focus: <Type>" or possess a Focus of the type (to use in the casting of the ritual) you are transforming the component into.

Ritual: Enchant Magician's Staff

Cost:	15
Reset:	Instant
Prerequisite:	Path of the Ritualist

Restriction:	None
Skill Points:	1 Magic
Ritual Skill Level:	1
Component:	1 Magic Component + Additional Elements (see below)
Physical Focus:	Liminality Ritual, Wand
Gesture/Incant:	You must complete a ritual to enchant a magician's staff. In the case of the Enchant

Magician's Staff spell the ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment that makes a normal staff a Magician's Staff, but it must include these elements:

* it must be a minimum of 5 minutes in length.
* the enchantment must include some form of gestures/movement and incants.
* the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the staff. These components are consumed when the ritual is begun (whether it succeeds or not).
* this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes:	A magician must enchant his own magician's staff.

Once the staff is enchanted, you do not need to perform this ritual again. It is considered to remain in effect between events. You may only have one Staff that is so enchanted. If it at any point you wish to enchant a new staff, you may do so, following the guidelines above. This can be done during an Encounter, but please note that interruptions will reset the enchantment.

Once cast, in addition to becoming a focus for other spells, the Magician can cast spells while holding and using a staff. You must have the skill to use the staff to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:
* Since a staff is a two-handed weapon, you cannot block with one hand with only one hand holding the staff, even with this skill. However, you could begin your incant while blocking, or use a spell that does not require you to throw a packet, etc.
* This skill also works with any packet-based skills that are not technically spells but state in their description that they work like spells.
* If your Staff is destroyed, the Enchantment is not lost, but you cannot use the Staff for any magic relying on it until the Staff is repaired.

Strength of the Staff

Cost:	10		
Reset:	Twilight		
Prerequisite:	Enchant Magician's Staff		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Physical Focus:	Staff		
Gesture/Incant:	None		
Notes:	So long as you are holding your Magician's Staff, you may call "Resist" to any one		

"Destroy Staff" or "Disarm Staff" effect, even if the attack is delivered by a Special Trait, unless the attack is called by Doubt, Corruption, Insanity, Horror, Nightmare, or by Fairy Magic.

Ritual: Bind Liminality Circle

Cost:	5
Reset:	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
Prerequisite:	Detect Magic, Ritual: Enchant Component
Skill Points:	None
Restriction:	None
Ritual Skill Level:	1

Skill Points: 1 Magic
Components: 2 Magic Component, 1 of each Element
Physical Rep/Focus: Liminality, Wand
Gesture/Incant: You must complete a lesser ritual to bind your focus to a Liminality Circle. The ritual must entail the tracing of a very simple pattern across the liminality, and requires a Magical Focus of some kind (can be something already enchanted or used, like your Wand or other Focus). The Magician is free to design the enchantment that creates the component, but it must include these elements:
* the ritual must be at least one minute in length.
* the enchantment must include some form of gesture/movement and incant.
* the enchantment must include 2 Magic components and 1 component of each Element. These components are consumed when the ritual is begun (whether it succeeds or not).
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.
Notes: Once per twilight, you may perform a 1 minute rite bind your focus to a Liminality, such that you may trace its pattern in your mind for the use of Circle Rituals (Field Rituals). This will not replace the need for a Liminality for any ritual that requires it. Instead, this allows a Ritualist to perform Circle Rituals (that have the Focus: Circle) without requiring a Liminality. See Circle Rituals below.

Ritual of Identification

Cost:	10
Reset:	Twilight
Prerequisite:	Magician's Sight, Detect Magic, Path of the Ritualist
Restriction:	None
Skill Points:	1 Magic
Ritual Skill Level:	2
Components:	1 Magic
Physical Focus:	Liminality Ritual, Wand

Gesture/Incant: You must complete a lesser ritual to gain insight into an item or person. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The Magician is free to design the enchantment, but it must include these elements:
* the item or person you wish to identify must be at the center of the ritual
* the ritual must be at least 5 minutes in length.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Notes: This ritual grants you some knowledge about the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. At the end of the ritual, touch the target and call "Inflict by Magic." Sometimes the Magician will immediately know more information (if a tag is already on the item, you may open it; if the target is an NPC with the info, they may give it; or if a Plot Staff member is present), and sometimes the information may come in time (if there is no tag or Plot Staff member, place a letter in the Plot box and information will come to you later).
  This ritual will not reveal Hidden knowledge.

Ritual: Scrying

Cost:	20		
Reset:	Event		
Prerequisite:	Ritual of Identification		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	1 Magic		
Ritual Skill Level:	3		
Components:	4 Magic + something that is a focus of the scrying, such as:		

* something of the place you are trying to see

* if a person: of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to scry on
* or something related to the events you wish to see (such as a knife used in a murder)
Physical Focus: Liminality Ritual, Wand, Focus
Gesture/Incant: You must complete a lesser ritual in an attempt to Scry a place, person or events. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that is the focus of the scrying. The Magician is free to design the enchantment, but it must include these elements:
* the item or person you wish to identify must be at the center of the ritual
* the ritual must be at least 5 minutes in length.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
Notes: You may attempt to scry something that is happening somewhere else, or to see someone who is not with you. Casting of this ritual does not guarantee you may see what you wish, as it is possible for it to be obfuscated by magical means, the Fairy Mists, or other such things.

Scrying upon very powerful Fairy or other beings, or those normally magically hidden such as the King's Jacks, may draw their attention or outright fail.

This requires plot coordination, and it is sometimes possible that the vision will appear some time after the ritual is cast. (If a Plot Staff member is not present during the attempt, write a letter and drop it in the plot box and send it to monster camp. It is recommended to speak with a member of plot staff before casting this ritual, but not required).

Lay down a luminality circle. You must have components of earth, air, wind, fire, magic, and dream. Any items of a personal or direct connection to the person or place you are scrying increases the chances of success. A Priest participating in this ritual will increase the chances of success, as will any person directly tied to the person, event, or place you are seeking to Scry.

This can sometimes have unintended backlash or flaws, depending on where and what you are trying to see.

Rituals of Bind Familiars

These rituals allow for the binding of a familiar which grants special powers to the Magician.

Ritual: Bind Familiar (lesser)

Cost:	3
Reset:	Instant
Prerequisite:	Path of the Ritualist
Restriction:	Special Instruction Needed
Skill Points:	1 Magic
Ritual Skill Level:	1
Components:	2 Magic + Component Needed for Familiar Type (see below)
Physical Focus:	Liminality, Wand

Note: A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

Gesture/Incant: You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual , the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

* the ritual must be at least five minutes in length.
* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
* the enchantment must include some form of gesture/movement and incant.
* the enchantment must include 2 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is contact with you, you benefit from its presence.

See the section on magician familiars for more information on the benefits of having a familiar.

Ritual: Bind Familiar (greater)

Cost:	0
Reset:	Instant
Prerequisite:	Ritual: Bind Familiar (lesser)
Restriction:	Special Instruction Needed
Skill Points:	1 Magic
Ritual Skill Level:	2
Components:	4 Magic + Additional Component based on Familiar Type below
Physical Focus:	Liminality, Wand

Note: A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

Gesture/Incant: You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual , the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

* the ritual must be at least ten minutes in length.
* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
* the enchantment must include some form of gesture/movement and incant.
* the enchantment must include 4 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is within you, you benefit from its presence.

Find out in game the benefits of having a familiar.

Familiar Enchantment Types

Before beginning a familiar ritual, you must decide which type of familiar you wish to bind. A familiar may be bound as only one type. There are three types of familiars as follows:

Enchanted Protector
Additional Component: Water
The Protector familiar is able to provide some small amount of healing and is also able to cure various maladies when needed.

Enchanted Supporter
Additional Component: Fire
The Supporter familiar is able to amplify the magician's ability to cast offensive spells.

Enchanted Guardian
Additional Component: Earth
The Guardian familiar is able to offer protection and shielding from harm.

Familiar Abilities

When using the familiar abilities, you must be within 10 feet of your familiar.

All abilities are **per Event** and may be bought more than once. **Each level costs 10 CP and you may purchase a maximum of 3 levels of each skill**. You may only use one Familiar ability per Encounter, and you may only purchase one Familiar Header.

For Greater Familiars, the familiar must spend CP to gain benefit from the two way link. The Enchanted Protector and Enchanted Guardian abilities are available to the Greater Familiar to purchase only.

Enchanted Protector

- **Shared Voice**: After you have been Silenced, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Silence by Familiar".
- **Friendly Mender**: After you have been Maimed, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Maim by Familiar"
- **Companion Healer**: "Heal 2 by Familiar". You may only use this ability on yourself.
- **Borrowed Strength**: When you are about to "bleed out" from Unstable to Comatose/Dead (after you reach your 60 second count), you can use this ability to call "Stabilize to Self" and become Stable instead.

Enchanted Supporter

- **Transformation**: "Imbue by Familiar". The next spell you cast is called by one of the following traits instead of its usual trait: Earth, Fire, Air, Water, and Lightning.
- **Spell Retention**: "Imbue by Familiar". You may cast any one Encounter or Twilight Offensive spell to store in the familiar to be used at a later time. The familiar can only store one spell at a time. The most recently stored spelled takes precedence. This cannot be used on Event Spells.
- **Amplify Magic**: When casting any one damage spell, you may call it as "Double".
- **Familiar Accuracy**: If you do not hit any target with a single spell, you can choose to call "Imbue by Familiar" and take back that effect, though you may not use it again for at least five minutes. For example, you cast a spell for "3 damage by Fire" and miss. You may call "Imbue by Familiar." You regain the spell to use again after five minutes, without spending additional Magic Skill Points or another use of the skill.

Enchanted Guardian

- **Companion Armor**: "Imbue by Familiar". "Grant 2 Protection to Self". You may only use this ability on yourself.
- **MagicShield**: "Imbue by Familiar". Call "Shield" against the next packet effect "by Magic" that you receive. You may only use this ability on yourself.
- **MissileShield**: "Imbue by Familiar". Call "Shield" against the next packet arrow or dart that strikes you. You may only use this ability on yourself.
- **BladeShield**: "Imbue by Familiar". Call "Shield" against the next melee attack that strikes you. You may only use this ability on yourself.

Rituals of Enchantment
These rituals allow for the creation of enchanted items, or to enchant others with special abilities.

Ritual: Enchant Soak Stone

Cost:	10
Reset:	Twilight
Prerequisite:	Path of the Ritualist, Ritual: Enchant Focus, Ritual: Enchant Component
Restriction:	

Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	

Skill Points:	1 Magic
Ritual Skill Level:	1
Components:	One of each focus (Magic, Earth, Air, Fire, Water)
Physical Focus:	Liminality, Wand, Stone

Gesture/Incant: You must complete a lesser ritual to enchant a Soak Stone. In the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The stone should be in the center of the liminality - the target of the ritual. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

* the ritual must be at least five minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Note: Once this is done the target stone becomes a soak stone. The soak stone may be used as a ritual focus to collect an ability to use in yet another ritual (see below). The soak stone remains until used, or if a Destroy Magic effect is used on it.

Ritual: Utilize Soak Stone

Cost:	10
Reset:	Event
Prerequisite:	Ritual: Enchant Soak Stone
Restriction:	

Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	

Skill Points:	Special (see below)
Ritual Skill Level:	1
Components:	4 Magic, Person with skill to be stored
Physical Focus:	Liminality, Wand, Stone

Gesture/Incant: You must complete a lesser ritual to utilize a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality, and again, the stone should be in the center of the liminality as the focus of the spell being cast. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

* the person with the ability to be collected must be included in the ritual, standing at one of the positions beside the caster.

* the ritual must be at least five minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

* at the end of the ritual, the person with the ability to be collected uses the ability, with the corresponding skill point use. There does not have to be a target for this use - the ritual is the target, which is channeled down the lines of the liminality and into the stone by the power of the ritual.

Note: The user of the skill loses only the one use of that skill. The skill is not "forgotten" or "stolen".

Notes: The soak stone holds the skill, but it does not confer the ability for anyone else to use it. The soak stone only holds the skill so that it can then be used as a focus to create a magic item. It is a tool, not a weapon.

For instance: The soak stone could store a healing prayer or a dream ability so that the magician could then fashion an item that could cast the healing prayer or the dream ability.

Ritual: Enchant With Soak Stone

Cost:	10
Reset:	Event
Prerequisite:	Ritual: Utilize Soak Stone
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points:	Special (see below)
Ritual Skill Level:	1
Components:	4 Magic, Soak Stone
Physical Focus:	Liminality Ritual

Gesture/Incant: You must complete a lesser ritual to Enchant something with a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The soak stone must also be in the ritual focus. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

* the item to which or the person to whom the ability is to be stored must be at the center of the ritual

* the soak stone must be included in the ritual, placed at one of the positions beside the caster.

* the ritual must be at least 5 minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

* once the ritual is cast, the Soak Stone becomes inert. To use again, you must cast both Enchant Soak Stone and Utilize Soak Stone.

Note: The item or person so enchanted in this ritual gains the use of the skill that had been stored in the Soak Stone. You should create a yellow tag to give to the person or place on the item that contains the following (you should create blank tags to have on hand to make this quicker in-game):

> ***Enchanted Item (or Imbued Enchantment, if placed on a person)***
> *While so enchanted or while in the possession of the item so enchanted, you have the "Magic" trait and will call "yes" to Diagnose and Exposes, unless you have a defense.*
> *You gain the following ability that you may use once, without expending a skill point:*
> *<Put the Skill Here>*
> *This enchantment ends when you use the skill, or if you accept a Cure Magic, or if you/the item receives a Remove or Destroy Magic effect and cannot negate it with a defense.*

Ritual: Wand of Channel Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Wand
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Skill Points:	None
Ritual Skill Level:	1
Component:	1 Magic Component + Component for each type of Focus Magician has
Physical Focus:	Liminality, Wand

Gesture/Incant: You must complete a ritual to enchant an already enchanted Magician's Wand with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted Wand within the center circle. The Magician is free to design the enchantment, but it must include these elements:

* it must be a minimum of 5 minutes in length.

* the enchantment must include some form of gestures/movement and incants.

* the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).

* this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes: You may perform ritual to enchant an already enchanted Magician's Wand with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Wand for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Wand. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter), provided the Wand is in the Magician's hand at the time. You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Wand, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

Ritual: Wand of Transfer Channel Magic

Cost:	10
Reset:	Instant
Prerequisite:	Ritual Wand of Channel Magic
Restriction:	None
Skill Points:	None
Ritual Skill Level:	3
Component:	None
Physical Focus:	Wand
Gesture/Incant:	Touch Staff to recipient. No incants required, but cannot do this if Silenced.

Notes: The Magician may choose to use his stored Magic Point(s) to aid another, reading between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the Wand to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it.

Ritual: Wand of Spell Storing

Cost:	10		
Reset:	Event		
Prerequisite:	Magician's Staff, Ritual: Wand of Channel Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		
Ritual Skill Level:	1		
Component:	1 Magic + Focus type of spell being stored		
Physical Focus:	Liminality and Wand		

Gesture/Incant: The Magician may perform a ritual to store a single Encounter spell into his already enchanted Wand. This may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:

* it must be a minimum of 5 minutes in length
* a circle must be laid out around the Wand, and the Wand must be in the center of the ritual
* the enchantment must include some form of gestures/movement and incants
* the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Wand
* this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count

Notes: Once the enchantment is completed, the Spell is stored in the Wand. The Magician may at any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Wand is destroyed, the Stored Spell is lost.

Ritual: Enchant Warded Door

Cost:	10
Reset:	Event
Prerequisite:	Ritual: Utilize Soak Stone
Restriction:	

Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	

Skill Points:	Special (see below)
Ritual Skill Level:	2
Components:	4 Magic, Soak Stone
Physical Focus:	Liminality Ritual

Gesture/Incant: You must complete a lesser ritual to Utilize a Soak Stone, and enchant it with an ability or a skill. This ritual will entail the tracing of a complex pattern across a liminality, but the liminality must be laid before the Door you wish to place a Ward upon. The center of the ritual should be the thing to be the soak stone, but the door should be at one end of the liminality. The Magician is free to design the enchantment that creates the Ward stone, but it must include these elements:

* the ritual must be at least 5 minutes in length.
* the enchantment must include some form of gesture/movement and incant.
* if the door is part of a Hearth, then the Hearth Witch must be willing and must participate in the casting. This cannot be placed on a Universal Hearth, such as the Cotting House.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual allows the magician to use a spell or skill stored in a soak stone to create a Magically Warded Door. The ward will do "Double" the effect store in the soak stone.

The creator can imbue an individual with the ability to bypass the ward, and it can be bypassed with an Enchanted Wand if the Magician has this Ritual and can solve the ward maze.

To imbue an individual with the ability to walk through the Door, touch a packet to the target and then place a hand on the Ward. Concentrate for 10 seconds and say "Imbue by Magic." Inform the recipient that they may pass through the Ward by touching it and concentrating for 3 seconds. The Imbue will go away if they receive a Remove or Destroy Magic effect, or if they die.

Once the ritual is complete, touch the Door and call "Imbue by Magic." You must hang a large yellow octagon with the following, and it must sit on top the Ward Tag:

On the Front:

> **MAGICIAN'S SIGHT / SEARCH AN AREA**
> *If you have either of these skills, you may turn over this tag.*

On the Back:

> *You can sense that there is Magic on this Door, and that there is a Ward here.*
> *If you are a Magician with an Enchanted Wand and you have the skill, Ritual: Enchant Warded Door, you may attempt to solve the Maze to disarm the Ward. If you are successful, call "Imbue by Magic" and you may walk through the Door without taking the effect.*

Warded tag, on the front:

> **WARDED DOOR**
> <place a small maze underneath this>

Warded tag, on the back:

> *Take the effect "DOUBLE <ATTACK> by <EFFECT">" when you walk through this Ward, unless you were Imbued by the Magician who enchanted the Door to cross through it, or you are a Magician who solved the Maze.*
> *You may negate the effects of this door with a defense, but you need two defenses to negate both effects.*
> *This Ward may be removed with a Destroy Magic effect (remove the tags if you use a Destroy Magic).*
> *If you trigger this Ward effect, remove the tag as the Ward has been expended.*
> *The Magician who created this Ward may remove it at any time with 10 seconds of concentration.*

The effect on the Ward will be double the effect placed in the soak stone. Thus, a "4 Damage by Fire" becomes a "Double 4 Damage by Fire." If the skill placed in the Soak Stone is a weapon skill with no trait/by weapon, its call becomes "by Force" in the Ward.

The Magician who created the Ward may remove it at any time with 10 seconds of Concentration.

Staff Rituals
These ritual require an enchanted Magician's Staff to use.

Staff: Channel Magic

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Magician's Staff
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Skill Points:	None
Ritual Skill Level:	1
Component:	1 Magic Component + Component for each type of Focus Magician has
Physical Focus:	Liminality, Staff

Gesture/Incant: You must complete a ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment, but it must include these elements:

* it must be a minimum of 5 minutes in length.
* the enchantment must include some form of gestures/movement and incants.
* the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).
* this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

Notes: You may perform ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Staff for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Staff. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter) , provided the Wand is in the Magician's hand at the time. You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

Staff: Greater Channel Magic

Cost:	15
Reset:	Instant
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	None
Ritual Skill Level:	2
Component:	2 Magic Components + Component for each type of Focus Magician has
Physical Focus:	Liminality, Staff
Gesture/Incant:	Performed as Staff: Channel Magic, but the ritual now takes 10 minutes.

Notes: This enhances the use of Staff: Channel Magic to allow the Magician to store 2 Magic Points into his Staff for later use. Though the ritual takes longer to perform (10 minutes), an additional Magic Component, and Ritual Skill Level 2, the effect remains for an encounter: the Magician is -2 next encounter, and

may call "Imbue 2 Magic Skill Points by Magic" at any time for the remainder of the event. You may only have 1 Channel Magic, Greater or not, at one time. You may still cast Channel Magic as 1 Magic Point if you choose.

For example: A Magician has 4 Magic Points and casts this ritual. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter.

Only the Magician who stored the Magic Point may use it.

Staff: Improved Channel Magic

Cost:	20		
Reset:	Event		
Prerequisite:	Staff: Channel Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		
Ritual Skill Level:	2		
Component:	4 Magic Components + Component for each type of Focus Magician has		
Physical Focus:	Liminality, Staff		
Gesture/Incant:	Performed as Staff: Channel Magic, but the ritual now takes 10 minutes. It is 10 minutes		

even if you use this in conjunction with Greater Channel Magic.

Notes: This enhances the use of Staff: Channel Magic to allow the Magic Point stored in a Magician's Staff to remain for the Twilight period in which it was invoked. It may be Well Rested back as per normal Magic Points. Only 1 Magic Point may last for the Twilight Period, even if you have 2 Magic Points Stored.

For example: A Magician has 4 Magic Points and casts this ritual with Greater Channel Magic. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter. He chooses to use it in a fight against Werewolves that night, around 9pm. Because he also cast Improved Channel Magic, when the encounter is over, his total Magic Points is now 5, and he may Well Rest back 5 Magic Points. He has five until dawn/he goes to sleep. When he awakens in the morning, he is back to 4 Magic Points.

You may only cast Improved Channel Magic once per event. Only the Magician who stored the Magic Points may use it.

Staff: Transfer Channel Magic

Cost:	10
Reset:	Instant
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	None
Ritual Skill Level:	3
Component:	None
Physical Focus:	Staff
Gesture/Incant:	Touch Staff to recipient. No incants required, but cannot do this if Silenced.
Notes:	The Magician may choose to use his stored Magic Point(s) to aid another, reading

between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the staff to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it. If the Magician has channeled 2 Magic Points, he may choose to transfer 2 points.

Staff: Strike by Magic

Cost:	15
Reset:	Encounter
Prerequisite:	Staff: Channel Magic
Restriction:	None
Skill Points:	1 Magic
Ritual Skill Level:	1
Component:	None
Physical Focus:	Staff
Gesture/Incant:	Wave hands over staff, and say an incant of 6+ syllables
Notes:	Perform the action above, spend 1 Magic Point, and call "Imbue to Staff by Magic." You

may call your next swing, "2 Damage by Magic," or you may call one "Deathstrike one, Deathstrike two, Deathstrike three by Magic."

Ritual: Staff of Spell Storing

Cost:	10		
Reset:	Event		
Prerequisite:	Magician's Staff, Staff: Channel Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		
Ritual Skill Level:	1		
Component:	1 Magic + Focus type of spell being stored		
Physical Focus:	Ritual and Staff		
Gesture/Incant:	The Magician may perform a ritual to store a single Encounter spell into his Staff. This		

may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:
* it must be a minimum of 5 minutes in length
* a circle must be laid out around the staff, and the staff must be in the center of the ritual
* the enchantment must include some form of gestures/movement and incants
* the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Staff
* this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count

Notes:	Once the enchantment is completed, the Spell is stored in the Staff. The Magician may at

any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Staff is destroyed, the Stored Spell is lost.

Staff: Spell Strike

Cost:	5
Reset:	Instant
Prerequisite:	Ritual: Staff of Spell Storing
Skill Points:	None
Physical Focus:	Staff
Gesture/Incant:	None
Notes:	You may cast a Stored Spell (stored through the Staff of Spell Storing ritual) through

your staff instead of throwing a packet. Call the spell effect and strike your target with the staff.

Staff: Channeled Spell

Cost:	10
Reset:	Twilight
Prerequisite:	Spell Strike, the spell to be channeled
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	None (although the spell so channeled still has the normal cost.)
Physical Focus:	Staff
Gesture/Incant:	

Notes: The Magician may deliver a spell that has an Agony, Damage, or Maim Effect through the Staff, rather than deliver it by throwing a spell packet. The Magician must complete the normal requirements for the spell, but then must add an additional incant of at least 5 syllables, then call the delivered effect and strike with the weapon.

Circle Rituals (Field Rituals)

These are rituals that may be performed upon a field of battle with a hastily constructed circle. A Magician must first use the Ritual: Bind Liminality upon themselves to use these rituals.

Circle of Forbiddance				**"You Shall Not Pass!"**
Cost:	20			
Reset:	Event			
Prerequisite:	Enchant Magician's Staff, Ritual: Bind Liminality			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	1	2	3	
Skill Points:	None			
Ritual Skill Level:	2			
Component:	1 Magic Component or 2 of any other kind			
Physical Focus:	Circle			
Gesture/Incant:	Both			
Notes:	You may perform a quick enchantment to force others away from an area.			

To cast this spell:
* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
* You must touch your staff in the four directions around you (front, back, left and right).
* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc).
* You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "By My Voice, Short Repel by Magic."
* Every 60 seconds (or whenever someone approaches you with the obvious intent to cross the circle) you may make the call again.
* This effect ends when you step out of your circle, let go of your staff, fall unconscious, or die; after which you may not make the call again.
* A Remove or Destroy Magic will also end the effect.

Greater Circle of Forbiddance		**"You Shall Not Pass!"**
Cost:	20	
Reset:	Instant	
Prerequisite:	Circle of Forbiddance	
Restriction:	None	
Skill Points:	None	
Ritual Skill Level:	3	
Component:	2 Magic Component or 4 of any other kind	
Physical Focus:	Circle	
Gesture/Incant:	Both	
Notes:	The Magician must have already performed the Circle of Forbiddance, but his initial call	

may be "By My Voice, Repel by Magic."As long as magician remains with hands on staff concentrating within the Circle of Forbiddance, they may continue to call "By My Voice, Short Repel by Magic" every minute (60 seconds).
 * With this use, you may also draw the circle large enough that others may step inside it with you and NOT be affected by your repel. To do this, keep one hand on the staff, touch them with a packet and call "Imbue by Magic." If they do not understand the effect, explain it, or hand them a tag.
* You may only protect 4 other people in this fashion. They may Resist by Magic any of your "By My Voice, (Short) Repel by Magic" while they remain within the circle. If they step outside the circle, they may no longer call resist.
> ***Protection of the Circle of Forbiddance** (Imbue by Magic)*
> *So long as you remain within the Circle, you may call "Resist by Magic" to the "By My Voice, (Short) Repel by Magic" that the Magician of the Circle is calling. If you step outside the circle, you may no longer call*

resist, even if you then step back within, unless you receive another imbue. This also ends if the Magician drops the circle.

Circle of Protection

Cost:	15
Reset:	Event
Prerequisite:	Circle of Forbiddance
Restriction:	
Season:	**1** **2** **3**
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	3
Component:	1 Magic Component or 2 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to protect yourself from harm.

To cast this spell:
* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
* Trace four symbols at four points of the circle (you can draw them in the dirt or with chalk, lay out stones with the symbols on them, or just trace them invisibly with your finger).
* Other details of the ritual are up to you, but it must take at least 30 seconds and must include an incant (or incants) of at least 20 syllables.
* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
* You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "Imbue Spirit Trait by Magic."
* You have the "Spirit" trait and may call "Spirit" to any attackas long as you remain in that position. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.
* Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect.
* This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die.

Greater Circle of Protection

Cost:	20
Reset:	Instant
Prerequisite:	Circle of Protection, Greater Circle of Forbiddance
Restriction:	None
Skill Points:	None
Ritual Skill Level:	4
Component:	2 Magic Component or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual ("circle ritual") to protect yourself and others from harm.

This allows you to expand your casting of Circle from Protection, if you desire, to include others.
To cast this spell:
* You should ensure that those you are protecting understand how the circle works before you protect them.
* You must perform circle of protection as above, but the length of time is now increased to 2 minutes
* The circle must be large enough that everyone you seek to protect may fit within it.The circle can be no larger than 5' in diameter, and no more than 6 people (including the Magician) may stand in it
* Once you have imbued yourself, you may Imbue others. This is the only time you may move. Speak 10+ syllable incant, touch a packet to them, and call "Imbue Spirit Trait by Magic."
* You and theyhave the "Spirit" trait and may call "Spirit" to any attackas long as you remain in that position within the circle. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.

* Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect on the person struck, but not on the others. They are no longer protected and cannot be re-imbued.
* This effect also ends if you or they move, step out of your circle, fall unconscious, or die.
* Those you are protecting may choose at any point to move and end the effect. They should call "Cure Spirit Trait" when they do so.

Circle of Power

Cost:	10
Reset:	Twilight
Prerequisite:	Enchant Magician's Staff, Detect Magic
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 4 6
Skill Points:	None
Ritual Skill Level:	2
Component:	1 Magic Component
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to empower you with Magic.

To cast this spell:
* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff
* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
* At the end of the Ritual call "Grant 1 Magic Point by Magic." You gain one additional Magic Point that you can use, but only while standing in the Circle
* This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die.This circle can be removed with a Remove or Destroy Magic effect.

Greater Circle of Power

Cost:	15
Reset:	Event
Prerequisite:	Circle of Power
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	None
Ritual Skill Level:	3
Component:	2 Magic Components or 4 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to empower you with greater Magic

To cast this spell:
* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff
* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
* At the end of the Ritual call "Grant 3 Magic Points by Magic." You gain 3 additional Magic Points that you can use, but only while standing in the Circle.

* You may spend an additional 30 seconds to make this circle last for the duration of the encounter, even if you leave it. This would allow you to cast it, then come back later to use the remaining Magic Points. To do this, you must prepare a yellow octagon tag to leave with the circle that reads the following on the front and has "Removed" printed on the back:

> ### Circle of Power
> *This is a Magician's Circle of Power. You may move through it. It has no effect upon you, though you can sense the magic within. This Circle can be dispersed with a Remove or Destroy Magic effect. Flip this card over if you have Removed/Destroyed the Magic.*

* This effect also ends if you step out of your circle (unless you spend the extra time to maintain it), fall unconscious, or die.This circle can be removed with a Remove or Destroy Magic effect. This magic disperses at the end of an encounter regardless, and any unused Magic Points are lost.

Circle of Meditation

Cost:	15
Reset:	Encounter
Prerequisite:	Circle of Power, Strength of the Staff
Restriction:	None
Skill Points:	None
Ritual Skill Level:	3
Component:	1 Magic Component or 2 of any other kind
Physical Focus:	Circle
Gesture/Incant:	Both
Notes:	You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff
* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 2 minutes of uninterrupted concentration to regain 1 Magic Point from a non-damage ENCOUNTER spell that you threw and missed your target (such as Agony). You must rest 2 minute per magic point recovered, so if you missed three spells, it would take 6 minutes to recover all 3 Magic Points.
* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.
* Though this is an encounter usable ritual, it does not require 1 Magic Point to use, only 1 Magic Component.

Greater Circle of Meditation

Cost:	15		
Reset:	Event		
Prerequisite:	Circle of Meditation, Staff: Transfer Channel Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	0	1	2
Skill Points:	None		
Ritual Skill Level:	4		
Component:	4 Magic Components or 8 of any other kind		
Physical Focus:	Circle		
Gesture/Incant:	Both		
Notes:	You may perform a field ritual to regain Magic from spells that missed their targets.		

To cast this spell:

* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 5 minutes of uninterrupted concentration to regain 1 Twilight Spell that you have expended, or 10 minutes to regain 1 Event Spell. When regaining Event Spells, you may only use this once per spell, even if you have multiple uses of the target spell. For example, if you had 2 uses of this skill, you could use it to regain 2 castings of "Slam by Water" but could only regain "Drain by Water" once even if you could cast Drain by Water twice an event.

* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

Ritual of Destroy Magic

Cost:	5
Reset:	Twilight
Prerequisite:	Detect Magic, Circle of Power
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	2
Components:	1 Magic
Physical Focus:	Ritual, Circle

Gesture/Incant: You must complete a lesser ritual to Destroy Magic on a person or item. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon, or the circle should touch it if it cannot encompass it. The Magician is free to design the enchantment, but it must include these elements:

* the item or person upon which you wish to destroy magic must be at the center of the ritual

* the ritual must be at least 5 minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This ritual grants you the ability to destroy or remove magic on the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. This will allow the Magician to cast "Remove Magic" on an item or person, removing any effects caused by the Magic attack trait, including Imbues or Inflicts (unless the Imbue or Inflict description states otherwise). This will not remove greater magical enchantments, nor will it remove Fairy Magic. This can also be used to cast a Destroy by Magic on an item, which will often destroy minor magical items. At the end of the ritual, touch the target and call "Destroy by Magic" or "Remove Magic by Magic." Some enchantments may be too powerful to remove with this simple enchantment.

Summoning Rituals
These rituals allow a Magician to attempt to summon a creature, such as an Elemental or Fairy.

Ritual: Summoning: Elemental

Cost:	20
Reset:	Event
Prerequisite:	Path of the Ritualist, Circle of Protection
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	3
Components:	1 Magic + 4 Elements of the Elemental type to be Summoned
Physical Focus:	Liminality Ritual

Gesture/Incant: You must complete a lesser ritual in an attempt to summon Elemental. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements:
* the item or person you wish to identify must be at the center of the ritual
* the ritual must be at least 5 minutes in length.
* the enchantment must include some form of gesture/movement and incant.
* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a luminality. You must have appropriate elemental components, and the primary magician in the ritual must have the Elemental Focus of the element you are trying to summon. The more Ritualists participating, the better the chance of success. This spell does not guarantee that the elemental you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit. You may summon an elemental to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger elemental to be summoned. You may send the Elemental back at any time while it is in your circle by saying. "Begone! Inflict Banish to Elemental by Dismissal."

Ritual: Summoning: Elemental Command

Cost:	10
Reset:	Instant
Prerequisite:	Summoning: Elemental
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	1 Magic
Ritual Skill Level:	3
Components:	2 Magic + 6 Elements of the Elemental type to be Summoned
Physical Focus:	Liminality Ritual
Gesture/Incant:	see Summoning: Elemental

Notes: Double the length of the elemental summoning ritual, and this will give you the ability to command the elemental summoned for the duration of the twilight period. The Summoned Elemental will not attack you, but there is no guarantee he will be friendly to those with you, depending on which elemental you summoned, the circumstances, and what others do to it. (Generally speaking, Elementals are likely to be friendly unless there are mitigating circumstances). You may give it Commands, and it will seek to obey the spirit of those Commands. Be careful, however, as abusing the trust of an elemental can have consequences outside of the summoning.

Ritual: Summoning: Fairy

Cost:	25		
Reset:	Event		
Prerequisite:	Summoning: Elemental		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	1 Magic		
Ritual Skill Level:	4		

Components: 4 Magic + 4 Illusion/Glamour/Fairy/Dream Components or appropriate Fairy items (4 Fairy-Touched may substitute; someone who bears the Trait of a Fairy, such as Jeweled, may count as 2 components in this ritual). 4 of any kind of component may substitute for the Magic components.

Physical Focus: Liminality Ritual

Gesture/Incant: You must complete a lesser ritual in an attempt to summon a Fairy. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements:

* the item or person you wish to identify must be at the center of the ritual

* the ritual must be at least 5 minutes in length.

* the enchantment must include some form of gesture/movement and incant.

* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Notes: This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a luminality. You must have appropriate components for the type of fairy you wish to summon, and it is recommended to have someone who is fairy-touched in the ritual (though not required). The more Ritualists participating, the better the chance of success.

Note that the Fairies themselves may contest this, or in the case of a Fairy under the control of a more powerful Fairy, contested by them, and thus have other unintended results (such as drawing the attention of the more powerful Fairy). This spell does not guarantee that the Fairy you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit, though if by chance you draw a sufficiently powerful fairy, they may be able to break through the circle.

You may summon a lesser Fairy creature, monster, or being to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger fairy to be summoned. Multiple Magicians with this Ritual may attempt to pool their efforts together, either to help ensure success or to attempt to summon a more powerful fairy. Some fairies may be impossible to summon (or even just unwise if you could summon them).

Note that fairies are capricious, and some Fairies are Monstrous and/or Extremely Powerful. Be careful what you try and summon, and how they are treated: Fairies are Immortal and Never Forget.

You may send the Fairy into the Fairy Mists back at any time while it is in your circle by saying. "Begone! Inflict Banish to Fairy by Dismissal."

Door Magic (Goblin Threshold Magic)

Door Magicians - called "Tricksters" among the Goblins - are skilled in using the Magic of Thresholds - of doorways and "the Ways" that lead between all things. Most Goblins have some sense of the Threshold, often able to step within it, even if they themselves are not skilled in Magic. But a Goblin who devotes themselves to the study of the Magic of Thresholds learns to find the Ways and can travel great distances. They are often sought out for just this reason.

A Note on Gestures: Threshold Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

A Note on Incants and Silence: Not all Threshold Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says otherwise

A Note on Anchors and Doors: Unless a skill explicitly states otherwise, Goblin Doors can only be opened to places within the (mortal) Written World. You may not create Anchors to other/outside Places, nor can you open doors to and from those other Places. This means you cannot use Fire Escape from another Realm, either. These other Realms include: the Deathlands, The Fairy Mists (and places within, such as Neverland, Candyland, etc), the Cloudlands, the Slumberlands, Anathema, the Under Dark, etc.

There are, of course, certain legends and stories that Goblin Doors can, and have, been opened to the Fairylands, to the Under Dark, and even to the Deathlands, but if such skills still exist, they are beyond the average Trickster…

Magical Focus: Threshold (Door Magic)

Cost:	10
Reset:	Instant
Prerequisite:	Goblin, Door Magic, Magicians Sight
Restriction:	None
Skill Points:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may manipulate Thresholds and weave the Ways to create magical effects and open

Doors (sometimes called "the Ways"). Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other Threshold/Door Magic based spells and effects.

Create Personal Anchor

Cost:	10
Reset:	Event
Prerequisite:	Magical Focus: Door
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	5 minute rite involving gestures and incants
Notes:	To travel Home to and from the Ways, a Goblin Trickster must first create a Personal

Anchor, a threshold within their Home that is their personal anchor. This allows them to travel the Ways and return home. To use this, create an anchor that you can easily return to within your cabin. This is a rite lasting 5 minutes, including incants and gestures, that will enchant the Anchor. The Anchor must be **obvious** and **not hidden** with the cabin, with a tag placed upon it to state: " MAGICIANS SIGHT: If you have the skill, Magicians Sight, you are able to sense that this is a Threshold Anchor. "

If you are staying within a hearth, you must have the Hearth Trait of that Hearth in order to be able to open a Door within it. The Hearth Witch must also "Attune" the anchor to the hearth by spending 30 seconds attuning it to the hearth.

This must be placed in the cabin where you are sleeping.

Determine Destination

Cost:	10
Reset:	Instant
Prerequisite:	Create Personal Anchor
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may can read gate/door tags to determine what kind of gate and where it might lead.

Open A Door

Cost:	10		
Reset:	Event		
Prerequisite:	Create Personal Anchor		
Skill Points:	1 Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Physical Focus:	Door		
Gesture/Incant:	None		

Notes: You can open gates/doors that require this skill to open. You may perform a ritual to use a Goblin Door per the tag on the Goblin Door, manipulate a Gate (if you are able per the tag on the Gate), or (with Plot assistance and permission) attempt to create a Door to lead to a place where you have an anchor or soil of the place allowing you to go there. This can be used for roleplaying purposes in some situations (for example, if you somehow had obtained soil from the Undermarsh, you could use this to take players into the "Threshold" of Undermarsh in a designated building or outside location that is set aside for such use to have a private conversation. However, if you wish to journey further within (beyond the Threshold), whether in search or pursuit of something, this would require Plot Assistance. If no plot member is nearby, please send word to monster camp with what you would like to do and where you plan on going.

Close A Door

Cost:	5
Reset:	Instant
Prerequisite:	Open A Door
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	Gesture to close door
Notes:	Allows you to close a Door that you have opened. Spend 10 seconds to do a small rite to close the Door, or follow the instructions on a tag if it is a gate or doorway that has such a tag.

Door to Personal Anchor

Cost:	15		
Reset:	Event		
Prerequisite:	Open A Door		
Skill Points:	1 Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Physical Focus:	Door		

Gesture/Incant: 30 second rite, involving Gestures & Incants

Notes: You can open a Door to return back to your Personal Anchor, provided you are within the Written World. Perform a 30 second rite, involving Gestures and Incants, then call, "Imbue Spirit Trait by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." Clasp your hands before you and bow your head. Walk directly back to your cabin, as quickly as possible. You may cross barriers and other means in order to return to your cabin.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and call "Imbue by Threshold." The spirit trail is removed, and you appear in your cabin.

This will not work if you are located outside the mortal Written World. For example, if you are in the Deathlands, Slumberlands, Fairy Mists (and any Fairylands within), Cloudlands, Under Dark, Anathema, etc.

Fire Escape

Cost:	25
Reset:	Event
Prerequisite:	Door to Personal Anchor
Skill Points:	1 Magic
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	1	1	2

Physical Focus:	Door
Gesture/Incant:	60 second rite involving Gestures & Incants

Notes: You can open a door to return back to your Personal Anchor and bring others with you, provided you are within the mortal Written World. Perform a 60 second rite, involving Gestures and Incants, then call, "Imbue Door by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." You must keep your hand on the Door. You may then touch a packet to another, and call "Imbue Spirit Trait by Threshold" and instruct them to pass through - the must clasp their hands before them, bow their head, and walk through, going immediately to your Personal Anchor in your Cabin. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

You may do this for as many individuals as come up to you, but you may only hold a Threshold door open for 5 minutes. Once everyone you wish to pass through has gone, you may call "Imbue Spirit Trait by Threshold" and step through. You may choose to close the door behind you; if so, perform the Close A Door rite as above. If you do not have this skill, please inform Plot as soon as you can (or an NPC on the encounter) that the Doorway was left open.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and then touch each individual who you sent back and call "Imbue by Threshold." The spirit trail is removed, and they appear in your cabin. Once the last person is restored, you may call "Imbue by Threshold" and appear yourself.

This will not work if you are located outside the Written World. For example, if you are in the Deathlands, Slumberlands, Fairy Mists (and any Fairylands within), Cloudlands, Under Dark, Anathema, etc.

You may also create a card to give those you send through your Personal Door as follows:

Crossing The Threshold Into The Ways

You gain the Spirit Trait. Walk with arms clasped before you and head bowed. Go directly back to the cabin of the Goblin who sent you through the Door. You will remain there as a Spirit until the Goblin arrives. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity. This will remain until you receive a Cure Spirit Trait effect, or a "Imbue by Threshold" from the Goblin who opened the door.

If after 15 minutes the Goblin who sent you does not return, collapse to the floor. You take an "Inflict by Threshold" effect, and are Stunned for 10 seconds. You will awake dizzy and ill, with a feeling that something happened in the intervening time that you cannot recall. Please inform Staff in your PEL that this occurred.

Hide: Conceal Item

Cost:	20
Reset:	Encounter
Prerequisite:	Focus: Door Magic
Restriction:	None
Skill Points:	1 Endurance

Notes: You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from) . You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. . No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

Standing Out

Character Points:	15		
Reset:	Event		
Prerequisite:	Focus: Door Magic		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	2	2
Skill Points:	None		

Notes: Even Goblins who are not Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Stepping Out

Character Points:	15		
Reset:	Event		
Prerequisite:	Focus: Door Magic, Standing Out		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	2	2
Skill Points:	None		

Notes: Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Speak an incant of 8+ syllables, call "Imbue by Threshold," and throw a packet. You then gain the Spirit trait and must immediately walk to where the packet is, with hands clasped before you and head bowed. While you have the "Spirit" trait to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity

You cannot walk through anything solid (such as walls, closed doors, closed gates, wires, traps, etc.) or even people to get there, though you may walk around people or objects, so long as you keep a mostly direct line. If you attempt to navigate through a trapped area, such as through wire traps, touching a wire trap will end the effect.

If you cannot get through to where you desire, you will lose the Spirit Trait after 5 minutes of being able to get to the packet. You must go in the most direct straight line.

Door Magic: Pick a Lock

Cost:	20
Reset:	Event
Prerequisite:	Focus: Door Magic
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 2 3
Skill Points:	1 Magic

Notes: You may open a single lock, using a Magic Skill Point. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Magic Skill Point and using this skill. Then call "Short Inflict by Threshold" when you do. The lock is only unlocked for 10 seconds per use of the skill; after which the lock seals again.

Destroy Wards

Cost:	10
Reset:	Twilight
Prerequisite:	Open A Door
Skill Points:	1 Magic
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 4 6
Physical Focus:	Door
Gesture/Incant:	10 second rite, involving Gestures & Incants

Notes: You can destroy a Ward placed on a Door or other gateway. Touch a packet to the Ward, do a short 10 second rite, and then call, "Destroy Ward by Threshold." You may then remove the Ward tag, unless the Tag otherwise indicates that a Destroy Ward or effects by Threshold will not affect it.

Sidestep

Cost:	10
Reset:	Twilight
Prerequisite:	Open A Door
Skill Points:	None
Restriction:	
Season:	**1 2 3**
Max Purchase:	2 4 6
Physical Focus:	Door
Gesture/Incant:	None

Notes: You may temporarily step into a threshold to avoid harm. Call "Elude by Threshold" to any one weapon or packet attack that strikes you, including Special Traits, unless it is delivered by Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness or Nightmare.

Slip Out The Door

Cost:	5
Reset:	Event
Prerequisite:	Sidestep
Skill Points:	None
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	None
Notes:	You may call "Resist" to any one effect "by Threshold."

Turned Around

Cost:	10
Reset:	Twilight
Prerequisite:	Sidestep
Skill Points:	None
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables

Notes: You may confound an enemy by turning them around in the threshold so that they find themselves moving away from you. Say an incant of 8+ syllables, and throw a packet for "Repel by Threshold."

Portal Trip

Cost:	15
Reset:	Encounter
Prerequisite:	Turned Around
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables

Notes: You may trip up an enemy by opening a door briefly at their feet. Spend 1 Magic, Say an incant of 8+ syllables and throw a packet for "Slam by Threshold."

Stuck In The Threshold

Cost:	15
Reset:	Encounter
Prerequisite:	Portal Trip
Skill Points:	1 Magic
Restriction:	None
Physical Focus:	Door
Gesture/Incant:	incant of 8+ syllables

Notes: You may trap an enemy temporarily in a threshold. Say an incant of 8+ syllables and throw a packet for "Root by Threshold."

Confounding Threshold

Cost:	15		
Reset:	Twilight		
Prerequisite:	Stuck in the Threshold		
Skill Points:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	4
Physical Focus:	Door		
Gesture/Incant:	incant of 8+ syllables		

Notes: You may confound an enemy by quickly moving them in and out of a threshold. Say an incant of 8+ syllables and throw a packet for "Short Drain by Confusion."

12.7   Sandman

"Lose your dreams and you could lose your mind."
~Rolling Stones, "Ruby Tuesday"
"Imagination is more important than knowledge."
~Einstein
"DREAM! Dreams shape the world. Dreams create the world anew, every night."
~Neil Gaiman

Outlook

Most sandmen spend their pre-trained youth plagued by mind bending dreams and riotous nightmares. In many cases, those individuals end up at Asylum for training, and in more than a few cases, those trainees end up staying as patients. Sandmen often walk with each foot in a different world, and as such they come across as disconnected or aloof from those who remain in just the one.

The Sandman organization based out of Asylum is only around two hundred years old, and, in the grand scheme of things, relatively young. They are also far removed from the rest of the world, geographically speaking. Their environment seems to reflect the often disturbing realm of dreams, and not many people seek to go there unless absolutely necessary.

Starting characters likely either ended up at Asylum (voluntarily or not) and were trained there, or were likely trained by one of the many Asylum-trained Sandmen who wander looking for those suffering from nightmares in need of training. (Starting characters could also have gone through training and are now one of those traveling Sandmen).

A note on the Slumberlands: The Slumberlands are formed from the dreams and fears of every being on the Written World. Dreams, and hence the Slumberlands, connect everyone. Similar to Fairy, the Slumberlands are unpredictable and chaotic, and things are rarely exactly as they seem (though, just to remain unpredictable, sometimes they are). Dreams can often give great insight, but they should rarely be taken literally.

Any person or being who can dream has their own Dreamscape, their own place within the Slumberlands. Typically this is a safe place for a dreamer, but nightmares, especially those that have taken a life of their own, have been known to dominate dreamscapes and harm the dreamer.

The Slumberlands refer to all dreams and all dreamscapes, but it also refers to the Dreaming World that is not in a distinct being's Dreamscape, that part of Dreams that connects all beings and is truly the raw stuff of Imagination.

The Slumberlands are made up of the fears, joys, imaginations, insecurities, and every other emotion and dream of those who ever have or who are now dreaming, a chaotic changing place. Normal nightmares are as much a part of imagination as dreams are, and indeed, people can learn much from their fears and insecurities. But beneath the Sands of the Slumberlands are the dark, primeval **Night Terrors** - what many call Nightmares (with a capital N) - and these are a horrifying madness that try to consume the light of imagination; it is this Terror that the Sandmen oppose.

Everything in the Slumberlands has the Dream trait. If you do not normally have the trait, you gain it upon entering the Slumberlands and lose it upon exiting.

A note on Creatures of Dreams and Nightmares: Often in the Slumberlands, Dreams and Nightmares will take on distinct forms, appearing according to the nature of the dream. This will be clear based on their appearance (costuming), behavior (roleplaying), or through clarification of the dreamscape (tag upon entering the encounter, or clarification from the dreamer guiding you there). Not all dreams or nightmares are obvious of what they are to anyone but the dreamer of that dreamscape.

The more distinct a Dream is, the more an obvious Shape or Being it is, the more likely that the Dream or Nightmare before you is either a Dream/Nightmare that has taken on a life of its own, or that it is a Being that is Dreaming, such as another Sandman.

Dreams are often recognizable due to being white or light in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

Nightmares are often recognizable due to being black or dark in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

Creatures of the dream do not normally walk or are seen in the waking world. If you see Dream/Nightmare spirits outside of the Slumberlands, you should react appropriate. Things have changed since Ishariel manifested the slumberlands in the original Cottington Woods campaign, but it is still not usual to see creatures of dream manifest in the Waking World.

A note on Terrors: Nightmares (little n) in and of themselves aren't something to be abhorred; everyone, after all, has fears, and learning to recognize our fears and overcome them is what allows our dreams to become stronger. Certainly in the Asylum, there is a constant struggle between dreams and nightmares: falling into Nightmare can cause a patient to be lost entirely to madness or to harm others. And so being trapped in constant nightmares - of the "normal" variety - can draw the attention of darker forces. And that, truly, is where Terror comes in. The Night Terrors are something more. Something dark, deep beneath the Sands of the Slumberlands that seek to consume the light of Imagination and twist it into something abhorrent to that which the Slumberlands is.

If a dreamer "falls into Terror" and gains the Terror trait, it means that their imagination has been extinquished and all that remains are the "shell" and the Night Terror that has taken them over.

A note on combat in the Slumberlands: Though there will be combat and threats at time within the Slumberlands, we strongly encourage those playing Sandman to focus heavily on Roleplaying within the Slumberlands, and to shy away from the "gang up on it" style of combat prevalent in Boffer LARPing. Many skills exist that allow for Ranged, Voice, Gesture, and Name attacks to represent that there is no such thing as physical distance in the Slumberlands, and you will find many creatures that face you in the Slumberlands use non-damaging effects. We encourage you to take a less fervored approach to combat when the situation warrants it.

Some dream creatures may be unaffected by physical weapons, unless a skill is used to affect "to Dream."

A note on roleplaying in the Slumberlands: The Slumberlands are a strange, unpredictable place where things are rarely as they seem, and much interpretation can be had on what is seen and experienced there. It is also a place where your happiest thoughts and your most terrifying fears are given form and being. When encountering Dreams and Nightmares within the Slumberlands, you are in fact encountering aspects of those dreams and nightmares within your own mind, and we encourage you to roleplay it as such.

For example, if you see a "formless" Nightmare before you (an NPC dressed as a Nightmare as described above), you should see it as embodying aspects of the things you fear most. The more powerful the Nightmare, the more powerful the fears it dreams upon. Each person reacts to fear in their own way, of course, and this is not to say that you should cower, unless this is something your character would do. Instead, we encourage you only to react as your character would to being confronted with their fears.

The same is true of "formless" Dreams, but in this case you are confronted by beings that embody those things that make you happy, joyous, or that make you satisfied or fulfilled in some ways; some may represent bittersweet memories of something you loved that was lost, as dreams so often do.

A note on roleplaying a Sandman: Sandman PCs should be emotionally vulnerable, especially starting players. We encourage you to experience the emotional growth of your character in-game. You are welcome to come in as an experienced sandman who has seen and done much, but we ask that you do not come in as a character "who has done and seen it all" and who is not emotionally affected by the things they encounter, the fears shown to them. We want you to experience that growth in-game, and be willing to experience fear, terror, and wonder.

Sandman Skills

A note on Awakened Dreamer: Many Sandman skills are usable only within the Slumberlands. However, a Sandman who has gained the "Awakened Dreamer" skill has begun to learn how to bring their own dreamscape with them into the Waking World A change from Cottington Woods is that rather than separate "Awakened" versions of the skills, any skill that can be used in the Waking World once you have Awakened Dream says so in the skill description. Skills that are restricted to the Slumberlands only will also say so in the skill description. We tried to mark skills that can be used completely or with restrictions in the Waking World with an *

A note on Traits: All Sandman have the ***Sandman*** trait, as well as the trait of any Sandman Path they have (Adept, Architect, Empath). **Any creature that is within or enters the Slumberlands gains the *Dream* trait upon entering**; this is true even of non-Sandman (such as allies an Architect may bring with them). Any ability "to Dream" that is successfully delivered will affect any being within the Slumberlands, unless they call an appropriate defense.

Sandman are able to recognize creatures of the Slumberlands that are pure imagination; they have the ***Figment*** trait. On very rare occasions, Figments may be seen as Ghosts upon the waking world (this is more true in Asylum than anywhere else), but most often, Figments only exist in the imagination of the Slumberlands.

Most Sandman abilities are delivered with the *Will* trait, though some more powerful abilities are delivered with the *Imagination* or *Illusion* trait. Will is a Mental Trait, while Imagination and Illusion are Special Traits.

Some creatures within the Slumberlands may deliver effects by other means, such as by Madness, Insanity, Dreaming, Horror or Nightmare.

A note on Packet Attacks: Several Sandman abilities can be delivered by packet. Unless specified in the skill description otherwise, only one hand is required to be free to cast Sandman packet-delivered abilities.

A note on Silence: Any Sandman ability that requires an incant cannot be used while under a Silence effect. If the ability does not have an incant, it can be used while Silenced.

Skill Points: Imagination

Character Points:	5,10,15,20,25			
Reset:	Encounter			
Prerequisite:	Any Sandman header			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	5	6	7	
Skill Points:	None			

Notes: Skill Pointsrepresent the number of special actions a character can take during each encounter. There are different types of Skill Points, and when a Skill Point is purchased, it is immediately assigned a type. Each type of Skill Point fuels a different type of skill. Most characters will only require one, or at most two types of points.

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

Example One: A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

Example Two: A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

Resist Madness*

Character Points:	5			
Reset:	Event			
Prerequisite:	None			
Restriction:				
Season:	**1**	**2**	**3**	
Max Sanity:	2	3	4	
Skill Points:	none			

Notes: You may call "Resist by Will" an attack that is "by Madness" or "by Insanity" once per event for each time you purchase this skill. You may use this skill while unconscious or dead, but not while Drained.

Draw from the Dream

Cost:			
Adept:	5,10,15		
Empath:	5,10,15		
Architect:	5,10,15		
Reset:	Encounter		
Prerequisite:	Any Sandman Header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You may draw points of Imagination straight from the Slumberlands around you. These points add to your Imagination total, but may only ever be used in the Slumberlands. Your normal skill point costs are unaffected by points purchased with this skill; Draw from the Dream is a separate skill point pool.

For example: You have purchased 3 Points of Imagination for 30 CP (5,10,15 Points respectively). You then decide to buy 2 Points of "Draw From The Dream" Imagination Skill Points, for a total of 5 Imagination while in the Slumberlands. These 2 Points of "Draw From The Dream" Imagination Points cost 15 additional CP (5,10). If you then decide to buy a 4th Point of Imagination (for 6 total in the Slumberlands), it would only cost 20 CP for that point.

Dreamsight*

Cost:	
Adept:	5
Empath:	5
Architect:	5
Reset:	Instant
Prerequisite:	Any Sandman header
Restriction:	None
Skill Points:	None

Notes: You have the ability to read "Dream Tags". If you have the skill to Diagnose Mental, you may also diagnose "Imagination" and "Illusion."

Dream Visions

Cost:	
Adept:	Free
Empath:	Free
Architect:	Free
Reset:	Between Events
Prerequisite:	Dreams and Nightmares and any Sandman Header
Restriction:	None
Skill Points:	None

Notes: You have some control over the dreams and nightmares given to you by the Dreams and Nightmares skill, and are no longer so deeply tormented by them. This is a passive, plot-driven information skill. You may, if you choose, inform Plot of what you are trying to seek in Dreams, but there is no guarantee that is what you will see. The Slumberlands are a mysterious place that rarely reveal what is expected.

Enter the Dream

Cost:	
Adept:	free
Empath:	free
Architect:	free
Reset:	Instant
Prerequisite:	Any Sandman Header
Restriction:	None

Skill Points: None

Notes: You may enter the dream under plot approved conditions. This skill is self only. If you do not possess this skill, you cannot enter a Dreamscape without the aid of an Architect.

   Upon entering the Slumberlands, you gain the "Dream" trait. This trait goes away upon exiting the Slumberlands, unless you have an effect or skill that causes the trait to remain (such as Awakened Dreamer).

Sense Dream*

Cost:	
Adept:	5
Empath:	5
Architect:	5
Reset:	Encounter
Prerequisite:	Dreamsight
Restriction:	None
Skill Points:	1 Imagination

Notes: You may call "By my voice, Expose Dream by Imagination", "By my voice, Expose Sandman by Imagination" or "By my voice, Expose Figment by Imagination." You may instead choose to touch a packet to an individual and call, "Diagnose Dream/Sandman/Figment" at no Imagination skill cost.

Resist Illusions*

Cost:			
Adept:	5		
Empath:	5		
Architect:	5		
Reset:	Event		
Prerequisite:	Sense Dream		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You may call "Resist" to one effect by Illusion, by Illusory <Trait>, by Will or by Imagination, or any one effect to Sandman or to Dream. This skill may be used while unconscious or dead, but not while Drained.

Awakened Dreamer*

Cost:	
Adept:	25
Empath:	25
Architect:	25
Reset:	Instant
Prerequisite:	Sandman Header, Enter the Dream, Dreamsight
Restriction:	None
Skill Points:	None

Notes: You permanently have the trait "Dream" even when you are not in the Slumberlands. This skill acts as a prerequisite for a number of later Sandman skills

   If a "Cure Dream Trait" is called in conjunction with a "Exit the Slumberlands/Exit the Dreamscape" or a "Cure Manifest Slumberlands/Cure Manifest Sandman" call, the Dream trait granted by this ability is not cured. You may call "no effect" but are not required to.

   Additional Note: Sandman skills that can be used outside the Slumberlands with Awakened Dreamer (or just in general) are marked with an asterisk (*) at the end of the skill name.

Diagnose Physical*

Character Points:	
Adept:	10
Empath:	5

Architect:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental*

Character Points:	
Adept:	10
Empath:	5
Architect:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose Awe, Confusion, Despair, Gloom, Inspiration, Madness, Presence, Trance, Will, and Fascination. If you have the Dreamsight skill, you may also diagnose Imagination and Illusion.

Nightmare and Dream cannot be diagnosed with this skill.

First Aid*

Character Points:	
Adept:	5
Empath:	5
Architect:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim*

Character Points:	
Adept:	10
Empath:	5
Architect:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None

Notes: You may roleplay over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This will not cure Maims with the Permanent effect.

Sandman Adept Skills

Extra Body (Adept)*

Cost:

Adept:	10,15,20,25
Empath:	---
Architect:	---

Reset: Event
Prerequisite: Sandman Adept, Awakened Dreamer
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season.   Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Imagined Body

Cost:

Adept:	5,10,15
Empath:	---
Architect:	---

Reset: Instant
Prerequisite: Sandman Adept
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: None
Notes: You imagine your physical prowess to be greater than it is when you are in the Slumberlands. You may increase your total Body while in the Slumberlandsonly by 1 for each level of Imagined Body purchased.

The Body is As I Imagine (Imagined Durability)*

Cost:

Adept:	15
Empath:	---
Architect:	---

Reset: Instant
Prerequisite: Sandman Adept, Awakened Dreamer
Skill Points: None
Notes: Your Imagination is so strong, you believe your physical durability is as strong as you imagine even while you are awake. Outside of the Slumberlands, you may add 1/2 of your Imagined Body to your Body Total, rounded down. For example, if you have have 2 Body and have purchased 4 levels of Imagined Body, your total Body is 6 in the Slumberlands and 4 outside of the Slumberlands. This does not stack with other forms of Durability (under Fighter headers or Paladin headers, for example), so you would need to choose which one to use. So if you then purchased 1 level of Durability, outside of the Slumberlands you could choose either 4 Body (2 Body + Half Your Imagined Body of 4) or 3 Body (2 Body + 1 Durability).

Imagined Reflex

Cost:

Adept:	10,15,20
Empath:	---
Architect:	---

Reset: Instant

Prerequisite:	Sandman Adept		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: While in the Slumberlands, the Adept imagines himself with more Reflex. This extra Reflex only exists in the Dreaming. Like normal Reflex, it resets itself at the end of each encounter, with fifteen minutes of rest.

Imagined Armor*

Cost:		
Adept:	20	
Empath:	---	
Architect:	---	
Reset:	Encounter	
Prerequisite:	Sandman Adept	
Restriction:	None	
Skill Points:	1 Imagination	

Notes: While in the Slumberlands, the Adept imagines himself protected by Armor. He may spend 10 seconds in concentration to create this dream armor around him, at the end of which he gains 2 points of imaginary Armor. This cannot be stacked with other types of Armor. This Armor only exists in the Slumberlands. The Adept may reset his armor with five minutes of rest, or with a normal Refresh action. This Armor lasts until he leaves the Slumberlands. If an Adept leaves the Slumberlands and returns, he must re-imagine his armor. Once this skill has been cast, the Sandman cannot expend a point of Imagination to "recast" or "reset" it; he must spend the rest time to reset it, though it does disappear when he leaves the Slumberlands. (Please obey the spirit of this rule. If you remain in the same encounter, the Armor remains. You cannot step outside a gate to the slumberlands and back in again just to reset your armor by recasting it).

If the Adept has the "Awakened Dreamer" skill, you may use this skill even while outside of the Slumberlands. He must still re-imagine the Armor upon entering and exiting the Slumberlands, as the change from dream to waking will display the Armor regardless.

Imagined Missile

Cost:		
Adept:	10	
Empath:	---	
Architect:	---	
Reset:	Instant	
Prerequisite:	Sandman Adept	
Restriction:	None	
Skill Points:	None	

Notes: While in the Slumberlands, you may cast tiny stinging bolts of Imagination at a target. You may imagine these needles to be whatever you wish, but the effect is always uncalled damage. One packet may be thrown every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

For example, you cast an Imagined Missle and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another missle. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Imagined Missile. You count out another 10 seconds, but then decide to use Imagined Attack. You must count another 10 seconds before you could cast Imagined Missle again).

Imagined Missile requires one hand free. You may use Imagined Missile even with a Shield in your off-hand. This skill can only be used in the Slumberlands.

A Note About Attacking Dreams: It is possible to use physical force to combat threats in the dreaming, and it is usually important to be able to do so. However, things rarely go away forever just because their dream form has been defeated.

Imagined Strike*

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset:	Instant
Prerequisite:	Imagined Missile
Restriction:	None
Skill Points:	None

Notes: You may choose to add "to Dream" to any called melee strike, unless that strike already has a "to {Type}" in the call, while within the Slumberlands. This includes other Sandman abilities. For example, you could choose to call Imagined Attack as "3 Damage to Dream" or "3 Damage by Will to Dream" instead of "3 Damage by Will," but you could not change or add "to Dream" to a "5 Damage to Dragon" call.

If you have the Awakened Dreamer skill, you may add "to Dream" to any strike made outside the Slumberlands, with the same restrictions as above.

Greater Imagined Missile

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset:	Instant
Prerequisite:	Imagined Missile, Imagined Strike
Restriction:	None
Skill Points:	None

Notes: You may choose to call your Imagined Missile attacks as "1 Damage to Dream." You cannot use this skill if under a Silence effect (though you may continue to throw uncalled damage), though you may continue to throw uncalled packets as per Imagined Missile.

Imagined Attack*

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset:	Encounter
Prerequisite:	Imagined Missile
Restriction:	None
Skill Points:	1 Imagination

Notes: While in the Slumberlands, you may strike foes with the power of your imagination. A short incant (6+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered as a weapon strike. In either case, the verbal is, "3 Damage by Will."

Imagined Attack requires one hand free. You may use Imagined Attack even with a Shield in your off-hand.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberlands, but if delivering as a packet attack, you must have both hands free.

You cannot use this skill if you are under a Silence or Weakness effect.

Accurate Imagined Attack

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset:	Instant
Restriction:	None
Prerequisite:	Imagined Attack

Skill Points: None (still costs the 1 Imagination for the original skill use, but does not cost extra)

Notes: You may now focus your Imagined Attack, guaranteeing that it will strike your target. This still requires a short incant (8+ syllables). This is an add-on enhancer to the Greater Imagined Attack skill. You may still choose to throw a packet or swing the attack, or you may choose to call your "Imagined Attack" as "By My Gesture, 3 Damage by Will" or "By Your Name <<name>>, 3 Damage by Will".

   This skill may only be used in the Slumberlands (you cannot use By My Voice or By My Gesture outside the Slumberlands). Accurate Imagined Attack requires one hand free. You may use Accurate Imagined Attack even with a Shield in your off-hand.

   You cannot use this skill if you are under a Silence or Weakness effect.

Greater Imagined Attack

Cost:

Adept:	10
Empath:	---
Architect:	---

Reset: Twilight
Prerequisite: Imagined Attack
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: None
Notes: While in the Slumberlands, you can strike foes with the power of your imagination. A short incant (8+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered by weapon strike. In either case, the verbal is, "5 Damage by Imagination." This skill may only be used in the Slumberlands.

   Greater Imagined Attack requires one hand free. You may use Greater Imagined Attack even with a Shield in your off-hand.

   You cannot use this skill if you are under a Silence or Weakness effect.

Accurate Greater Imagined Attack

Cost:

Adept:	15
Empath:	---
Architect:	---

Reset: Instant
Prerequisite: Greater Imagined Attack
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: None
Notes: You may now focus your Greater Imagined Attack, guaranteeing that it will strike your target. This is an add-on enhancer to the Greater Imagined Attack skill. The incant (12+ syllables) should describe the attack. You may still choose to throw a packet or swing the attack, or you may choose to call your Greater Imagined Attack by "By My Gesture, 5 Damage by Imagination" or "By Your Name <<name>>, 5 Damage by Imagination". This skill may only be used in the Slumberlands.

   Accurate Greater Imagined Attack requires one hand free. You may use Accurate Greater Imagined Attack even with a Shield in your off-hand.

   You cannot use this skill if you are under a Silence or Weakness effect.

Imagined Two Weapons*

Character Points

Adept:	20
Empath:	---
Architect:	---

Reset:	Instant
Prerequisite:	Small or Medium Weapons
Restriction:	None
Skill Points:	None

Notes: While in the Slumberlands,you may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. This skill is usable only within the Slumberlands. If you later purchase a fighter header and the Two Weapons skills, you may immediately sell this skill back.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberlands.

Imagined Shield*

Character Points	
Adept:	20
Empath:	---
Architect:	---
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: While in the Slumberlands, you may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks unless those attacks are "by Massive". This skill is usable only within the Slumberlands. If you later purchase a fighter header and the Shield skill, you may immediately sell this skill back.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberlands.

I Do Not Dream of Dying*

Cost:			
Adept:	10		
Empath:	---		
Architect:	---		
Reset:	Event		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: You may opt to become unstable instead of dying from a Death effect taken while in the Slumberlands, including if the death is delivered by Imagination, Illusion, or Madness. While outside the Slumberlands, you may use this skill on a Death to Dream, Death by Will or Death by Imagination effect. This skill may be used even while drained or stricken.

Imagined Self Healing*

Cost:	
Adept:	15
Empath:	---
Architect:	---
Reset:	Encounter
Prerequisite:	Sandman Adept
Restriction:	None
Skill Points:	1 Imagination

Notes: You may roleplay shrugging off the wounds for three seconds and call "Heal 3 to Self by Imagination." This skill may only be used in the Slumberlands.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberlands, but the call is "Heal to Self by Imagination."

Imagined Mobility*

Cost:

Adept:	10		
Empath:	---		
Architect:	---		

Reset: Twilight
Prerequisite: Sandman Adept
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: You may take three seconds to purge an attempt made to hinder your movement. You may call "Purge by Will" to any one Root, Slow, or Maim, even if by Special Traits, unless the call is by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, Madness, or Nightmare.

If you have Awakened Dreamer, you may use this to purge any one Root, Slow, or Maim that is by a Mental trait, or by Imagination, Illusion, or Fascination.

Self Awakening*

Cost:

Adept:	15		
Empath:	---		
Architect:	---		

Reset: Twilight
Prerequisite: Sandman Adept
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: When you take a stun effect and find yourself slipping into the Slumberlands, you may force yourself back and away, calling "Purge Stun" after 10 seconds of roleplaying. You may call "Purge Stun" even on Special Traits, unless called by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, Madness, or Nightmare. You may instead choose to call "Purge Trance" after 10 seconds of roleplaying to free yourself of a trance that has clouded your mind. This skill MAY be used outside of the Slumberlands.

Imagined Avoid

Cost:

Adept:	20		
Empath:	---		
Architect:	---		

Reset: Event
Prerequisite: Imagined Mobility
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: While in the Slumberlands, you may call "Avoid" to one attack made "to Dream,""by Will," "by Fear," or "by Imagination". This includes "By my Gesture," "By my Voice" or "By your Name" effects. This skill may only be used in the Slumberlands.

Fearless*

Cost:

Adept:	10	
Empath:	---	
Architect:	---	

Reset:	Encounter
Prerequisite:	Sandman Adept
Restriction:	None
Skill Points:	1 Imagination
Notes:	You have mastered your fear. You may call "Resist" to a fear effect. You may resist fear even while awake and outside the Slumberlands.

Calm Mind*

Cost:			
Adept:	10		
Empath:	---		
Architect:	---		
Reset:	Twilight		
Prerequisite:	Sandman Adept, Fearless, Awakened Dreamer		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	Roleplay for 3 seconds, then call "Purge Frenzy" against any one Frenzy effect, even by Special Traits unless called "by Corruption, Insanity, Horror, Nightmare, or Fairy Magic". You may resist Frenzy even while awake and outside the Slumberlands.		

Strength of the Mind*

Cost:			
Adept:	15		
Empath:	---		
Architect:	---		
Reset:	Twilight		
Prerequisite:	Sandman Adept, Fearless, Awakened Dreamer		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	Roleplay for 3 seconds, then call "Purge Mental by Imagination" or "Purge Imagination/Madness by Imagination" to any Mental effect (such as Awe, Confusion, Despair, Inspiration, Presence, Will, and Trance) or Imagination or Madness effect. This does not work against effects by Insanity or Nightmare (as these are Special Traits). This includes Gesture, By My Voice, and By Your Name effects. You may use this skill while unconscious or dead, but not while Drained. This skill MAY be used outside of the Slumberlands.		

Dream Warrior*   *"You have no power over me."*

Cost:	
Adept:	25
Empath:	---
Architect:	---
Reset:	Encounter
Prerequisite:	Sandman Adept, Imagined Avoid, Strength of the Mind, Greater Imagined Attack
Restriction:	None
Skill Points:	1 Imagination
Notes:	You have gained such proficiency over your dreamself that you can shrug off attacks, though still at some cost. If you are struck with a weapon or packet attack that is "to Dream", or "by Will, Illusion, or Imagination," you may choose to call "Reduce to 1 Damage" and take a point of damage instead of taking the effect. You may also use this on By My Gesture, By Your Name, "by Insanity" or "by Nightmare" attacks, but the call is then "Reduce to 3 Damage." This skill may only be used in the Slumberlands.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberlands.

Sandman Architect Skills

Attuned to the Dreamscape

Cost:

Adept:	---
Empath:	---
Architect:	5

Reset: Instant
Prerequisite: Sandman Architect, Dreamsight
Restriction: None
Skill Points: None
Notes: Architects have a greater sense for the Slumberlands. You can read Dream tags that are expressly labeled for Architects, and will often get a feel for what is amiss around you in the Slumberlands.

In some places the barrier between the Slumberlands and the Written World is thin. The Architect can sometimes sense these places (a tag would be present), and could use this skill to pierce that barrier. You may also use "Dream Gate" tags where allowed. You therefore may also bring others into the dream with you under Plot Approved conditions. You may bring up to four additional people into the Slumberlands, unless the Gate Tag or the NPC Guide specifies differently.

Imagined Distance   *"Farther than you thought."*

Cost:

Adept:	---
Empath:	---
Architect:	5

Reset: Encounter
Prerequisite: Sandman Architect
Restriction: None
Skill Points: 1 Imagination
Notes: You imagine your adversaries as farther away than they thought. Call a phrase ("You are farther than you thought!" or something similar) of at least 6+ then call "Disengage to Dream!" This skill may only be used in the Slumberlands.

This skill does not require your hands to be free, nor does it require a weapon to use. For example, you may point your finger if you have no weapon in hand.

Greater Imagined Distance   *"I said, farther than you thought!"*

Cost:

Adept:	---
Empath:	---
Architect:	10

Reset: Twilight
Prerequisite: Imagined Distance
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	5

Skill Points: None
Notes: You imagine your adversaries farther away than they thought, and you are fairly adamant about it. Calls a phrase of at least 12+ syllables ("I said you are much farther than you thought!" Or something similar) then make a sweeping gesture and call "By my voice, Disengage and Slam to Dream!" You do not take the effect. This skill may only be used in the Slumberlands.

Imagined Quagmire

Cost:

Adept:	---
Empath:	---
Architect:	10

Reset:	Twilight
Prerequisite:	Imagined Distance
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points:	None

Notes: You make the surrounding environment thicker and harder to penetrate. Shout a short description of at least 6+ syllables followed by "In this room, Slow by Illusion." If the encounter is outside, you may call, "By my voice." You do not take this effect. This skill may only be used in the Slumberlands.

You may also choose to directly target a single foe. You may then say the incant and throw a packet for "Slow by Illusion" or point at your foe and call "By My Gesture, Slow by Illusion" and maintain the gesture for up to 5 minutes.

This ability may have a more profound effect on certain dream creatures.

Dream Snare

Cost:	
Adept:	---
Empath:	---
Architect:	10
Reset:	Encounter
Prerequisite:	Imagined Quagmire
Restriction:	None
Skill Points:	1 Imagination

Notes: You imagine a snare that catches the foot of your target. Call a short description of 8+ syllables followed by "By my gesture, Root by Illusion." This gesture may not be maintained for more than five minutes. While the gesture is being maintained, you may not use weapons or damaging attacks. The architect may instead throw a packet and call, "Root by Illusion." This skill may only be used in the Slumberlands.

Imagined Disarm

Cost:	
Adept:	---
Empath:	---
Architect:	10
Reset:	Encounter
Prerequisite:	Imagined Quagmire
Restriction:	None
Skill Points:	1 Imagination

Notes: You imagine that a weapon or item is snatched from your target's hand. Shout a short description of 12+ syllables followed by "By my gesture, Disarm by Will." This skill may only be used in the Slumberlands. Once your target drops the targeted item, you must drop the gesture.

Imagined Pain

Cost:	
Adept:	---
Empath:	---
Architect:	15
Reset:	Encounter
Prerequisite:	Sandman Architect
Restriction:	None
Skill Points:	1 Imagination

Notes: You create an atmosphere that is hazardous. Shout a description of your intent of at least 10+ syllables, followed by "In this room, Agony by Imagination." If the encounter is outside, you may call instead, "By my Voice." You also take this effect, though you may choose to resist it if you have the skill to do so. This skill may only be used in the Slumberlands.

You may also choose to directly target a single foe. You may then say the incant and throw a packet for "Agony by Imagination " or point at your foe and call "By My Gesture, Agony by Imagination " and maintain the gesture for up to 5 minutes.

Storm of Dreams

Cost:				
Adept:	---			
Empath:	---			
Architect:	5			
Reset:	Twilight			
Prerequisite:	Imagined Pain			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	
Skill Points:	None			

Notes: You create an atmosphere that is harmful. Shout a description of your intent that is at least 12+ syllables long, followed by "To the room, 1 Damage by Imagination." If the encounter is outside, you can call instead, "By my Voice." You do not take damage from this effect. This skill is only usable in the Slumberlands.

Clearing the Slumberlands

Cost:				
Adept:	---			
Empath:	---			
Architect:	10			
Reset:	Twilight			
Prerequisite:	Attuned to the Dreamscape, Imagined Distance			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	4	5	6	
Skill Points:	None			

Notes: You are able to clear the Slumberlands of Imagined hazards. Shout a description of your intent (at least 8+ syllables), followed by "To the room, Cure Root/Slow to Sandman" or "To The Room, Cure Root/Slow to Dream," and then take an Agony effect to Self (this does not need to be called). If the encounter is outside, you can call instead, "By my Voice." This skill may only be used in the Slumberlands.

The Sound of Silence*

Cost:				
Adept:	---			
Empath:	---			
Architect:	15			
Reset:	Event			
Prerequisite:	Clearing the Slumberlands, Storm of Dreams			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	1	2	3	
Skill Points:	none			

Notes: You clear the Slumberlands of all sound, bringing the quiet of waking slumber to the dreamscape. Spend 10 seconds in appropriate gestures and quietly speaking of the intent to silence the dreams, and then call "To The Room, Silence by Will." You may also choose to append "to Dream" at the end of the call. This will affect you as well, unless you have an appropriate defense.

Instead of bringing silence, you may choose to clear it away. You may choose instead to reverse this and may call "To The Room, Cure Silence by Will." You may also append "to Dream" to the end of the call.

If you have the Awakened Dreamer skill, you may use this outside of the Slumberlands as follows: you may choose to throw a Packet for "Silence by Imagination" or point at your target and call "By My Gesture, Silence by Imagination" and maintain the gesture for no more than 5 minutes.

It's Really Not That Scary*

Cost:

Adept:	---
Empath:	10
Architect:	10

Reset: Twilight
Prerequisite: Clearing the Slumberlands, Cure Mind
Restriction: None

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: none
Notes: Architects who have also learned to be Empathic can clear a dreamspace of fear. Say a description of your intent (at least 6+ syllables) and call "To This Room, Cure Fear by Inspiration." You may also choose to call this as "Remove Fear by Inspiration." If the encounter is outside, you may call "By My Voice" instead.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberlands

It's Better Now

Cost:

Adept:	---
Empath:	10
Architect:	10

Reset: Twilight
Prerequisite: It's Really Not That Scary
Restriction: None

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: none
Notes: Architects who have also learned to be Empathic can clear a dreamspace of darker emotions. Say a description of your intent (at least 6+ syllables) and call "To This Room, Cure {Trait} by Inspiration" where Trait can be one of: Confusion, Despair, Fear, Gloom, Illusion, or Madness. You may also choose to call this as "Remove {Trait}." If the encounter is outside, you may call "By My Voice" instead. This skill may only be used in the Slumberlands.

Hidden in the Dream* *"These are not the Dreamers you are looking for"*

Cost:

Adept:	---
Empath:	---
Architect:	10

Reset: Encounter
Prerequisite: Attuned to the Dreamscape
Restriction: None
Skill Points: 1 Imagination
Notes: You blend with the Dreamscape so well that you can "Resist" an "Expose to Dream" or "Expose Sandman" effect. You do not have to call the resist, since that would expose you in any case. Once you resist it, you may resist any additional calls from the same source for the remainder of the encounter without spending additional Imagination.

If you have the Awakened Dreamer skill, you may use this even outside the Slumberlands.

Illusionary (Dream) Shield*   *"These are not the Dreamers you are looking for"*

Cost:
Adept:	---
Empath:	---
Architect:	10

Reset: Twilight
Prerequisite: Attuned to the Dreamscape
Restriction: None
Skill Points: None
Notes: You draw a bit of the Slumberlands to and around you to confuse your enemy to thinking you are where you are not. Call "Elude by Imagination" to one weapon or packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold.

   If you have the Awakened Dreamer skill, you may use this even outside the Slumberlands.

Grounded to the Dreamscape

Cost:
Adept:	---
Empath:	---
Architect:	10

Reset: Twilight
Prerequisite: Attuned to the Dreamscape
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: You may call "Resist" to an affect that is "By my Voice" or "To the Room," including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.You may use this skill while unconscious or dead, but not while Drained. This skill is only usable while in the Slumberlands.

Figment of the Dream*

Cost:
Adept:	---
Empath:	---
Architect:	15

Reset: Event
Prerequisite: Hidden in the Dream, Grounded to the Dreamscape, Awakened Dreamer
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: None
Notes: While in the Slumberlands,you may clasp your hands in front of you, palms together, and call "Imbue to Self by Dreaming." You gain the spirit trait and can call "Spirit" to any effect, including Imagination, unless it is delivered "to Spirit" or by Corruption, Doubt, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You may walk freely, but may not speak to anyone unless they use "Speak to Spirit" or "Speak to Dream." Most creatures of the Slumberlands might ignore a Figmented character as if he was not there. This effect lasts until you takes an effect, until you drop your hands, or until you leave the Slumberlands.

   If you have the Awakened Dreamer skill, you are able to step part way into the Slumberlands. You cannot walk, but must remain in one place, with your arms crossed in front of you.   You gain the "Spirit" trait and call "Spirit" to any effect, unless it is delivered "to Spirit," "to Dream," or is delivered by Madness, Insanity, Horror, Nightmare, Fairy Magic, Doubt, or Corruption. This lasts until you take an effect, move, or drop your arms.

Dreamweaving

Cost:	
Adept:	---
Empath:	---
Architect:	25
Reset:	Event
Prerequisite:	Architect, Awakened Dreamer, Clearing the Dreamscape, Figment of the Dream
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	None

Notes: This is the pinnacle of all Architect abilities, the ability to change a dream in a profound way. This skill cannot be used while combat is taking place.You may use this once per event per time bought.

This skill may be used in one of two ways; in the first, there will be an octagon with a tag "Dreamweaving." You may read the tag (does not expend the skill); the tag may inform you of changes you can make in this dream or grant you additional abilities temporarily, and will inform you if doing so will expend a skill you.

Or you may expend a use the skill to try and change a dream profoundly yourself.You must approach a target, usually the Dreamer or host of the Dreamscape, call "Imbue by Dreamweaving" and state what you are attempting to change.

   Example: An architect observes a person's dream, in which a dream creature or nightmare creature masquerading as the dreamer's sister. The architect may use this skill to make the dreamer see the architect as the sister instead. He would call "Imbue by Dreamweaving. You see me as your sister." The architect must then attempt to act as part of the dream, or risk disrupting it. Further, while the Nightmare Creature may still be there, the Dreamer will no longer see it as their sister.

   Example: The architect observers a dreamer shivering from cold and tormented by a blizzard. The architect may then use the skill to change the landscape. He would call "Imbue by Dreamweaving. You feel it is warmer, and the snow has stopped." You must continue to engage the dreamer in reasserting the new dreamscape, should an opposing creature attempt to change it back.

You are encouraged to be creative with this skill.

If Dreamweaving cannot be used in a scenario (your skills are either not sufficient, the dream is too strong, or something else is occurring), the NPC will state, "No effect. Let me Clarify. No effect." If this is called, the use of the Dreamweave is not lost, but the skill will have no effect during this encounter.

If Dreamweaving can be used, but the attempt is something beyond your skill, the NPC will state, "No effect." Your use of this skill is not expended.

If the attempt was successful but the creature or dreamer was unaffected, the NPC would state "Resist." In this case the skill would be expended.

If you use this skill to change your appearance, you are considered to have the "Illusion" trait and will expose to it, unless you have a skill to resist an expose. A normal Cure or Remove Illusion will not remove the Dreamweaving, however, unless it is called by Dreaming, Nightmare, Glamour, Fairy Magic, Doubt, Corruption, or the (Written) Word. A "(Inflict) Dispel to Dream" will work as well. In all cases, any appropriate defenses apply.

Sandman Empath Skills

Soothing the Dreamer*

Cost:	
Adept:	---
Empath:	5
Architect:	---
Reset:	Encounter
Prerequisite:	Sandman Empath
Restriction:	None
Skill Points:	1 Imagination

Notes: Typically a dreamer will feel agitated whenever someone enters his Dreamscape uninvited. This agitation can have different effects depending on the nature of the dreamer, but can range from hostility and wariness to physical pain to uninvited guests. This skill allows you and your companions to enter the Dreamscape of another dreamer without causing alarm. If the dreamer is hostile, this skill will have no effect. Upon entering a Dreamscape the Empath calls, "By my voice, Imbue to Dreamer, Soothe the Dreamer." This use of the skill cannot be used in the waking world.

This skill may also be used to calm a frenzied target. You may call, "By my Gesture, Cure Frenzy by Imagination." The Cure Frenzy may be used in the real world, but if so, you must throw a packet, and the call becomes, "Cure Frenzy by Imagination"

Understanding the Dream

Cost:	
Adept:	---
Empath:	5
Architect:	---
Reset:	Instant
Prerequisite:	Empath, Dreamsight
Restriction:	None
Skill Points:	None

Notes: After five minutes of being in a dream, you can sometimes get a feel for the state of mind of the dreamer. You can read yellow tags only usable by Empaths.

If a dreamer or other creature has a yellow "Understanding the Dream" tag on them, you may go up to them and say, "Imbue Understanding the Dream." The effect varies depending on the dream, but could range from no effect, to additional clarification, or to a change in the Dreamer's behavior towards you or the dreamscape. You may only use this version of the skill (imbue) once per encounter and must take a Rest encounter abilities action before using it in this manner again.

Finding the Dreamer

Cost:	
Adept:	---
Empath:	5
Architect:	---
Reset:	Encounter
Prerequisite:	Understanding the Dream
Restriction:	None
Skill Points:	1 Imagination

Notes: You may locate a Dreamer or other dream entity within a Dreamscape or the Slumberlands. You must know the target's name. Call out "By your name, {name}, Expose by Imagination."

Dreamspeaker*

Cost:	
Adept:	---
Empath:	5
Architect:	---

Reset:	Encounter
Prerequisite:	Understanding the Dream
Restriction:	None
Skill Points:	1 Imagination
Notes:	This ability allows you to "Speak to Dream" or "Speak to Spirit by Imagination". This

skill is usable outside the Slumberlands.

Granting Daydreams*

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Encounter
Prerequisite:	Awakened Dreamer, Dreamspeaker, Dreamgiver
Restriction:	None
Skill Points:	1 Imagination
Notes:	You may work to give a dream that touches the dreams of another in order to temporarily

awaken the dreaming aspect of their imaginationallowing your Empathic abilities can more easily work upon them.
Spend 60 seconds speaking of a dream that you are giving to them, then touch up to 6 people who heard you
speaking, and say "Grant Encounter Dream Trait by Imagination." Explain to the individuals that the Dream trait
lasts for the remainder of the Encounter and that when the Encounter ends, they will find themselves distracted and
sleepy and desiring a nap. This is a roleplaying effect only. You may also create a tag to hand them as follows:

> ***Granting Daydreams***
> *"Encounter Grant Dream Trait by Imagination." You have the "Dream" trait for the remainder of the*
> *encounter, and find that things are a little surreal, as if you are now dreaming. When the encounter ends,*
> *the trait will be removed. You will also find yourself distracted, thinking of dreams, and sleepy, desiring a*
> *nap. This is a roleplaying effect only, and should be roleplayed as appropriate to your character.*

Stabilize*

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Instant
Prerequisite:	Empath
Restriction:	None
Skill Points:	None
Notes:	You may touch an unstable target with a packet and call "Stabilize to Dream ."

This skill may be used outside the Slumberlands if you have purchased the Awaken Dreamer skill, but you must
then touch the target for 10 seconds before calling "Stabilize to Dream". You may attempt to use this on targets that
do not have the Dream trait, but it will not affect them unless they possess the trait.

Heal Dream*

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Encounter
Prerequisite:	Sandman Empath, Stabilize
Restriction:	None
Skill Points:	1 Imagination
Notes:	Say a phrase of 6+ syllables and call "Imbue to Self by Imagination." You then gain a

Healing Pool of 6 Points of "Heal to Dream" while within the Slumberlands. Touch or throw a packet to the
recipient and call "Heal X to Dream," where X is the number of points you wish to heal. You may use these 6
points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Dream" and then

touch a packet to a second target and call "Heal 2 to Dream." You would then have 1 point of Healing remaining in this pool. You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

You may cast this as many times as you have imagination points in a single encounter. However, if you have points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Heal Dream pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

This skill may be used outside of the Slumberlands if you have the Awakened Dreamer skill, but outside the Slumberlands the pool is reduced by half to a Pool of 3 and it requires 3 seconds of concentration (representing hypnotizing, influencing the dreams/mind, or empathizing with the target) to use. You may touch a packet after those 3 seconds, or concentrate and then throw a packet. It is 3 seconds per casting, so it is only 3 seconds whether you cast "Heal 1 to Dream" or "Heal 3 to Dream." Note that the target must have the Dream trait (ie, be an Awakened Dreamer, or have been granted the Dream trait via "Grant Daydreams" or another means).

Accurate Heal Dream

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Instant
Prerequisite:	Heal Dream
Restriction:	None
Skill Points:	1 Imagination

Notes: You may now use your Heal Dream "By Your Name" instead of touching or throwing a packet, though it is difficult to do so. It will require 1 Imagination for each use delivered "By Your Name." You then take a Short Agony (3 seconds), which must be rested off.

For example, you spend 1 Imagination to gain a Healing Pool of 6 points. You touch cast a Heal 2, then touch cast a Heal 1. You see a comrade down behind the enemy lines, and so you decide to deliver your remaining healing by name. You would then spend 1 Imagination to call "By Your Name, <Name>, Heal 3 to Dream," and take a Short Agony to Self.

This is only usable in the Slumberlands.

Heal the Dreamer's Dreams*

Cost:			
Adept:	---		
Empath:	10		
Architect:	---		
Reset:	Twilight		
Prerequisite:	Accurate Heal Dream		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		

Notes: Once per twilight per time bought, you may heal the dreams of a specific dreamer.Say a phrase of 6+ syllables and call either "By Your Name, <Name>, Heal 2 to Dream" or "By Your Name, <Name>, Heal 4 to Sandman." You may attempt to use this on targets that do not have the Dream or Sandman trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberlands, unless you have the Awakened Dreamer skill. If you have the Awakened Dreamer skill and use this outside of the Slumberlands, you must append "and Short Stun to Self" after the call. You cannot resist this stun effect, though it may be purged. The effect of reaching into someone's dreams from a distance while awake exacts a toll.

Heal All the Dreams*

Cost:

Adept:	---		
Empath:	10		
Architect:	---		

Reset: Event
Prerequisite: Heal the Dreamer's Dreams, Accurate Heal Dream
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	4	6

Skill Points: None
Notes: You may draw upon your personal dreamscape to heal other dreams, though it is painful and difficult to do so. Call out "By My Voice, Heal to Dream and Agony to Self." You may also choose to call "to Sandman" instead of "to Dream."

This skill can only be used in the Slumberlands, unless you have the Awakened Dreamer skill. If you have the Awakened Dreamer skill and use this outside of the Slumberlands, you must append "and Stun to Self" after the call. You cannot resist this stun effect, though it may be purged. The effect of reaching into someone's dreams from a distance while awake exacts a toll.

Healing the Unawakened*

Cost:

Adept:	---
Empath:	5
Architect:	---

Reset: Encounter
Prerequisite: Heal Dream, Awakened Dreamer
Skill Points: 1 Imagination
Notes: For those who do not always dream, it is difficult to reach their mind to imagine they are healed. As an Empath, you can temporarily make the Unawakened sleep so that you can reach their dreaming mind in order to heal them. This is a skill that is only usable outside of the Slumberlands. You may say a phrase of 6+ syllables, then touch a packet to the target(you cannot throw it) and call "Short Stun and Heal 2 by Imagination." This may only be used on a willing or already unconscious target. It cannot be used to render an unwilling target temporarily unconscious; please obey the spirit of the skill.

Cure Mind*

Cost:

Adept:	---
Empath:	10
Architect:	---

Reset: Encounter
Prerequisite: Soothing the Dreamer
Restriction: None
Skill Points: 1 Imagination
Notes: You may role play with a target for a full minute, reassuring him that all is right with the world, touch a packet to him, and then call "Cure Mental by Imagination." This will cure any Mental effects (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, and Will).

For effects "by Trance," you need only spend 10 seconds speaking to an individual to snap them out of a trance; call "Cure Trance by Will."

This spell will also cure effects by Fascination, Illusion, Madness, and Imagination. The call would then be "Cure Fascination/Illusion/Imagination/Madness by Imagination".

This skill can NOT be used to cure effects by Doubt, Corruption, Glamour, Fairy Magic, Nightmare, Horror, Insanity, or Dreaming, though in some rare cases it may have some affect upon inflictions with those traits even though it will not cure it.

This skill is usable outside of the Slumberlands.

Shield the Imagination*

Cost:			
Adept:	---		
Empath:	10		
Architect:	---		
Reset:	Twilight		
Prerequisite:	Heal Dream		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	1 Imagination		

Notes: You may roleplay with a target, reassuring them, then call, "Grant Extra Defense, Shield Will or Imagination". This grants the recipient a Shield against the first "by Will" or "by Imagination" effect that affects them. Within the Slumberlands, you gain 2 Grants with each use, but only 1 when used outside the Slumberlands. This is usable outside of the Slumberlands.

Mind Over Matter*

Cost:			
Adept:	---		
Empath:	15		
Architect:	15		
Reset:	Twilight		
Prerequisite:	Attuned to the Dreamscape, Cure Mind		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	1 Imagination		

Notes: An Empath who has also learned to manipulate the Slumberlands themselves as an Architect can sometimes manipulate a person's mind to believe that what is happening to them isn't real. Spend at least 5 seconds explaining how it isn't real or that their mind is stronger than these afflictions, Touch a packet and call "Cure Agony/Drain/Maim/Paralyze/Repel/Root/Silence/Slow/Stun and Inflict by Imagination." Hand a tag that reads:

> ***Mind Over Mater***
> *You are cured of the effect named in the Cure, but it is all in your head. For the remainder of the encounter, behave as if the effect is cured. At the end of the encounter - or if you are knocked unconscious at any time - take the effect again, but now it lasts double the normal time.*

This can be used outside of the Slumberlands if you have the Awakened Dreamer skill.

Imagined Repel*   *"I'm getting angry!"*

Cost:	
Adept:	---
Empath:	15
Architect:	---
Reset:	Encounter
Prerequisite:	Empath
Restriction:	None
Skill Points:	1 Imagination

Notes: You may throw a packet and call "Repel by Fear.' You may choose to add "to Dream" to the call.

Alternately, you may utter a brief description ("A gust of wind forces you to back away.") of 10+ syllables and follow it with "By My Gesture, Repel by Imagination." You may choose to add "to Dream" to the call. You may maintain the gesture as long as you continue to talk to the target about why they cannot approach you. The effect ends if you are Silenced, stop talking, or drop the gesture. You may have two of these active at one time, one with each hand.

This skill is not usable outside of the Slumberlands, unless you have the Awakened Dreamer skill.

Desperate Imagined Repel*

Cost:

Adept:	---			
Empath:	10			
Architect:	---			

Reset: Event
Prerequisite: Imagined Repel
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	5

Skill Points: None
Notes: You are able to draw upon your adversary's fear, even when exhausted. This works exactly as Awakened Imagined Repel, but is an event skill that only works per time bought and costs no attribute points.

Imagined Agony*   *"You wouldn't like me when I'm angry!"*

Cost:

Adept:	---
Empath:	10
Architect:	---

Reset: Encounter
Prerequisite: Imagined Repel
Restriction: None
Skill Points: 1 Imagination
Notes: You may call "By my Gesture, Agony by Imagination." The gesture may be maintained for no more than 60 seconds. You may also choose to throw a packet instead and call "Agony by Imagination". This skill cannot be used outside the Slumberlands. You may have two of these active at one time, one with each hand, but otherwise cannot use any other skill (except to use a defense, such as resist) while maintaining the gesture.

This skill is not usable outside of the Slumberlands, unless you have the Awakened Dreamer skill.

Wounding Headache

Cost:

Adept:	---
Empath:	15
Architect:	---

Reset: Instant
Prerequisite: Imagined Agony, Finding the Dreamer
Restriction: None
Skill Points: None
Notes: You may reach into the mind of another and cause them harm through the force of your Imagination tearing into theirs. You may throw one uncalled packet every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

For example, you cast a Wounding Headache and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another packet. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Headache. You count out another 10 seconds, but then decide to use Heal Dreams. You must count another 10 seconds before you could cast Headache again).

Wounding Headache requires one hand free. You may use Headache even with a Weapon or Shield in your off-hand.This skill can only be used in the Slumberlands.

Migraine*

Cost:

Adept:	---
Empath:	10

Architect:	---
Reset:	Instant
Prerequisite:	Wounding Headache
Restriction:	None
Skill Points:	None
Notes:	This is the same as Wounding Headache, except that you may choose to call "1 Damage

by Will." You may also use this outside the Slumberlands, if you have the Awakened Dreamer skill. It is othewise exactly as the Wounding Headache skill.

Empathic Link*

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Instant
Prerequisite:	Finding the Dreamer, Dreamspeaker, Cure Mind
Restriction:	Only one active Empathic Link
Skill Points:	1 Imagination
Notes:	You may create an Empathic Link with another. To activate this skill, you must spend at

least one minute roleplaying a heart to heart conversation with the person. Then, when the roleplaying is done, you must ask the person for permission to form an empathic link with them (if you don't think they understand what this constitutes, you must explain it to them). If they agree, you can touch a packet to the person and to yourself, and call out "Imbue by Imagination" each time. You now have established an empathic link, which lasts for the entire event. You can choose to break the empathic link when you refresh your Encounter Skills, at which point you are free to form a different empathic link.

　　You can use this link in the following ways:

　　* You can, at any time and for no skill point cost, touch a packet to your linked person and call out "Stabilize by Empathy and Agony to Self." This does not require your hands to be free. If the person with the Empathic Link cannot be physically reached, you may instead choose to call "By Your Name, <Name-of-Person>, Stabilize by Empathy and Short Stun to Self."

　　* You can, at any time and for no attribute cost, roleplay with your linked person for at least 30 seconds, then touch a packet to them and call out "Cure Mental by Empathy and Short Drain to Self" The target cannot be actively engaged in combat during this time (they cannot be actively wielding weapons or packets, or be struck by a melee, packet, or missile effect. By My Voice or To the Room effects do not disrupt your roleplaying). The target must be conscious and able to hear you for this to work...thus, you can do it to a target who is Drained or Paralyzed, for instance, but not to one who is Stunned.

　　* You can transfer Imagination to the person. Touch a packet to them and call out "Waste 2 Imagination to Self by Empathy. Refresh 1 Imagination by Empathy."

　　* You can, at any time and for no point cost, call out "By Your Name, [Name of linked person] Expose by Empathy."

　　* You can, once per encounter and at no point cost, draw upon your mental reserves and dreamspace to heal the person in an act of desperation, though it comes at a cost to yourself. Call, "By your name, <name>, Heal 1 by Empathy." You then take 2 Damage and Agony to Self.

　　* You may use any of your "to Dream" skills upon the person with whom you have an Empathic Link, even if they do not have the Dream trait or you are not in the Slumberlands. In this situation, you would replace "to Dream" with "to <name-of-character> by Imagination." You take an agony effect if using these skills outside of the Slumberlands, as drawing upon a personal dreamspace of a non-dreamer while not in the slumberlands is difficult and painful, unless the Linked person has the Dream trait. You must otherwise follow the restrictions of the skills you are using, and must still spend the Imagination costs.

　　Additional Notes:

　　* You can only have one Empathic Link active at a time.

　　* You may choose to keep this active between events. Please note in your PEL if you do so. You do not need to re-establish it at the beginning of the next event if you do so; you may enter game with it active.

* This is also a roleplaying skill. Players are welcome to define the degree to which Empathic Link affects their roleplay and the amount of "mental" or "emotional" insight into one another the link gives them. It is entirely possible that Plot may utilize this skill if active in other ways, but there is no guarantee and players should not rely on it. (*But you need to let us know who have an empathic link with, so please tell us in your PELs and drop a note in the staff/plot box when you have formed one or changed one!*)

* Particularly powerful entities may be able to make use of this, so Empaths should be careful who they establish an Empathic Link with.

Dreamkeeping*				*"Dream of life, not death"*

Cost:
Adept:	---		
Empath:	10		
Architect:	---		

Reset: Twilight
Prerequisite: Empathic Link
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: None
Notes: You may touch a target who has died and call "Imbue to Dead by Dreamkeeping." The target stops counting their death count for up to thirty minutes, so long as you remain in physical contact and tell them of the dream that is holding their spirit within their body. You must spend this time describing to them the dream they are experiencing.

This skill does not require your hands to be free.

Frightened Awake*				*"Wake up!"*

Cost:
Adept:	---		
Empath:	10		
Architect:	---		

Reset: Twilight
Prerequisite: Imagined Agony
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	3	4	5

Skill Points: 1 Imagination
Notes: You may touch a packet to a Stunned character, give a brief description of what is startling them in their dream (for example, "You suddenly dream you are falling off a cliff") and call "Cure Stun by Fear." This is usable outside the slumberlands, and does not require your hands to be free.

Bags of Sand*			

Cost:
Adept:	---		
Empath:	15		
Architect:	---		

Reset: Event
Prerequisite: Frightened Awake
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	2	3	4

Skill Points: 1 Imagination
Notes: By flinging the sands of the Slumberlands at the mind of your target, you may force them to slumber. Say an incant of 8+ syllables, then throw a packet for "Stun by Will."

If you have the Awakened Dreamer skill, you may use this outside the Slumberlands.

Dreamgiver

Cost:			
Adept:	---		
Empath:	15		
Architect:	---		
Reset:	Event		
Prerequisite:	Finding the Dreamer, Dreamspeaker		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	2	2
Skill Points:	1 Imagination		

Notes: You can reach out in your dreams to another, and attempt to give them a dream. Note that any individual slumberland is subject to interpretation by that dreamer, and thus the dream may not convey exactly as you intended. You may use this skill during the event (by putting a dream into the Plot Box in the tavern, or by handing to a Plot Staff member), or you may use it Between Events to send a dream.
You may use this skill one of the following ways:

    * You may attempt to send a specific dream. You must write up this dream and submit it by the PEL deadline after the event. While the chances are good that the dreamer will dream exactly as you intended, it is not guaranteed that their personal slumberlands will not change the dream in some fashion or that they will interpret it as you intended. Please include what information, message, or intent you have with the dream being sent.

    * You may instead submit what message, information, or intent you are trying to convey to the individual to whom you are sending a dream, and trust that the Slumberlands will craft the dream to do just this. While this is open to more interpretation and you may not know exactly what shape the dream took, or what other affect it may have on the dreamer, it is also likely to convey the intent in a fashion best understood by the dreamer.

    * You may use this to attempt to catch the dreamers of another, and spy into their dreams. This use is not guaranteed, as it requires Plot Staff to have the time to respond to the request. Provided we have the time and a valid answer, we will respond. If you do not receive a response during the event, you will receive it with your Info Skill answers at the beginning of the following event. We will make every effort to answer a Dreamgiver in-game and provide a response to you so that the Dream is given to you during the course of play. It is up to you to return to the Plot Box to check to see if there is a reply.

    * In either case, beware - your target may become aware of your intrusion into their dreams.

    * In rare circumstances, you may be able to use this skill during a weekend event, but submitting a dream to the appropriate Plot Staff person. There is no guarantee a dream can be given during a weekend event, and if the skill is used during the event, it may not be used between events.

    * You may purchase this skill more than once (so that you can use it during an event), but you may only use it once between events.

Empathic Dreamer

Cost:			
Adept:	---		
Empath:	25		
Architect:	---		
Reset:	Event		
Prerequisite:	Awakened Dreamer, Empathic Link, Finding the Dreamer		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3

Notes: This is the pinnacle of Empathic Dreaming, and allows the Empath to give their aid to another within that individual's personal Slumberland, by sharing the other's Dream. This is dangerous, but can lend great strength to the dreamer.

    To use this ability, touch a packet to the dreamer and call "Imbue by Empathic Dreamer." If you do not think the Dreamer understands what this means, explain it to them or provide an Imbue card.

    When this ability is used, your Imagination and Draw from the Dream points are automatically refreshed, as if you had spent a between encounter rest action. When this skill ends, your Imagination points return to where they were or their current amount, whichever was lower. (*For example*, you have 3 Imagination Points and 2

Imagination Points from Draw from the Dream, for a total of 5 Imagination Points. You've used 3, so your current total is 2 Points. You use Empathic Dreamer, and your point total is restored to 5. During the dream, you use 2 Imagination Points, making your active total 3. When the Empathic Dreamer skill ends, you would return to 2 Points. If instead you had used all 5 Imagination Points during the encounter, when Empathic Dreamer ends, you would remain at 0 Imagination Points).

In some cases, the ability may be used on a sleeping Dreamer prior to entering the Slumberlands. The dreamer may have an octagon on them with "Empathic Dreamer" written on it, or they may clarify with a "Let Me Clarify" call that this skill may be used on them. Touch a packet to the dreamer, and call "Imbue by Empathic Dreamer." Though you may travel as a spirit to the Slumberlands, the ability will still be considered active.

In other cases, you may encounter an octagon with "Empathic Dreamer" on it before a Slumberlands Gate. You may use touch the octagon, call "Imbue by Empathic Dreamer," and read the attached tag. Your Empathic Dream connection is considered active to the dreamer whose dream this is. Once entering the Dream, you must find the Dreamer and remain within arm's length once you find them. At that point, if you leave the dreamer's side, the ability ends.

So long as you remain within arm's reach of the Dreamer you are sharing the Dreamer's dream. (If the Dreamer suddenly lunges forward out of reach, but you immediately follow, the skill is still considered to be in effect. It is only if you stop paying attention or do not notice and immediately follow, move away, or are struck down and left behind that would cause the ability to end.) The ability also ends if you leave the Slumberlands, rest to recover Encounter skills, or are slain. You may converse with others while this is active, but cannot use any abilities that would affect anyone other than the Dreamer or yourself. If you do, this ability ends.

You are affected by any calls that land upon the Dreamer while this is in effect. (For example, if the Dreamer is struck with "1 Damage to Dream," both Dreamer and you would take the damage.) If the Dreamer calls a defense that would negate the effect, then it is also negated for you.

If the Dreamer dies, you die as well.

While this ability is in effect, you can use your defenses for the Dreamer, replacing all "by" calls with "Empathy." For example, using the same scenario as above, if the Dreamer was struck by "1 Damage to Dream" and you had an ability to Resist an attack "to Dream," you could call out "Resist by Empathy" and neither of you would take the effect. If this is not immediately clear to the Dreamer you are attached to, you may call a Cure or Heal by Empathy against whatever effect they received after you called the defense.

Additionally, while this is in effect, you may use your own strength to heal the Dreamer. You may at any point touch a packet to the Dreamer and call "Heal 1 by Empathy" and take a point of damage. This damage cannot be healed while the skill is in effect.

If you also have an Empathic Link with the Dreamer, you may use all of your Empathic Link abilities. You may also Refresh their Imagination in this situation by only expending 1 Imagination of your own. (Call "Waste 1 Imagination to Self and Refresh 1 Imagination by Empathy while touching a packet to them.)

While this ability is in effect, you may attempt to talk to the Dreamer, even if the Dreamer seems unaware of you, and can attempt to convince them that the Nightmare or Dream they are within is not as they really see it. You must be careful – Dreamers, especially non-Sandman Dreamers, can react badly when made aware that they are Dreaming – but you can attempt to influence a Dreamer for the better.

For example, the Dreamer is experiencing a nightmare about the death of his sister. In real life, the Dreamer had tried to save her but failed. The Nightmare controlling this dream, however, is making the Dreamer think that he was too afraid to even try to save her. The Empath can call "Imbue by Empathic Dreamer" and then attempt to convince the Dreamer that he was brave enough to fight the monsters, giving him the strength in his dreams to fight back against what is attacking.

This is not to imply that you must have this skill to convince a Dreamer trapped within a Nightmare that they must wake up, or must overcome their fears. Rather, this skill guarantees that the Dreamer will hear you, even if they are in a situation where normally they could not see or interact with any Sandman. It also means you may use the effects as described above.

12.8a   Witchery Skills

Outlook

Witches tend to have a practical, no nonsense way of looking at the world, and view the antics of others, in a professional sense, as somewhat of a waste of time. Priests bury their heads in the past or waste time worrying about what might come to pass with no consideration about what is happening in the now, casting their faith in Words rather than the World. Magicians flap their arms and make clucking sounds and come off as rather silly. Sandmen… well, who knows what dreamers do, really, and who cares? If folks approached the world the way a witch does, they wouldn't need the Sandmen.

Witches practice their craft without the use of verbals or gestures. They get their power directly from the earth, which asks for nothing in return except for a sense of balance. Because of their tie to the natural world, witches tend to try and protect it, treating others who squander the world's resources as foolish, and seeking sometimes to undo them.

Certainly their mastery of herbalism is the stuff of stories, and many seek out Witches for cures and potions and even more.

Some tales tell of the Skin Changer witches, those who have bonded with an animal's spirit. Using their craft, they may use that animal's skin to take on the shape of the animal. Some tales tell of skin changers gone bad, called Skin Walkers or Skin Stealers, who murder beasts and steal their skins and even memories.

Witches are also the caretakers of people, and Hearth Witches are tied to the home like Wood Witches are to the land. The boundaries of those places they call home, infused with a witch's craft and memories of those bonds, is itself a strong magic that Witches of the home can use to heal those within their abode. If dark stories are to be believed, one should never confront a witch in her home or break hospitality there.

Scary stories told around the campfires tell tales of witches who have mastered the craft of Curses, and the mishaps of those who cross a witch are enough to cause even the bravest to pause when encountering a Witch deep in the Woods. Many are the tales of Witches who have gone Bad, almost all of whom are Curse-Givers, having forgotten what it means to be human, to be part of nature. Witch Cursery is not available at the start of play.

(A Note: *Cottington's witches are inspired heavily by the Witches of Terry Pratchett's Discworld, with much of our own influence thrown in. If you are not familiar with Granny Weatherwax, Nanny Og, Magrat, or Tiffany, we highly encourage you to read his works. We hope you'll be as delighted and inspired as we were*).

Witch Skills

A note on the use of dolls: Many witches will craft special dolls with which to cast spells. Some dolls grant abilities (and cost points as described below), and some merely act as foci. It is not unusual for the witch to craft a specific doll to replace the packet used when touch casting her spells.

The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

A note on Herbalism: Many Wood Witch skills require you to "roleplay using herbalism or administering a potion." Wood Witches should have phys reps and props to represent using plants, natural curatives, and potions. These can be anything from mortar & pestle, to dried swatches of herbs hanging off your belt, to bottled potions and elixirs. We encourage you to make this look as much as possible if you are crafting or using a natural curative at the time of use. We also encourage you to have an "Herbalism Workshop" set up somewhere to roleplay crafting potions, poultices, and the like, though it is by no means required.

Skill: Craft

Character Points			
Hearth Witch:	5,10,15		
Wood Witch:	5,10,15		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	none		

Notes: Skill represents the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Diagnose Physical

Character Points	
Hearth Witch:	5
Wood Witch:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points	
Hearth Witch:	10
Wood Witch:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose any Mental trait (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will), as well as the trait, Fascination.

First Aid

Character Points	
Hearth Witch:	5
Wood Witch:	5

Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points	
Hearth Witch:	5
Wood Witch:	5
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None
Notes:	You may role play over a maimed limb for 60 seconds and call "Agony and Cure Maim".

Smelling Salts

Character Points	
Hearth Witch:	5
Wood Witch:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None/1 Craft

Notes: Spend 10 seconds role playing using smell salts to awaken one who is Unconscious or Stunned. Touch a packet to them and call, "Heal 1 and Short Drain to Unconscious by Craft" or spend 1 Craft, touch a packet, and call "Cure Stun and Short Drain by Craft."

Understanding the Nature of Craft

Character Points	
Hearth Witch:	5
Wood Witch:	5
Reset:	Instant
Prerequisite:	Craft Skill Point
Restriction:	None
Skill Points:	None

Notes: You are attuned to the nature of things and can detect when a curse or natural magic has been used. After spending at least 5 seconds attempting to attune to the nature of a thing, you may call, "Diagnose Craft" or "Diagnose Curse." Note that this may only detect a witch's curse, and Fairy Curses or other powerful curses may require greater skill to detect.

Cleanse the Craft

Character Points	
Hearth Witch:	5
Wood Witch:	5
Reset:	Twilight
Prerequisite:	Understanding the Nature of Craft
Restriction:	None
Skill Points:	None

Notes: You may also attempt to resist another witch's magic OR to remove a witch's magic from another. If struck with an effect "by Craft," you may choose to call "Resist by Craft." Or you may instead use this skill to cure another. Spend at least fifteen seconds gesturing and warding away the craft and you may touch a packet to your target and call "Cure Craft by Craft." You may only Resist OR Cure Craft once per twilight per time bought.

Appeasing the Fairies

Character Points			
Hearth Witch:	---		
Wood Witch:	15		
Reset:	Event		
Prerequisite:	Witch		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		

Notes: You know that the Woods/Fairies can be fickle creatures and have learned how to escape their notice or appease their wrath. This skill can be used in one of two ways. You can leave an offering in a place the fairies might visit (this will be a set place in-game) with a small note explaining the slight or issue you are trying to appease. In your PEL, please also note that this was done, and what was left here.   Or when encountering a creature of the Woods/Fairies you may say "I Wish to Appease the Fairies, Imbue by Craft", make an offering, and then plead your case. (You may substitute Fairies for "Woods" if you are a Wood Witch, and attempt to appease the Woods or creatures of the Woods, such as the Elves.) Again, please note in your PEL after the event when this was used and what was offered/asked. There is no guarantee that this skill will work as you wish, only that the Fairies/Woods will hear your plea. Be careful who you use it on. It will not make evil or malicious fairies suddenly kind to you and could make matters worse. But used in appropriate circumstances, it can mitigate an offense given to the Fairies or the Woods.

You may instead use this skill to find an "Insight Fairy" (see the Insight Skill; it cannot be used to speak to or find a Patron, however.) Sometimes a fairy might be present who can respond to give you a clue to a puzzle, riddle, or other challenge that you are stumped by. By calling, "By my voice, Expose Insight Fairy," you may sometimes reveal such a fairy. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you. In any case, you should never question the spirit, but should ask your question in the hopes of an answer, and you should be prepared to offer the Fairy something in return for its aid: a story or song, a bit of food or drink, a pretty charm, a drawing, something of some meaning or value (you cannot pick up a random shiny rock and offer it), so it is good to always be prepared in case you might need to ask a favor!

It may be that no hint or answer is forthcoming. There may be no card. The fairy might just shrug its shoulders and say, "I dunno!" If this is the case, your use of this skill is not spent. You may use it again, though not in the current encounter.

Wood Witch Craft

Wood Sense		*"Knowing the Woods"*

Character Points
    Hearth Witch: ---
    Wood Witch: 10
Reset: Event
Prerequisite: Wood Witch header
Restriction: None
Skill Points: None
Notes: Witches have a special connection to the Woods that goes deeper than reading the tracks or watching the behavior of animals. It is listening to the wind and to the woods, a sending out of your mind to touch about the things, natural and fairy, within the land around you. You may learn about the area around town, and will receive a special information card before an event. Whereas a normal scout would learn about the area around town by actually walking the trails, you would have a feel for it, a knack for knowing when something is or is not right.

Tracking

Character Points
    Hearth Witch: 10
    Wood Witch: 5
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You may read tracking cards. This skill does NOT allow you to track an NPC, only to read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track.

Foraging

Character Points
    Hearth Witch: ---
    Wood Witch: 10,20,30
Reset: Event
Prerequisite: None
Restriction:

Season:	**1**	**2**	**3**
Max Purchase:	1	2	3

Skill Points: None
Notes: You may enter game with a number of herbs in hand. With each level of the Foraging skill, you begin game with 5 special points to purchase herbs from a list. The cost for each herb and the types of herbs available may vary from event to event.

Herbalist

Character Points
    Hearth Witch: ---
    Wood Witch: 10
Reset: Instant
Prerequisite: None
Restriction: Wood Witch header
Skill Points: None
Notes: You understand how to combine herbs into potions. Each recipe is purchased separately, but each recipe is either a skill or a microskill, and can be learned during the course of an event. After the event, you **must** spend character points earned during the event to purchase the recipe.

Most herbal recipes are drawn with diagrams and illustrations rather than words, and as such you do not have to know how to read or write to understand them. Because the ability to read and write is not a prerequisite for becoming an herbalist, brer are able to learn this skill.

You will be given potion cards for potions you can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

Herbalist is also the prerequisite for some special herbalism-based abilities that witches may buy.

Master Herbalist

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Encounter
Prerequisite:	Herbalist
Restriction:	Wood Witch header
Skill Points:	1 Craft
Notes:	You may spend 1 craft and call "Imbue by Craft", thus granting a potion "Master" status.

Typically this increases the potion's effectiveness.

Master Herbalist also grants an additional 3 points to those witches who have the Foraging skill.

This also allows Wood Witches to use Enchanted Glades or Foraging points in-game that require this skill and which allows the Witch to either find greater or rare herbs, refresh certain skills, or gain specific benefits or abilities in an encounter. This also allows for some special abilities of other skills below.

Resist Poison

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Encounter
Prerequisite:	Wood Witch, Herbalist
Restriction:	None
Skill Points:	1 Craft
Notes:	Because you spend all of your time surrounded by herbs and potions, you have learned to

resist the effects of poison. You may spend a point of Craft and call "Resist" to a single attack by Craft or by Poison. This skill may be used while unconscious or dead, but not while Drained.

Speak with Animal

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Encounter
Prerequisite:	Wood Witch
Restriction:	None
Skill Points:	1 Craft
Notes:	With an effort of will, you can understand and converse with the creatures of the wood.

Call "By my Gesture, Speak to Animal." Note that this spell in no way guarantees that the animal will want to speak with you, and does not make a hostile animal friendly or in any way subject to your will. Also, some brer animals can speak the language of men, so this spell is not always needed. You would do well to try and speak with the animal normally before spending the craft to do so.

Calm Animal (Cure Frenzy)

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Encounter

Prerequisite: Speak with Animal
Restriction: None
Skill Points: 1 Craft
Notes: With an effort of will, you can calm an enraged animal. Spend five seconds speaking in soothing tones loud enough for the frenzied animal to hear you, then throw a packet and call "Cure Frenzy to Animal by Craft." If the animal takes no effect from this spell (perhaps he wasn't frenzied, but very, very angry) you do not lose your point of Craft. This does work on Brer, as Brer have the Animal trait.

Only one hand needs to be free (the casting hand) to use this ability.

Enrage Animal (Frenzy)

Character Points
    Hearth Witch: ---
    Wood Witch: 15
Reset: Encounter
Prerequisite: Speak with Animal
Restriction: None
Skill Points: 1 Craft
Notes: You may spend five seconds speaking to rile your target up, then, with an effort of will, you may cause it to enter a rage. Throw a packet and call "Frenzy to Animal by Craft."

Only one hand needs to be free (the casting hand) to use this ability.

Call Lesser Woodland Animal   **"Animal Friend"**

Character Points
    Hearth Witch: ---
    Wood Witch: 10,20,30
Reset: Event
Prerequisite: Speak with Animal, Wood Sense
Restriction

	1	2	3
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1

Skill Points: None
Notes: You may call upon a woodland creature to carry a message or perform a very basic task. This creature is always of a small or weak variety, and is incapable of fighting (It is never a brer). There is no guarantee that such an animal will answer a witch's call, but it never hurts to try. Such an animal could potentially gather a key from a peg on a wall or carry a spoken message to another witch, or even a written message to someone else.

To call a lesser woodland animal, the witch player should attract the attention of the nearest NPC. She should whisper, "Imbue by Craft, Call Lesser Woodland Animal." If there is a lesser woodland animal nearby, and if other factors align in the witch's favor, the woodland animal may arrive.

Calling a lesser woodland animal can be done fairly quickly, even in the middle of a module, although highly chaotic environments make it less likely such an animal will hear the character and come to help. As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature.

Call Greater Woodland Animal   **"Animal Ally"**

Character Points
    Hearth Witch: ---
    Wood Witch: 20
Reset: Event
Prerequisite: Call Lesser Woodland Animal
Restriction

	1	2	3
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1

Skill Points: 1 Craft

Notes: You may call upon a more powerful woodland creature to come to your aid. This is a more lengthy and arduous effort of will than summoning a lesser animal friend, and the animal will never be close enough to come quickly.

To call a greater woodland animal, you should call out into the wilderness, and spend no less than fifteen seconds doing so. There is nothing subtle about this call. The call may be anything, but if possible should incorporate the sounds the animal itself would make. You should also drop an imbue card into the Plot Drop-Box so that "the animal is sure to hear you" (and if possible inform a Staff member by Speaking Frankly with them). The process of calling a greater woodland animal is not quick, and there is a chance that no animal will arrive, but if this is the case, you will get some sort of indication.

As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature. Typically, because of her attunement with her environment, the witch will come to know if no such animal is close enough to call. If this is the case, you will not lose the ability at that time and may try again later in the event.

Acorn Pouch

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Special, see below
Prerequisite:	Master Herbalist
Restriction:	Herbalist
Skill Points:	none

Notes: You carry a pouch that you have enchanted with your craft. The pouch may carry up to 10 acorns (repped using spell packets). You may draw forth an acorn, focus your craft on it for five FULL seconds, call "1 Damage by Thorns", and throw the acorn at your target. While the acorn travels through the air it sprouts wicked thorns, which rend the target on impact.

The enchanted acorns lose their enchantment when they land – they cannot be picked up and reused. An acorn pouch may never carry more than ten acorns at a time, and cannot by refilled until all the acorns within it are expended (thrown or dumped out). Once the bag is emptied, any acorns added to it will be ready for use only after you have rested back encounter skills for fifteen minutes.

If you have the **Master Herbalist skill**, you may gather your acorns and spend 5 uninterrupted minutes in an encounter in order to renew the craft upon your acorns to throw them again.

Only one hand needs to be free (the casting hand) to use this ability.

Grasping Roots

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Encounter
Prerequisite:	Acorn Pouch
Restriction:	Wood Witch
Skill Points:	1 Craft

Notes: Instead of causing an acorn from an Acorn Pouch to grow thorns and cause damage, you may instead elect to have the acorn sprout entangling roots that bind the target's feet in place. You may draw forth an acorn just as if you intended to throw it for damage, focus your craft on it for five full seconds, call "Short Root by Thorns" and throw the packet at the target.

Note that using an acorn in this manner uses 1 Craft AND expends one acorn from the Acorn Pouch.

Painful Thorns

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Encounter
Prerequisite:	Acorn Pouch
Restriction:	Wood Witch

Skill Points:	1 Craft
Notes:	Instead of causing an acorn from an Acorn Pouch to grow thorns and cause damage, you

may instead elect to have the acorn grow thorns and cause pain. You may draw forth an acorn just as if you intended to throw it for damage, focus your craft on it for five full seconds, call "Agony by Thorns" and throw the packet at the target.

Note that using an acorn in this manner uses 1 Craft AND expends one acorn from the Acorn Pouch.

Greater Painful Thorns

Character Points			
Hearth Witch:	---		
Wood Witch:	15		
Reset:	Event		
Prerequisite:	Acorn Pouch		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	0		
Notes:	One should be careful not to anger a Witch who is within the Woods. You may only use		

this skill if you are in-game outside and among trees (if a mod building is being used but the description is that you are outside, then it still counts). You cause an acorn to grow thorns and cause guaranteed pain to your target(s). Point at your target and call, "By My Gesture, Agony by Thorns." You may only maintain this gesture for 1 minute.

Note that using an acorn in this manner still expends one acorn from the Acorn Pouch, even though you are not throwing a packet.

Craft Wood Stick Doll

Character Points	
Hearth Witch:	---
Wood Witch:	5
Reset:	Instant
Prerequisite:	Wood Witch header
Restriction:	None
Skill Points:	1 Craft

Notes: You may fashion a doll from crude materials. Once the doll is fashioned, you may then channel your craft through the doll in the form of healing. The doll lasts indefinitely, or until it is destroyed. This acts as a prerequisite for other skills. Your doll must contain something unique to you within it. It could be a drop of blood, a piece of hair, or something strongly tied to you, such as a bead from a necklace you always wear. This ties the doll to you.

Note: The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

Heal by Wood Stick Doll

Character Points	
Hearth Witch:	---
Wood Witch:	5
Reset:	Encounter
Prerequisite:	Craft Wood Stick Doll
Restriction:	None
Skill Points:	1 Craft
Notes:	Role play pricking your finger to mix your blood with the salve and call "Imbue by

Craft". This empowers the doll. You then have a pool of 4 points of healing. Touch the doll to a target and call "Heal # by Craft", where # is the number of points you will heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 by Craft" and then touch a packet to a second target and call "Heal 2 by Craft." You would then have 1 point of Healing remaining in this pool.

You may cast this as many times as you have Craft Skill Points in a single encounter. However, if you have Healing points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast

your Craft Wood Stick Doll pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

Cure Poison

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Encounter
Prerequisite:	Wood Witch, Craft Wood Stick Doll
Restriction:	None
Skill Points:	1 Craft
Notes:	You may spend a point of Craft, touch your stick doll to the target and call "Cure poison

by poison."

Strengthened by Nature

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Twilight
Prerequisite:	Cure Poison
Restriction:	None
Skill Points:	None
Notes:	Role play using herbalism for 30 uninterrupted seconds on your target, then touch a

packet and call, "Cure Weakness/Drain/Stricken/Waste by Craft." Both hands must be free, and you must be uninterrupted for the length of the role play.

Natural Cure

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Encounter
Prerequisite:	Strengthened by Nature
Restriction:	None
Skill Points:	1 Craft
Notes:	Role play using herbalism for 30 uninterrupted seconds on your target, then touch a

packet and call, "Cure <Trait> by Craft" where <Trait> is any Elemental, Physical, or Metabolic trait. Both hands must be free, and you must be uninterrupted for the length of the role play.

Unhindered in the Woods

Character Points			
Hearth Witch:	---		
Wood Witch:	10		
Reset:	Twilight		
Prerequisite:	Strengthened by Nature		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		
Notes:	You must be outdoors in nature for this skill to work. You able to move freely in the		

Woods, even when things seek to impede you. If you are struck by a "Short Slow / Root / Paralyze by <any Elemental or Physical Trait> while outdoors, you may call "Purge by Craft" after 3 seconds of roleplay. If it is instead a full Slow effect, you may call "Reduced to Short by Craft" and take a Short Slow effect. If it is instead a full Root or Paralyze, after 3 seconds of roleplay, you may call "Reduced to Slow" and take a Slow effect.

Strength of the Earth

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Twilight
Prerequisite:	Strengthened by Nature
Restriction:	
Season:	**1 2 3**
Max Purchase:	1 2 3
Skill Points:	None

Notes: You must be outdoors in nature for this skill to work. You are strengthened by nature around you, such that if you fall upon the ground bleeding it will prevent you from dying. Once per twilight per time bought, if you fall unstable and reach your 60 second count, you will become Stable instead of dying or becoming comatose.

Herbalist: Acid Splash

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Encounter
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	1 Craft

Notes: Roleplay using herbalism for 10 uninterrupted seconds, then throw a packet and call, "2 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

If you have the Master Herbalist skill, you may once per Twilight throw "4 Damage by Poison" instead.

This also counts as having bought the recipe for Acid Splash (both Weak & Strong), and finding the appropriate herbs means you may throw additional uses of this skill with using a craft skill point, per the recipe description.

Herbalist: Agility

Character Points	
Hearth Witch:	---
Wood Witch:	10
Reset:	Twilight
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None

Notes: Role play using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Grant Encounter 1 Reflex by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

If you have the Master Herbalist skill, you may once per Event call "Grant Encounter 2 Reflex by Poison" instead.

This also counts as having bought the recipe for Agility, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

Herbalist: Blade Poison

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Twilight
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None

Notes: Role play using herbalism and applying a poison to a weapon for 10 uninterrupted seconds, then touch a packet and then call, "Grant Next Melee Attack, 3 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Blade Poison, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

Herbalist: Healing Salve

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Twilight
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None

Notes: Role play using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Heal 2 by Poison." If you have the Master Herbalist skill, you may instead call, "Heal 4 by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Healing Salve, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

Herbalist: Paralyze Splash

Character Points			
Hearth Witch:	---		
Wood Witch:	15,20,25		
Reset:	Event		
Prerequisite:	Master Herbalist, Thrown Weapon		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		

Notes: Role play using herbalism for 10 uninterrupted seconds, then throw a packet and call, "Paralyze by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Paralyze Splash, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

Herbalist: Weakness Poison

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Twilight
Prerequisite:	Herbalist, Blade Poison
Restriction:	None
Skill Points:	None

Notes: Role play using herbalism for 10 uninterrupted seconds, then touch a packet and then call, "Grant Next Melee Attack, Short Weakness by Poison." If you have the Master Herbalist skill, you may instead call, "Grant Next Melee Attack, Weakness by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Weakness Poison, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

Herbalist: Weakness Splash

Character Points	
Hearth Witch:	---
Wood Witch:	15
Reset:	Twilight

Prerequisite:	Master Herbalist, Thrown Weapon
Restriction:	Herablist: Weakness Poison
Skill Points:	None
Notes:	Role play using herbalism for 10 uninterrupted seconds, then throw a packet and call,

"Short Weakness by Poison." If you have the Master Herbalist skill, you may instead call, "Weakness by Poison." Both hands must be free, and you must be uninterrupted for the length of the role play.

This also counts as having bought the recipe for Blade Poison, and finding the appropriate herbs means you may throw additional uses of this skill, per the recipe description.

The Most Terrifying Thing in the Forest

Character Points			
Hearth Witch:	---		
Wood Witch:	15		
Reset:	Twilight		
Prerequisite:	Wood Sense		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		
Notes:	You must be outdoors within nature (at least ten feet away from any dwelling or		

manmade thing) for this skill to work.

"A witch ought never to be frightened in the darkest forest, Granny Weatherwax had once told her, because she should be sure in her soul that the most terrifying thing in the forest was her." – Terry Pratchett, *Wintersmith*.

You know that you can be the most frightening thing in the Woods when you choose. Adopt a posture and in as commanding or frightening voice you can muster, saying something 6+ syllables long to that affect, and call "By My Gesture, Repel by Craft." You may instead, once per event regardless of number of times bought, spend 10 seconds and call "By My Voice, Short Repel by Fear."

Hearth Witch Craft

Craft Hearth

Character Points	
Hearth Witch:	Free
Wood Witch:	---
Reset:	Event
Prerequisite:	Hearth Witch
Restriction:	None
Skill Points:	1 Craft

Notes: This skill is free for all Hearth Witches. When you arrive in town on Friday night, you may turn your cabin into a place of comfort and safety. To do so, you must first create a "Hearth Anchor" within your home. This must be an obvious centerpiece, and often includes fire or light in some fashion. The Witch must perform some small personal rite before it, then walk the perimeter, attuning herself to the walls of the home. After which, the magic is complete, and she may hang an octagon that indicates a Hearth is established in this building. A Hearth Witch may only ever have one active Hearth. If the Hearth is maintained between events, it does not need to be re-attuned at the start of the next event but is considered already active.

A hearth witch must stay within her home for the Hearth to remain active. If two consecutive nights pass where she does not sleep in her hearth, the Hearth effect fades.

More than one Hearth Witch may share a hearth; they would also share the same Hearth trait.

Once the Hearth is created, the Hearth Witch gains the trait of her Hearth. This trait name must be chosen prior to the event and submitted to Plot for Approval. You cannot use a specific Hearth Trait without plot approval.

Hearth's Protection

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Event
Prerequisite:	Craft Hearth
Restriction:	None
Skill Points:	1 Craft

Notes: This skill casts a protection over your home. The protection lasts for three nights per casting. Between the hours of 1 AM and 8 AM, no one may enter the hearth witch's cabin and attempt to do harm to anyone within. Weak willed foes or foes without a specific reason to do so will typically not be able to even enter the building. Any harmful actions taken against the foe will break this protection. When a witch protects her home thus, she hangs a device outside, such as a wind chime. In any case, a yellow tag will be given to the witch, and this tag must be displayed as part of the device or on the door.

Attune to Other Hearth   "Home Is Where My Hearth Is"

Character Points	
Hearth Witch:	5,5,5...
Wood Witch:	---
Reset:	Event
Prerequisite:	Craft Hearth, Craft Woodland Charm
Restriction:	None
Skill Points:	1 Craft

Notes: You may harmonize yourself to another hearth or building, and use your abilities as if that place was your own. You must place within that building a representation (a charm of sorts) of your own hearth. You must pace the walls of the building for a good five minutes to attune yourself to the place and to the boundaries of the home. Finally, if the building already is occupied, you must obtain permission from the hearth witch who resides there. If there is no hearth witch in residence, this last criteria may be ignored. Once these conditions are met, you may treat the building as if it was your own. At any point, the resident hearth witch may remove her permission simply by telling you that she has done so.

If the Hearth Witch is using this skill to extend her Hearth to a second building for the purposes of making the people staying in that building part of her Hearth, and to make that building part of her warded "home," a hearth

focus must be established in that building, as per the Craft Hearth rules, and must be of the same theme as her original hearth, tying the two Hearths together. This cannot be done in a building where another Hearth Witch has established a different Hearth (with a different Trait). If two Hearth Witches wished to combine two buildings into a singular Hearth, they would each still need to purchase "Attune to Other Hearth" to extend their Hearth beyond a single building.

For example: Two Hearth Witches wish to combine their halls to make two buildings share the same hearth aspect, and cover a total of 16 people. They may do so, but the hearth focus in each building must share some of the same materials, and the Hearth Witches must both take "Attune to Other Hearth" and attune the other building to them and their hearth to do so.

Bestow Hearth Trait

Character Points	
Hearth Witch:	5
Wood Witch:	---
Reset:	Instant
Prerequisite:	Craft Hearth
Restriction:	None
Skill Points:	1 Craft
Notes:	You may grant your Hearth's trait - and thus the protection of your Craft - to those

sharing the building with you. Once your hearth is established, touch a packet to each person who is staying within the heart and call "Grant Trait <Heart-Trait> by Craft." Any person who shares your hearth between events will retain the Trait, and it does not need to be recast at the next event. The trait remains so long as the person stays within the cabin. If a second consecutive night passes where the person does not sleep within the hearth, they will lose the trait. The trait may also be replaced if another Hearth Witch welcomes them into their home and they accept the spell.

A person may only have one hearth trait active at one time.

Hearth Witches may Bestow Hearth Traits to individuals residing in a hearth to which the Hearth Witch has attuned and established an anchor that bears the same trait but in which the Hearth Witch is not actually staying. For example, the Hearth Witch wishes to establish her hearth across two buildings. One building sleeps 8 people and the other also 8. The Hearth Witch stays in the first building and uses "Craft Hearth" to establish her hearth, and Bestow Hearth Trait to grant the Hearth trait "Home" to those staying there. She may then use "Attune to Other Hearth" to attune to the second home, and then establish a second Hearth Anchor as per the Craft Hearth rules in that hall that ties it to her main hearth. Once this is done, she may then use "Bestow Hearth Trait" to grant the "Home" trait to the people residing there, even though they are not sleeping in the same building as her.

More than one Hearth Witch may join together to create a single hearth and bestow the same hearth trait. However, if the hearth is spread across multiple buildings, *each* Hearth Witch must purchase Attune to Other Hearth to cover each building to which the Hearth extends.

Extend Hospitality   "Come in to my parlor."

Character Points	
Hearth Witch:	5,5,5
Wood Witch:	---
Reset:	Event
Prerequisite:	Wood Witch and Hearth Witch
Restriction:	None
Skill Points:	1 Craft
Notes:	You may extend the hospitality of your hearth to someone who does not live beneath its

roof. To do so you must first craft a charm to give to the guest. This charm can be something very simple, from a strip of cloth you wove yourself to a doll of sticks, anything so long as it was crafted by you and given to the guest. The charm does not have to be showing - just carried is enough. When the charm is given to the target, state, "Imbue <<Name of Hearth>> Trait by Craft." While the target carries the charm, he benefits as if he was a member of your hearth.

A person may only have one hearth trait at a time.

Place of Healing

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Instant
Prerequisite:	Craft Hearth
Restriction:	None
Skill Points:	None

Notes: Within the walls of your home, you are a healer without equal. So long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present), you may, once every five minutes, call out, "To the room, heal one by Craft."

The hearthwitch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

Home of Healing

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Instant
Prerequisite:	Place of Healing
Restriction:	None
Skill Points:	None

Notes: Within the walls of your home, and so long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) you may, after five minutes, call out, "To the room, heal five by Craft to <<hearth trait>>."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

Host of Healing

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Instant
Prerequisite:	Place of Healing
Restriction:	None
Skill Points:	None

Notes: Within the walls of your home or other place to which you are attuned, you may tend to or play host (conversing, providing food and drink, or otherwise being hospitable and paying attention to the target) to another for a full five minutes, and then touch a packet to them and say, "You are Well Rested and Heal All by Craft."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

Place of Curing

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Instant
Prerequisite:	Place of Healing
Restriction:	None
Skill Points:	None

Notes: So long as you are playing host to those inside your hearth (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) or tending the wounded (in the case of those in a coma or incapacitated), you may, after 1 minute, touch a packet to a target and call, "Cure <<Disease, Poison, Stricken, Stun, Waste, or Comatose Trait>> by Craft."

Heal to Hearth

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Encounter
Prerequisite:	Craft Hearth, Bestow Hearth Trait
Restriction:	None
Skill Points:	1 Craft

Notes: You may spend a point of craft and call "Imbue to Self by Craft." You gain a Healing Pool of six points that you may use to heal members of your hearth. Touch a packet to a hearth member and call out "Heal <<Number>> to <<name of Hearth>> by Craft" where number equals a number up to six but no more than the remaining points in the pool. The pool lasts until all points are expended, until you rest to recover encounter skills, or until you cast this spell again. Thus, you could call out "Heal 6 to <<Hearth Trait>> by Craft" in a one single use, or use six separate castings by calling out "Heal 1 to <<Hearth Trait>> by Craft".

Charm of Protection from Poison

Character Points	
Hearth Witch:	5
Wood Witch:	---
Reset:	Twilight
Prerequisite:	Hearth Witch **and** Wood Witch headers
Restriction:	
Skill Points:	None

Notes: You may gift a charm to a member of her hearth and call, "Grant Defense: Shield Poison by Craft." Typically the charm will contain a bit of dust from the hearth and also a bit belonging to the target, such as a fingernail or bit of hair. The charm must be carried by the target for this benefit to be in effect.

If casting it upon one who has your Hearth Trait, you may instead cast this on 2 members of your Hearth, adding "to <Hearth Trait>" at the end of the call. The 2 castings may be of different defenses.

Charm of Protection from Nature

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Twilight
Prerequisite:	Hearth Witch **and** Wood Witch headers
Restriction:	
Skill Points:	None

Notes: You may gift a charm to another, spend 30 seconds working the craft upon it, and then touch a packet to them and call, "Grant Defense: Shield Elemental / Shield Physical by Craft." The charm must be carried by the target for this benefit to be in effect.

If casting it upon one who has your Hearth Trait, you may instead cast this on 2 members of your Hearth, adding "to <Hearth Trait>" at the end of the call. The 2 castings may be of different defenses.

Unhindered Hearth   **"Now head on home!"**

Character Points	
Hearth Witch:	15
Wood Witch:	---
Reset:	Encounter
Prerequisite:	Hearth Witch **and** Wood Witch headers
Restriction:	
Skill Points:	1 Craft

Notes: Those in your care should never be hindered from returning home. You may call, "Cure <<Root, Slow, Maim, or Paralyze>> to <<Hearth Trait>>."

Unbinding		**"Now head on home!"**

Character Points		
Hearth Witch:	10	
Wood Witch:	---	
Reset:	Twilight	
Prerequisite:	Hearth Witch **and** Wood Witch headers	
Restriction:		
Skill Points:	none	

Notes: No one should never be hindered from returning home, and you may once per twilight per time purchased aid those not of your Hearth in doing so. You touch or throw a packet and call, "Cure <<Root, Slow, Maim, or Paralyze>>by Craft."

Protect my Hearthmates		**"May my blessing go with you!"**

Character Points		
Hearth Witch:	15	
Wood Witch:	---	
Reset:	Twilight	
Prerequisite:	Bestow Hearth Trait, Heal to Hearth	
Restriction:	None	
Skill Points:	None	

Notes: You may extend the warmth and protection of your hearth to those who dwell within it even when they leave to face danger. While within your Hearth or other place to which you are attuned, spend 60 seconds among your hearthmates - you can serve food and drink, talk to them of the meaning of the hearth and your friendship, or similar binding words - and then call "By My Voice, Grant 2 Protection to {Hearth Trait}." This cannot be done during combat, and you cannot be using other skills in the meantime. If done outside your hearth, this takes 2 minutes to complete.

Stabilize my Hearthmates		**"You can't die yet!"**

Character Points		
Hearth Witch:	15	
Wood Witch:	---	
Reset:	Encounter	
Prerequisite:	Bestow Hearth Trait, Heal to Hearth	
Restriction:	None	
Skill Points:	1 Craft	

Notes: No matter where your hearthmates are, they are under your care, and dying is not permitted. You may call, "By my voice, Stabilize to <<Hearth Trait>>."

Expose Hearth		**"Where did you get to?"**

Character Points		
Hearth Witch:	10	
Wood Witch:	---	
Reset:	Twilight	
Prerequisite:	Bestow Hearth Trait	
Restriction:	None	
Skill Points:	1 Craft	

Notes: You may learn the whereabouts of those in your care. Call, "By My Voice, Expose <<Hearth Trait>> by Will" OR "By your name, <<Name of Hearth Member>>, Expose by Will." The witch herself does not need to call out in response to this expose.

Hearth Witch's Stabilize		

Character Points		
Hearth Witch:	10	
Wood Witch:	---	
Reset:	Instant	

Prerequisite:	Home of Healing
Restriction:	None
Skill Points:	None
Notes:	You cannot bleed out or enter a coma while in your own hearth or in a place to which

you are Attuned. Instead of dying, after the one minute count you become stable.

Showing the Door   "Get out!"

Character Points	
Hearth Witch:	15
Wood Witch:	----
Reset:	Encounter
Prerequisite:	Bestow to Hearth
Restriction:	None
Skill Points:	1 Craft
Notes:	You may point to someone inside your hearth and call, "By my Gesture, Repel by Craft."

You may use this skill in any hearth to which you are attuned.

Desperate Showing the Door   "Get out!"

Character Points			
Hearth Witch:	5,5,5		
Wood Witch:	----		
Reset:	Event		
Prerequisite:	Heal to Hearth		
Restriction			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		
Notes:	You may point to someone inside your hearth and call, "By my Gesture, Repel by Craft."		

You may use this skill in any hearth to which you are attuned.

You May Not Speak Until Spoken To   "Shut up!"

Character Points			
Hearth Witch:	10		
Wood Witch:	----		
Reset:	Event		
Prerequisite:	Showing the Door		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You do not permit rudeness in your hearth, and may silence those who should not be		

speaking. You may either throw a packet at a target and call, "Silence by Craft." Or you may point to someone inside your hearth and call, "By my Gesture, Repel by Craft." However, if you use the gesture attack, you may only maintain the Silence for 60 seconds. You can choose to allow them to speak at any time by either throwing or touching a packet to call "Cure Silence by Craft," or by dropping your Gesture attack.

You may use this skill in any hearth to which you are attuned.

Witch Craft of Both Hearth & Wood

These skills require you to have both Wood Witch and Hearth Witch paths, as well as specific prerequisite skills in those paths.

Hearth Healing by Wood Stick Doll

Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Encounter
Prerequisite:	Wood Witch header, Heal by Wood Stick Doll, Place of Healing
Restriction:	None
Skill Points:	1 Craft

Notes: This skill is designed for use by those characters who are trained in both wood and hearth craft. You may fashion a doll from crude materials. You must use the Wood Stick Doll you have crafted from the Wood Witch "Craft Stick Doll" skill to use this skill. By spending one point of Craft, you may state, "Imbue to Self by Craft." You then gain a Healing Pool of 10 Points. Once every one minute (60 seconds), you may touch the doll to a target (in lieu of a packet) and state: "Heal 1 by Craft". You may only cast 1 point of healing at a time. The effect lasts until you rest to refresh Skill Points, all 10 points have been expended, or the event ends.

Craft Hearth Stick Doll

Character Points	
Hearth Witch:	5
Wood Witch:	---
Reset:	Instant
Prerequisite:	Wood Witch header, Craft Stick Doll, Bestow Hearth Trait
Restriction:	None
Skill Points:	1 Craft

Notes: This skill is designed for use by those characters that are trained in both wood and hearth witchery. You may fashion a doll or woodland charm from crude materials. Once the doll is fashioned, you may state "Imbue by Craft". This doll or charm must contain something belonging to each hearthmate you wish to use this skill on (including yourself): blood works best, but it could be a piece of hair, an item of significant value, or other such thing. If blood is to be used, motion as if pricking their finger and then touch their finger to the doll. Otherwise, incorporate the item into the doll. Once the doll is fashioned or pricked finger is placed on the doll, you may state "Imbue by Craft". The doll then forms a link between you and your hearthmate, such that you may utilize some of your hearth magic while not within the hearth. The doll lasts until it is destroyed.

This doll may be the same doll used for Craft Wood Stick Doll, but it now must incorporate something of those you wish to use it on. This doll is a prerequisite for other skills.

Note: The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

Heal Hearthmate by Hearth Stick Doll

Character Points	
Hearth Witch:	5
Wood Witch:	---
Reset:	Encounter
Prerequisite:	Craft Hearth Stick Doll, Heal to Hearth
Restriction:	None
Skill Points:	1 Craft

Notes: While holding the doll created with the "Craft Hearth Stick Doll" skill, you may spend one point of Craft and call out "By your name <<Name of Hearthmate>>, Heal by Craft."

Transfer the Wound by Hearth Stick Doll

Character Points	
Hearth Witch:	5
Wood Witch:	---
Reset:	twilight
Prerequisite:	Craft Hearth Stick Doll, Heal to Hearth
Restriction:	None
Skill Points:	none
Notes:	While holding the doll created with the "Craft Hearth Stick Doll" skill, roleplay for 30

seconds placing a 'beneficial curse' upon one who has your Hearth Trait, and call "Cure <<Effect>> by Craft to <<Hearth Trait>> and <<Effect>> to Self". This can only be done to Attack Effects caused by Craft or by non-Mental or non-Special effects (ie, any Physical, Elemental, and Metabolic traits). The Hearth Witch must take the effect in order to cure it; if you resist or otherwise negate it, this will not work. You may do this once per twilight per time purchased.

Health from the Witch by Hearth Stick Doll

Character Points	
Hearth Witch:	15
Wood Witch:	---
Reset:	instant
Prerequisite:	Craft Hearth Stick Doll, Heal to Hearth
Restriction:	None
Skill Points:	1 Craft
Notes:	The Hearth Witch can heal her hearthmates with her own vitality. Role play pricking

your finger or cutting yourself to put blood upon your doll, then touch it to a hearthmate, and call "Heal <X> to <Hearthtrait> by Blood and Craft and Waste <X> Body to Self". Body wasted this way can be healed by normal means. You may only heal the number of Body points you have remaining. If you are at 1 hit point and use this to heal someone, you will fall unstable rather than at 0 vitality and unstable. The Hearth Witch must take the effect in order to heal; if you resist or otherwise negate it, this will not work, though you may Cure Waste or be Healed immediately after.

In My Blood, Lies My Craft

Character Points			
Hearth Witch:	15		
Wood Witch:	15		
Reset:	Event		
Prerequisite:	Understanding the Nature of Craft, Craft Hearth Stick Doll		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		
Notes:	In moments of desperation, you may use your blood to power your Craft. Roleplay		

cutting yourself and drawing power from it for at least 10 seconds, then call "Refresh 2 Craft by Blood." You also take a Waste 1 Vitality effect, which cannot be cured. You must spend a 15 minute Well Rest to recover this, though a Heart Witch "Well Rest" effect in a hearth (cast by another, not yourself) will restore your Vitality.

   You may only use this once per event per time bought.

Skin Changer Craft

Skin Changers are Witches who have gained the trust of an animal and formed such a close bond that, upon the animal's death, it chooses to bond its spirit to the Witch (through its skin) and allow the Witch to take that skin and use it to transform into the animal. The bond is always freely given and never coerced, and it is considered a great honor for a witch to be gain this bond. Others, though, sometimes have difficulty understanding how this bond aids the Witch and provides closeness to the natural world and the animals they seek to aid and protect, and thus might act in some prejudice to Witches who carry skins and use their craft in such a manner.

It is said that Skin Changers who spend too long in their animal form start to forget what it is to *not* be an animal, and that they eventually lose themselves to their animal form. Some stories claim that Brer might just be Witches who forgot they were Witches, but many dismiss those stories as just that – stories. After all, many other stories claim that the animals were written first on the World, and provided guidance and aid to People when they came.

Skin Changers who take the skin of a Wolf are considered to be one of the many ways that a Werewolf is made, and while such Skin Changers do not bear the markings of the Werewolf, many of them are treated with great prejudice and distrust by others.

Skin *Stealers*, however, are wicked Witches who have *stolen* the Skin of another, taking by force what should be freely given, and use it to take the shape of the creatures whose skin they steal. Witches generally revile Skin Stealers, and consider it part of their duty to deal with any witch who has fallen down this dark path. Witches who *steal* the skin of a Wolf are said to bear much of the markings of the Werewolf. PCs cannot play Skin Stealers.

It is generally believed that Witches may only have one such bond, much like a Magician can only have one familiar. PCs may only start with one animal bond; if there is a means of gaining more (and we're not saying there is), that means must be pursued in-game.

Prop/Phys Rep: As skin changer is using the skin of the animal to change into their form, you must have some physical representation of the animal's skin that you are changing into on your person in order to change into that form. You do not need to display it openly, though many witches do, wearing the skin as shawls or capes or part of their clothing, or as a belt sash or pendants for smaller animals.

Skin Changer Craft

Cost: 10 CP
Prerequisite: Witch header
Note: You gain the trait "Skinchanger".

Skin Changer

Reset: Instant
Cost: 5
Prerequisite: Skin Changer Path
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: 1 Craft
Notes: You are able to take the form of your bonded animal at any time of your choosing, at the cost of 1 Craft to assume your animal form. It does not cost craft to change back, and you may remain in your animal form for as long as you choose. You must wear an appropriate mask or makeup to represent your animal. While in Animal form, you gain the trait Animal and <Animal type>, where Animal Type is the type of animal you are (wolf, cat, etc).
Role playing Note: the longer you are in your animal form, the more you should take on aspects and behaviors of your animal.

The following skills may only be used while in your animal form.

Animal Speech

Reset: Instant
Cost: 0
Prerequisite: Skin Changer

Skill Points: N/A
Notes: You gain the ability to "Speak to Animal" to the animal type with which you have bonded. You may touch a packet to an animal and say "Speak to <Animal Type>" at any time without any skill cost.

Clawed (One Claw):

Reset: Instant
Cost: 15
Prerequisite: Skin Changer
Skill Points: N/A
Notes: You may at any time, grow a claw. This can only be of short-sword length and are represented by red boffer weapons.

Clawed (Two Claws):

Reset: Instant
Cost: 15
Prerequisite: Clawed (One Claw)
Skill Points: N/A
Notes: You may choose to grow two claws of short-sword length.

Clawed (Reach)

Reset: Instant
Cost: 20
Prerequisite: Clawed (One Claw)
Skill Points: N/A
Notes: You may use longsword length claws.

Clawed Blow

Reset: Encounter
Cost: 15
Prerequisite: Clawed (One Claw)
Skill Points: N/A
Notes: Spend 1 craft to call "2 Damage" with a claw.

Find My Own

Reset: Encounter
Cost: 5
Prerequisite: Skin Changer
Skill Points: 1 Craft
Notes: You may call "By My Voice, Expose <Animal Type> by Craft" or touch a packet to another and call "Diagnose <Animal Type> by Craft" where "Animal Type" is the animal type to which you are bonded (cat, wolf, etc.).

Human in Animal's Clothing

Reset: Twilight
Cost: 10/15/20
Prerequisite: Skin Changer
Skill Points: 1 Craft
Notes: Though you have taken animal form, your mind is still that of a human. You spend 1 craft to call "resist by craft" any one effect "to Animal" or "to Animal type" where animal type is the type of animal you are, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. For example, if you are struck with "4 damage to animal" you may call "Resist by Craft."

Animal Types

If you wish to change into an animal not represented here, please contact Plot Staff. Even though an Animal Type may be listed, it still must be approved by Plot in your back story.

- Cat
- Mountain Lion
- Raven
- Wolverine
- Fox
- Wolf
- Bear
- Coyote
- Sheep
- *Human* (requires Plot approval)*

Cat

The following skills may only be used while in your animal form.

Animal Bond: Cat

Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a cat. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Cat" traits.

Licking Wounds

Reset: Twilight
Cost: 10
Prerequisite: Animal Bond: Cat
Skill Points: 1 Craft
Notes: Role playing licking your wounds for 3 seconds, and then call "Heal 3 to Self."

Agile

Reset: Event
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Cat
Skill Points: N/A
Notes: When calling an "Avoid" defense, you may call that defense as "Double".

Graceful Balance

Reset: Encounter
Cost: 15
Prerequisite: Animal Bond: Cat
Skill Points: 1 Craft
Notes: Call "Resist by Balance" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

Curiosity Didn't Kill The Cat

Reset: Event
Cost: 15/20/25
Restriction: 2 3 4
Prerequisite: Animal Bond: Cat
Skill Points: 1 Craft
Notes: Cats are by nature curious creatures. If pursuing your curiosity gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your curiosity. You cannot use this to purge a Death effect or a killing blow, but may use it to purge Comatose.

Mountain Lion
The following skills may only be used while in your animal form.

Animal Bond: Mountain Lion
Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a mountain lion. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Lion" traits.

Powerful Swipe
Reset: Twilight
Cost: 20
Prerequisite: Animal Bond: Lion
Skill Points: N/A
Notes: When calling a Damage effect with your claws, you may call that effect "by Massive".

Pounce
Reset: Twilight
Cost: 15
Restriction: 2 3 4
Prerequisite: Animal Bond: Lion
Skill Points: N/A
Notes: When attacking from behind and by surprise, you may call your attack by "Double." For example, if you take an enemy by surprise from behind, and would normally call "5 Damage" you may instead call "Double 5 Damage."

Graceful Balance
Reset: Encounter
Cost: 15
Prerequisite: Animal Bond: Lion
Skill Points: 1 Craft
Notes: Call "Resist" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

Nimble
Reset: Twilight
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Lion
Skill Points: 1 Craft
Notes: Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Raven

The following skills may only be used while in your animal form.

Animal Bond: Raven

Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a raven. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Raven" traits.

Carrion Eater

Reset: Encounter
Cost: 10
Prerequisite: Animal Bond: Raven
Skill Points: 1 Craft
Notes: Place your claw upon something that is dead, and call "Inflict to Dead and Heal 3 to Self" You may only do this once per corpse.

Clever

Reset: Event
Cost: 20/40/60
Restriction: 1 2 3
Prerequisite: Animal Bond: Raven
Skill Points: N/A
Notes: Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect, even if the effect is delivered by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

Ungainly Flight

Reset: Event
Cost: 15/30/45
Restriction: 1 2 3
Prerequisite: Animal Bond: Raven
Skill Points: N/A
Notes: While you can't quite get up to actual flight, you can remain airborne for very short periods, enough to maneuver around certain physical challenges. Call "Imbue by Flight" if you are faced with a jumpy stone pit. You may choose to ignore the effects of the pit and walk freely, as if it were solid, normal ground, unless the pit effects are by Mental Effects, or are by Nightmare, Faerie Magic, Insanity, Horror or Corruption (you may ignore other Special Effects). Once activated, you may use this as often upon the same jumpy stone pit as desired within that encounter. This effect ends if you are Drained, become a Spirit, Die, leave the Encounter, or rest for fifteen minutes. If you encounter a second jumpy stone pit within the same encounter, you would need to use another use of this skill to avoid that pit.

Death's Familiar

Reset: Twilight
Cost: 10
Prerequisite: Animal Bond: Raven
Skill Points: 1 Craft
Notes: You walk close to the Deathlands, and sometimes this gives you protection. You may call "Resist by Craft" to any one effect "to Living" or "to Mortal."

Wolverine
The following skills may only be used while in your animal form.

Animal Bond: Wolverine
Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a wolverine. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolverine" traits.

Fearless
Reset: Encounter
Cost: 15
Prerequisite: Animal Bond: Wolverine
Skill Points: 1 Craft
Notes: You have mastered your fear. You may call "Resist" to any one effect by fear.

Ferocity
Reset: Event
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Wolverine
Skill Points: 1 Craft
Notes: When calling a damage effect with your claws, you may instead call that effect as "Double".

Short Tempered
Reset: Twilight
Cost: 10
Prerequisite: Animal Bond: Wolverine
Skill Points: 1 Craft
Notes: You have a nasty temper that aids you in battle, even as it drives you to a frenzy. Call "Frenzy and Heal 5 to Self". You will first target your enemies, but any friends who get close once you have engaged an enemy are fair game. (Treat this as a normal frenzy once you have engaged your first enemy).

Relentless Pursuit
Reset: Twilight
Cost: 10
Prerequisite: Animal Bond: Wolverine
Skill Points: 1 Craft
Notes: Once you have taken up the fight, you are determined to engage your foe. If struck with a Repel effect, you may call "Resist by Craft" unless the Repel is by Corruption, Nightmare, Faerie Magic, Horror, or Insanity (you may resist other Special Effects).

Fox
The following skills may only be used while in your animal form.

Animal Bond: Fox

Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a fox. You may only bond to one animal.
When you are in animal form, you gain the "Animal" and "Fox" traits.

Clever

Reset: Event
Cost: 20/40/60
Restriction: 1 2 3
Prerequisite: Animal Bond: Fox
Skill Points: N/A
Notes: Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

Hide: Resist Expose

Reset: Event
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Fox
Skill Points: N/A
Notes: You may hide from an "Expose <<by trait>>" unless that Expose is by Corruption, Nightmare, Fairy Magic, Horror, or Insanity (you may hide from other Special Traits). This skill does NOT work against an expose that does not have a trait. Once activated, the skill lasts five minutes, during which time you do not have to respond to an expose by the same trait. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

Nimble

Reset: Twilight
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Fox
Skill Points: 1 Craft
Notes: Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Trickster

Reset: Event
Cost: 10/20/30
Restriction: 1 2 3
Prerequisite: Animal Bond: Fox
Skill Points: N/A
Notes: You enjoy playing pranks, fooling others, or getting the upper hand. Your kind are known as tricksters for a reason. If you succeed in tricking another, you may call "Imbue to Self by Craft" and refresh one Twilight skill.
 You may not refresh the same twilight skill more than once per twilight period, even if you have multiple uses of Trickster.

Wolf
The following skills may only be used while in your animal form.

Animal Bond: Wolf
Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a wolf. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolf" traits.

Challenging Stare
Reset: Twilight
Cost: 15
Restriction: 1 2 3
Prerequisite: Skin Changer
Skill Points: 1 Craft
Notes: You have the uncanny stare of the wolf. Hold another's gaze for three seconds, and call your choice of "By My Gaze, Repel by Fear", "By My Gaze, Slam by Fear" or "By My Gaze, Short Drain by Fear"

Wolf Howl
Cost: 15 CP
Reset: Event
Max Purchase: 1 2 3
Prerequisite: Animal Bond: Wolf
Skill Points: N/A
Notes: Howl for at least three seconds, and then call "By My Voice, Short Repel by Fear."

Pack Support
Cost: 5 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Wolf
Skill Points: N/A (Craft is spent using the heal ability)
Notes: When using a "Heal" ability on one of your close friends, you may instead call that effect as "Double".

Ferocity
Reset: Event
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Wolf
Skill Points: 1 Craft
Notes: When calling a damage effect with your claws, you may instead call that effect as "Double".

Hamstring
Cost: 15 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Wolf
Skill Points: 1 Craft
Notes: You may deliver a crippling strike to your foe. Call "Short Maim by Craft" with your claws.

Bear
The following skills may only be used while in your animal form.

Animal Bond: Bear
Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a bear. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Bear" traits.

Powerful Swipe
Reset: Twilight
Cost: 20
Prerequisite: Animal Bond: Bear
Skill Points: N/A
Notes: When calling a Damage effect with your claws, you may call that effect "by Massive".

Strong
Reset: Twilight
Cost: 15
Prerequisite: Animal Bond: Bear
Skill Points: 1 Craft
Notes: After 3 seconds of role play, call "Purge" to one effect with a Physical trait. Physical traits include Acid, Crystal, Earth, Force, Ice, Metal, Silver, Thorns, Weapon, Web, and Wind. This cannot be used to purge Death, even if delivered by a physical trait.

I Will Protect You
Cost: 15 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Bear
Skill Points: 1 Craft
Notes: Say a short phrase telling the target how you will protect them if they remain by your side (6+ syllables), then touch the target and call "Grant Defense, Guard by Protection." So long as the target remains behind you and within arm or weapon reach, they may call "Guard" to the first weapon or packet attack that strikes them, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. If your target does not understand this skill, you must explain it to them.

Feat of Strength
Reset: Encounter
Cost: 10
Prerequisite: Animal Bond: Bear
Skill Points: 1 Craft
Notes: You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

Coyote
The following skills may only be used while in your animal form.

Animal Bond: Coyote
Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a coyote. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Coyote" traits.

Wisdom
Cost: 15 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Coyote
Skill Points: 1 Craft
Notes: After 3 seconds of roleplay, call "Purge" to one effect with any Mental trait except Madness. Mental traits include Awe, Confusion, Despair, Fear, Inspiration, Trance, and Will. This skill may be used while unconscious or dead, but not while Drained.

Trip
Reset: Twilight
Cost: 10
Restriction: 2 3 4
Prerequisite: Animal Bond: Coyote
Skill Points: 1 Craft
Notes: You may trip another. Call "Slam by Craft" and strike a person with your claws.

Hide: Conceal Item
Reset: Encounter
Cost: 20
Prerequisite: Animal Bond: Coyote
Skill Points: 1 Craft
Notes: You may hide a single item or pouch from a search. With each use of this skill the item
remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

Daredevil
Reset: Event
Cost: 15/20/25
Restriction: 1 2 3
Prerequisite: Animal Bond: Coyote
Skill Points: N/A
Notes: Coyotes like to pull pranks and do foolhardy things, but Coyote is also known for surviving his own foolishness. If doing something dangerous or foolhardy, or pulling a prank, gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your prank or foolishness. You cannot use this to purge a Death effect or a killing blow, but may use it to purchase Comatose.

Sheep

The following skills may only be used while in your animal form.

Animal Bond: Sheep

Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the animal's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a sheep. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Sheep" traits.

Herd Instinct

Cost: 15 CP
Reset: Encounter
Prerequisite: Animal Bond: Sheep
Skill Points: 1 Craft
Notes: Sheep naturally flock together, especially when danger is near, for their only protection is in numbers. If danger threatens and you flock to others forming a group of three or more (they do not need to be witches or sheep) AND you are not in the front line, you may call "Resist by Craft" to any one damage effect that strikes you (via weapon or packet), unless that effect is delivered by Corruption, Nightmare, Insanity or Fairy/Fairy Magic.

Follow The Leader

Cost: 15 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Sheep
Skill Points: 1 Craft
Notes: Sheep naturally have an instinct to follow leaders, elders, or those who seem to know what to do, and they take comfort in that following instinct. If someone is leading you, or trying to get you to follow them, you may call "Purge" to any one Root, Slow, Drain, Agony, Paralyze, or Repel effect that may be preventing you from following your leader.

Ram

Cost: 15 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Sheep
Skill Points: 1 Craft
Notes: If you are within 5 feet of those you consider to be your herd and they are immediately being threatened, you may call "Slam by Craft" with a melee weapon, fists, or claws.

Thick Wool

Cost: 10 CP
Reset: Twilight
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Sheep
Skill Points: 1 Craft
Notes: Your thick wool keeps you warm. You may call "Resist" to any one effect by Cold or by Ice.

Human(this requires explicit plot approval, and is most appropriate for Brer)
The following skills may only be used while in your animal form.

Animal Bond: Human
Reset: Instant
Cost: 0
Prerequisite: Skin Changer
Prop Requirement: A phys rep of the human's skin or something similar
Skill Points: N/A
Notes: You have bonded to the skin of a human. You may only bond to one animal. When you are in human form, you gain the "Human" trait. You do not gain the "Animal" trait.

Bare Hands
Reset: Instant
Cost: 0
Prerequisite: Animal Bond: Human
Skill Points: 1 Craft
Notes: You have fists (green reps) instead of claws.

Understanding the Word
Reset: Twilight
Cost: 15
Max Purchase: 2 3 4
Prerequisite: Animal Bond: Human
Skill Points: 1 Craft
Notes: While in Human form, you gain the ability to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until the end of the current Twilight period, or until you transform back into your natural form.

Writing the Word
Reset: Instant
Cost: 10
Prerequisite: Understanding the Word
Skill Points: 1 Craft
Notes: While in Human form, you gain the ability to Write, as well as to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until you transform back into your natural form.

Faith in the Word
Reset: Twilight
Cost: 10
Max Purchase: 2 3 4
Prerequisite: Understanding the Word
Skill Points: 1 Craft
Notes: While in Human form, you understand the Faith and power in the Written Word. You may choose to call "Resist" to any one effect by Doubt, Confusion, or Madness, or you may spend 1 Craft and take Double the effect from any one healing received by Faith. Call "Imbue by Craft" when doing this. (For example, if you take a Heal 3 by Faith, you would spend 1 craft, call "Imbue by Craft" and instead take 6 points of Healing).

Civilized
Reset: Twilight
Cost: 10
Prerequisite: Animal Bond: Human

Skill Points: 1 Craft

Notes: You are not so easily given to your animal nature. You may call "resist" to any one effect by "Frenzy," even if that Frenzy is by Corruption, Nightmare, Insanity, Horror or Fairy/Fairy Magic. This cannot be used to resist an Anathema Frenzy, however.

12.08a Herbalism and Master Herbalism

A note on Herbs Found During Game

It is assumed that every witch has a supply of herbs that she gathers between events, and that when she uses one of her in game abilities, she draws from that stash. However, additional herbs may be obtained at check in, and may be found as treasure during game play. These additional herbs act as single use items – the player may use these herbs to gain additional uses of her skills, provided she knows the appropriate recipe.

For example, a player with the skill: Herbalist: Healing Salve (a twilight skill), may use the skill as many times per twilight as she has purchased the skill. If she finds a silvermint leaf during the course of game she may use that silvermint leaf to cast Healing Salve one additional time. The leaf is then used up, and the player should place it in the Return Tags Box located in the Cotting house.

Once picked, an herbs expires after about three days. In other words, it will not last from one event to the next. All herbs found as treasure should be turned in at the end of each event.

How to Use the Master Use of a Potion

Through the understanding of her craft, a wood witch is able tease better effects out of a potion. She holds the bottle in her hand, spends 1 Craft, and states: "Imbue by Craft". The potion is then administered to a target or handed to that target to drink. The potion must be imbibed within seconds, before any other action is taken, or the effect fades and the potion becomes normal again.

Note: This is a flavor rule. It is meant to promote a certain feel and to promote game balance. Please don't abuse it.

Recipe: Ailment Kit

Cost:	Free
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings
Notes:	You can create an Ailment Kit, which holds the common medicines needed to treat simple ailments such as the common cold, headaches and the like. The Ailment kit is an in-game mechanic used to explain an out of game first aid kit. It has no in game effect. Anyone can have a first aid kit, even if they don't have this skill – this is just a mechanic.

Recipe: Glamboo Stick

Cost:	Free
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Ingredients:	Glamboo
Notes:	You can use the flower a Glamboo plant to create a source of light.
Raw Use:	No skill is required in order to "activate" a Glamboo Stick and create light. It *is* an herbal recipe, however, so it is included here.

Recipe: Herbal Hand Warmers

Cost:	0
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings

Notes:	None
Prepared Use:	These small herbal packets radiate heat, which may be used to keep extremities warm in adverse weather.
Master Use:	None

Recipe: Acid Splash, Weak

Cost:	1
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Fibergrass
Notes:	The weak acid splash is usually contained within a specially treated egg shell.
Prepared Use:	You can throw the Weak Acid Splash at a target. Throw the packet and call, "1 Damage by Poison."
Master use:	You can throw the Weak Acid Splash at a target. Throw the packet and call, "2 Damage by Poison."

Recipe: Acid Splash, Strong

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Fibergrass, Poison Bestos Vine
Notes:	The Strong Acid Splash is usually contained with a specially treated egg shell.
Prepared Use:	You can throw the Strong Acid Splash at a target. The call is: "2 Damage by Poison."
Master use:	You can throw the Strong Acid Splash at a target. The call is: "4 Damage by Poison."

Recipe: Agility Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Rare Clippings, Joe Bean
Notes:	Agility Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Reflex. This effect lasts until it is used, or until you rest."
Master Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 2 Reflex. This effect lasts until it is used, or until you rest."

Recipe: Blade Poison

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Venom Sap
Notes:	You can distill the sap of some trees to create a blade poison.
Prepared Use:	You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands does 1 more point of damage than normal, unless negated by a defense."
Master use:	You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands does 2 more points of damage than normal, unless negated by a defense."

Recipe: Cure Disease Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings, Sickle Vine
Notes:	You can create a potion that will cure most common disease effects.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Disease by Poison."

Master Use:	None.

Recipe: Cure (Specific) Disease Potion

Cost:	3 per specific cure
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Rare Clippings, Sickle Vine, (Varies)

Notes: You can create a potion that will cure one specific uncommon disease effect. For each uncommon disease effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known diseases to be "common".

Prepared Use:	None.
Master Use:	Varies.

Recipe: Cure Poison Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings, White Fir
Notes:	You can create a potion that will cure most other common poison effects.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Poison by Poison."

Master Use:	None.

Recipe: Cure (Specific) Poison Potion

Cost:	3 per specific cure
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings, White Fir, (Varies)

Notes: You can create a potion that will cure one specific uncommon poison effect. For each uncommon poison effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known poisons to be "common".

Prepared Use:	None.
Master Use:	Varies.

Recipe: Dream Potion

Cost:	3
Reset:	Instant

Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Purple Lotus, Black Lotus
Notes:	You can create a potion that will allow the target to experience clear and vivid dreams.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you experience strange and confusing dreams. These dreams leave you tired but without clear memory of what they were about."

Master Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will experience vivid dreams. These may or may not have meaning. Instructions may follow."

Recipe: Dreamless Slumber Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Uncommon Clippings, Black Lotus, Purple Lotus
Notes:	You can create a potion that will limit the target's ability to dream.
Prepared Use:	None.

Master Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will not dream." This lasts until the following morning after this is imbued, and may be removed with a Cure Poison or Cure Craft effect.

If you are a Sandman and you drink this potion, you should roleplay exceeding difficult in using any Dream-related skill and a distressing difficulty in reaching the Slumberlands. (This is roleplay only, and will not affect the actual ability to use your skills unless you choose to have it occur, or staff tells you otherwise). If you take an Imbue by Dream or Inflict by Nightmare, please inform staff that you have imbibed this potion, as it may or may not have an effect depending on the nature of the delivery of the imbue/inflict.

Recipe: Healing Salve

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Silvermint Leaf
Notes:	You can mix a Healing Salve.

Prepared Use: You will receive a card that states, "If you have the First Aid or the Herbalist skill, you may apply this salve to a target and call: Heal 2 by Poison."The healing salve is consumed in this process.

Master Use: You can hold a Healing Salve, expend 1 Craft and call: Imbue by Craft. You may then apply the salve (touch a packet to your target) and call: Heal 4 by Craft. The healing salve is consumed in this process.

Recipe: Health Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Silvermint Leaf, Tufnut
Notes:	You can brew a Potion of Health.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant 1 Protection by Craft. This effect lasts until you rest."

Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant 2 Protection by Craft. This effect lasts until you rest."

Recipe: Love Potion

Cost:	1
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Uncommon Clippings, Fool's Tongue
Notes:	None.

Prepared Use: This potion is extremely difficult to mix. If an herbalist other than a master attempts to do so, they receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. You must babble for five minutes, after which, you grow ill with nausea and remain ill until you are able to rest."

Master Use: You receive a card that states: "If you drink this potion you take the effect: Inflict by Poison. You have sudden and powerful feelings of romantic attraction toward the first person of the appropriate sex that you see. This is a roleplaying choice - you can ignore it (call: Resist!) or accept it. Do what you'd most enjoy."
Note: Use of this potion is against the King's Laws.

Recipe: Magic Potion

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Rare Clippings, Trope Weed
Notes:	Magic Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	None

Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Magic Skill Point. This effect lasts until it is used, or until you rest. In your PEL you must admit to taking this potion."

Recipe: Paralyze Splash

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings, Sticky Goo
Notes:	The Paralyze Splash is usually contained with a specially treated egg shell.
Prepared Use:	None

Master Use: You can throw the Paralyze Splash at a target. The call is: "Paralyze by Poison."

Recipe: Resist Cold Potion

Cost:	2
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Cottonglove
Notes:	You can create a potion that will protect against the effects of freezing.

Prepared Use: You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Shield Cold." This effect lasts until it is used, or until you rest.

Master Use: You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Resist Cold." This effect lasts until it is used, or until you rest.

Recipe: Resist Disease Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Sickle Vine
Notes:	You can create a potion that will protect against disease.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect, "Grant Defense by Poison: Shield Disease. This affect lasts until it is used, or until you rest."

Master Use: You receive a card that states: If you drink this potion you take the effect, "Grant Defense by Poison: Resist Disease. This affect lasts until it is used, or until you rest."

Recipe: Resist Heat Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Firelick
Notes:	You can create a potion that will protect against the effects of extreme heat.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Fire. This effect lasts until it is used, or until you rest."

Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Fire. This effect lasts until it is used, or until you rest."

Recipe: Resist Poison Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Springvart, White Fir
Notes:	You can create a potion that will protect against poison.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Poison. This effect lasts until it is used, or until you rest."

Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Poison. This effect lasts until it is used, or until you rest."

Recipe: Resist Slow Potion

Cost:	2
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Springvart, Joe Bean
Notes:	You can create a potion that will protect against slow effects.

Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Slow. This effect lasts until it is used, or until you rest."

Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Slow. This effect lasts until it is used, or until you rest."

Recipe: Smelling Snaps

Cost:	1

Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Common Clippings, Bittersnap

Notes: You can mix a packet that, when broken and touched to an unconscious target, will instantly wake that target up. The target will be exhausted, but will recover quickly.

Prepared Use:	None
Master Use:	The call is "Heal 1 and Short Drain to Unconscious."

Recipe: Strength Potion

Cost:	1
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Common Clippings, Tufnut, Vigor Root

Notes: Potions of Strength are somewhat addicting. Players must admit to imbibing the potion in their PEL.

Prepared Use:	None.
Master Use:	You receive a card that states, "If you drink this potion, take the effect: Grant Ability by Craft, Feat of Strength. You are also granted a single, special point of Endurance that can ONLY be used to perform the feat of strength. The effect lasts until the end of the encounter, or until you rest."

Recipe: Underwater Breathing Potion

Cost:	3
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings, Gilly Weed
Notes:	You can create a potion of underwater breathing.
Prepared Use:	None.
Master Use:	You receive a card that states, "Drinking this potion allows you to breathe underwater. It lasts until the encounter ends or you rest, whichever comes first. This potion does NOT affect underwater movement."

Recipe: Weakness Poison

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Pokeweed
Notes:	You can distill the sap of some trees to create a blade poison.
Prepared Use:	You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands or is negated by defense, call "Short Weakness by Poison."
Master use:	You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands or is negated by a defense, call "Weakness by Poison."

Recipe: Weakness Splash

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon

Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings, Pokeweed
Notes:	The Weakness Splash is usually contained with a specially treated egg shell.
Prepared Use:	You can throw the Weakness Splash at a target. The call is: "Short Weakness by Poison."
Master Use:	You can throw the Weakness Splash at a target. The call is: "Weakness by Poison."

Recipe: Willer Bark Tea

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Willer Bark, Springvart
Notes:	You can brew a dose of Willer Bark Tea.
Prepared Use:	You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Shield Agony." This effect lasts until used, or until you rest.
Master Use:	You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Resist Agony." This effect lasts until used, or until you rest.

Recipe: Youth Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Rare Clippings, Aulderberry
Notes:	None.
Prepared Use:	None
Master Use:	You receive a card that states, "If you drink this potion, you take the effect: Imbue by Craft: Youth. Indicate in your PEL that you have imbibed this potion."

11.9   Man of Science Skills

"The point is, with the right amount of genius and a touch of perceived insanity,
science can conquer anything."
~~Brainiac 5

"Science and magic are opposite sides of the same coin, my friend."
~~Socks
"Science is both sides of the coin.
Magic is the idiot pretending to pull the coin out of my ear."
--Scratch Fury

Outlook

Science is out of fashion on the Written World. There is no denying it exists, and is real, but it and its applications are slowly being replaced by the more modern ways of magic. Men of Science know that they are studying a dying art. At the same time, the art is dying, not dead. The applications of Science can be found everywhere. Weapons fueled by bottled lightning are items to be feared. The streets of Farraway and parts of Collamoor are lit by powered networks. The tracks of the Red Castle Railway cross the land and only now has the last locomotive been decommissioned.

Those who love Science are passionate, and will not let it go without a fight. They are frantic in their expression, often surrounded by the smell of ozone, burnt hair, or the reek of some explosive aftermath. They are a wild-eyed, crazy, and often misunderstood bunch. Their numbers are few, and growing fewer with each explosion or passing year, but no culture would be complete without them.

They often believe there has to be a explanation for everything, and their curiosity as to *why* and *how* often lead them down the proverbial rabbit hole. If there isn't an invention or gadget to do something, you can believe that a Man of Science will figure out a way to make one. The mistakes, mishaps, and occasional explosions along the way are part of the learning process. Men of Science embrace their mistakes, because they know there can be no true learning without it. If you want to play it safe, be a Magician. If you want to understand what human ingenuity can do, that's where Science! has its calling.

Man of Science Garb

Men of Science are heavily influenced by the steampunk genre (excepting of course that gadgets are typically powered by bottled lightning, and not steam), and anything that looks appropriately steampunk should be considered appropriate for Cottington Woods as well. Costuming for Men of Science can, if desired, be Victorian era clothing, though you should take care not to make it look too modern.

On the Appearance of Gadgets

Gadgets should be repainted in hues of silver, copper or wood. Other, more specific notes are included under each gadget.

A Note on Men of Science vs. Rogues

While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill.

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the Phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

A Note on Zap ("Bottled Lightning")

Zap is crystallized lightning, often colloquially called "Bottled Lightning." Men of Science gather zap using Lightning Rods (see skills below), or by collecting it from natural sources such as elemental spirits of lightning. We removed the need to collect zap during the Tales from the Cotting House game, but we are bringing that need back for Cottington Woods: The Final Tale.

A Note on Magic and Science:

While one *can* be both a Magician and Man of Science, the two of them are, in many ways, opposed to one another, and spending too much time studying Science might make it difficult to cast spells if they think too much about the impossibility of what they are doing or trying to figure out the science behind it; and vice versa, too versed in Magic, Science might not make "sense." This is a roleplaying effect for the most part, but one with both headers should understand that to be good at both, one must also be good at not thinking too hard about what they are doing.

Note: Schematics Skills versus Gadget Skills

Gadget skills allow the Man of Science to use an existing gadget, while Schematics skills allow the Man of Science to actually build the item. It is not required that a Man of Science have both skills. A Man of Science who does not know how to build his own tools is often referred to as a "gadgeteer", which is typically a derogatory term.

A Brer could be a "Gadgeteer" but could never be a "full" Man of Science, as you must be able to Read & Write to be able to Read and Create Schematics.

Man of Science Skills

Skill: Brain Waves

Character Points:	5,10,15		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	None		

Notes: Skill points represent the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Read Schematic

Cost:	Free
Reset:	Instant
Prerequisite:	Man of Science header, Read and Write

Restriction:	None
Skill Points:	None
Notes:	This free skill is known by all Men of Science. You may read schematics that you find

during the event, and learn to build the item it describes. You must spend fifteen minutes studying the schematic and, if the proper phys rep is present, may build the gadget. After the event, character points will be deducted from the character to reflect the purchase.

Create Schematic/Reverse Engineer

Cost:	10
Reset:	Between Event
Prerequisite:	Schematic: Read Schematic
Restriction:	None
Skill Points:	None
Notes:	Between events, you may attempt to invent a new schematic. Pending plot approval, you

may then purchase the schematic, and build it for the next event. Invented gadgets are "owned" by the inventor, and cannot be duplicated by another player for two events after they are first designed. After the second event, the gadget may be reverse engineered and learned by any Man of Science with this skill.

Alternately, between events, you may study or reflect on the design of a gadget you have seen, and then attempt to build it. There is no guarantee the attempt will succeed, and some gadgets are simply too complicated (game balance and the ability to rep a gadget may get in the way).

Note that a gadget, when first invented, might not work entirely as the Man of Science might wish, and that several uses of this skill might be required to work out the bugs. Of course, the Man of Science might be satisfied with the results of his invention long before a non-Man of Science would deem it safe.

Use of this skill does not count against your 1 Active Use Between Events/Info skill use.

Gadgets: Manipulate Gadget

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	This skill is to Men of Science what Pick Locks and Disarm Traps are to Rogues. When

you come across a gadget, you may attempt to manipulate it, repairing it or otherwise utilizing the gadget's function.It also allows the PCs to read any tags that may be present on an existinggadget.

Locks: Pick Locks

Character Points:	15
Reset:	Instant
Prerequisite:	Roguery Header or Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may attempt to pick a lock. You may also read any tags that may be present on a

lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

Traps: Disarm Traps

Cost:	10
Reset:	Instant
Prerequisite:	Rogue of Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may attempt to disarm a trap. You may also read any tags that may be present on a

trap.

Doctor of Science

Cost:	10
Reset:	Encounter
Prerequisite:	Rogue or Man of Science header
Restriction:	None
Skill Points:	1 Science

Notes: You may diagnose the trait, "Science."   You may also use this skill to cure science, but you need an appropriate prop or props (for example, a stethoscope and a reflex hammer, or syringe prop, or some kind of hand-held medical device that perhaps zaps an individual. Feel free to be creative). You may spend 30 seconds roleplaying curing the patient, and then call, "Cure Science by Science."

Experimental Resistance

Cost:	5		
Reset:	Event		
Prerequisite:	Man of Science header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You are well-used to your experiments going awry and have prepared for them. You may call "Resist by Science" to any one "by Science" effect, per event per time bought.

Focused on Science

Cost:	15		
Reset:	Event		
Prerequisite:	Man of Science header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: You become so focused on your science experiments, that you can tune out anything that would seek to distract your mind from the experiments at hand. While manipulating a Gadget, you may call "Resist" to any one Mental effect (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, and Will).

Held Together by Du.C. T.A.P.E.

Cost:	15		
Reset:	Twilight		
Prerequisite:	Gadget: T.A.P.E.		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Prop Required:	Duct Tape		

Notes: Men of Science are skilled at getting their gadgets to work in adverse situations. If a gadget being used by a Man of Science suffers from a "Destroy" effect, the Man of Science can spend 3 seconds roleplaying wrapping their device with Duct Tape and call "Repair by Science." The item will remain repaired for the duration of the Encounter, but will require a full repair after the Encounter ends to keep it working.

This cannot be used to Repair Protective or Powered Clothing, unless those received a "Destroy" effect.

Give it a Good Kick

Cost:	20		
Reset:	Event		
Prerequisite:	Manipulate Gadget		
Restriction:			
Season:	**1**	**2**	**3**

Max Purchase: 1   2   3
Skill Points: None
Notes: Every Man of Science knows that sometimes their gadgets have a will of their own, and that in desperation situations when a device won't work, sometimes the proper amount of pleading or a good kick will get the Gadget to work as desired. Once per event, you may plead, shake, kick, or otherwise roleplay trying to get a Gadget to work, and then may use that Gadget once even if you are out of Brain Waves and Zap. If used on an event skill, this only replaces the needed Brain Waves or Zap but does not give you an extra use of the skill.

Schematics

Schematics: Simple Tools

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct simple tools. These tools represent almost every tool a Man of Science needs to build gadgets. There are four advanced tools utilized by Men of Science (see below). This schematic does not cover the construction of those tools.

Phys Rep: These items vary, and players are welcome to use their imagination. Most likely these tools will only ever be used off screen.

Schematics: Crosshaired Torque Shank

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a crosshaired torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A crosshaired torque shank may look like a normal phillips head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small phillips head screwdriver. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Tapered Torque Shank

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a tapered torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A tapered torque shank may look like a normal flathead head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain wavesto perform its various functions.

Phys Rep: A flat head screwdriver. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Long Handled Force Driver

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a long handled force driver. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A long handled force driver may look like a normal hammer, but is actually far more advanced, utilizing the harmonics of the character's brain wavesto perform its various functions.

Phys Rep: A small hammer. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Variable Capacity Grip Crank

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a variable capacity grip crank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A variable capacity grip crank may look like a normal adjustable wrench, but is actually far more advanced, utilizing the harmonics of the character's brain wavesto perform its various functions.

Phys Rep: A small adjustable wrench. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Lightning Bottle

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a bottle to hold units of zap. A lightning bottle is used to collect or hold units of zap, where zap is represented using marbles (that we will provide).

There are two types of bottles, and this schematic details the construction of both. The first bottle is connected to a lightning rod, and is used to collect zap, or units of bottled lightning. The second type of bottle carries a character's collection of bottled lightning.

Phys Rep: The smaller lightning bottles should be large enough to hold two marbles and a tag (just in case). The bottle should be sealable, so that the marbles do not fall out if the container is jostled. The second bottle can be as large or as small as he likes. Obviously the larger the bottle the more zap the bottle can hold, so a bottle able to contain about a dozen of the electrified beads is fine.

Schematics: Lightning Rod

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a lightning rod.

Phys Rep: A basic lightning rod may be fashioned from a stick around three feet tall, with a basket or bottle at the top that can hold the captured lighting and any associated tags.

Schematics: Magnetic Attractor

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a device to attract lightning elementals.

    Phys Rep: This device can be anything, but should be expendable, in that it is typically tossed away for the elemental to chase and collect. The device will be returned (out of game) at the end of the event (or earlier, if it can be arranged).

Schematic: Chemical Bow

Cost:	5
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a chemical bow.

    Phys Rep: Chemical Bows are represented by NERF guns that have been painted to remove all trace of the neon yellow, green, or other modern colors and designs. They should instead be painted in tones reminiscent of wood or metal. The rep should be a pistol or rifle, and should be a single shot weapon or used as a single shot weapon. The weapon should have a receptacle in which to place zap, and, like lightning bottles the receptacle should be able to be closed and sealed so that any contained zap does not fall out as the weapon is jostled. Additional schematics and skills might modify the weapon in other ways.

Schematic: Overcharger (Overcharge Bottle)

Cost:	3
Reset:	Instant
Prerequisite:	Schematic: Chemical Bow
Restriction:	None
Skill Points:	None
Notes:	You may construct an overcharger to be added to a chemical bow.

    Phys Rep: Overchargers are added to chemical bows so that the weapon may fire larger amounts of damage in a single shot. The item is represented by using a "bottle" large enough to hold two marbles instead of the normal one. Normal shots can be fired from the overcharge bottle -- the weapon does not need to have two bottles.

Schematic: Freezer Coil

Cost:	3
Reset:	Instant
Prerequisite:	Schematic: Chemical Bow
Restriction:	None
Skill Points:	None
Notes:	You may construct a freezer coil, which can be added to different types of items to convert lightning into ice.

    Phys Rep: A freezer coil is represented by a large spring which is attached to the side of the item being modified.

Schematic: Protective Clothing

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a suit of protective clothing, a heavy sort of garb worn by Men of Science to protect them when their tinkering goes awry.

Phys Rep: Protective Clothing is the equivalent of light armor. With that in mind, it can be anything, so long as it is decorated in such a way to distinguish it from normal armor.

Schematic: Powered Clothing

Cost:	2
Reset:	Instant
Prerequisite:	Schematic: Powered Clothing
Restriction:	None
Skill Points:	None
Notes:	You may construct a suit of powered clothing, a heavier sort of garb worn by Men of Science to protect them when their tinkering goes really awry.

Phys Rep: Protective Clothing is the equivalent of medium armor, although due to the Man of Science's way of building things, it typically looks a lot more bulky. It must be distinguishable from normal armor.

Schematic: Grounding Boots

Cost:	2
Reset:	Instant
Prerequisite:	Schematic: Protective Clothing
Restriction:	None
Skill Points:	None
Notes:	You may construct a pair of Grounding Boots, which can protect a character from attacks by lightning.

Phys Rep: Grounding Boots may be any kind of decorated footwear.

Schematic: Glow Torch

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a glow torch.

Phys Rep: A glow torch can be represented using a diffused flashlight.

Note: Glow torches do not require any skill to use, and can be used by any character.

Schematic: Chemical Bandage

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a Chemical bandage, which can be prepared and later used to heal an injured character

Phys Rep: A chemical bandage can be represented using any non-dangerous plastic syringe.

Schematic: ReLifer Box

Cost:	5
Reset:	Instant
Prerequisite:	Schematic: Chemical Bandage
Restriction:	None
Skill Points:	None
Notes:	You may construct a ReLifer Box, which can be used on a target who has bled out, but has yet to depart, in an attempt to shock that person back to life.

Phys Rep: Second to the Chemical Bow, the ReLifer box is the most complex of the gadgets utilized by the Men of Science. It must weigh at least five pounds, with holes in the surface to fit three Chemical Bandages. There

must be a bottle to hold a single zap. Cables or cords must extend from it, and these should have some way to connect to the dead target.

Schematic: Wave Lock

Cost:	4
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a Wave Lock - that is, a lock that can only be opened by the Man of

Science who built it, by utilizing the pattern of his own brain waves.

Phys Rep: At the heart of the design should be a combination lock (though it should be disguised at least by putting the lock inside a box of some sort). The only way through the lock is to know (or discover) the combination. A tag will be attached to the front of the Wave Lock stating that those using a Brain Wave Attunement Box may open the tag. Opening the tag should reveal the first two digits of the three digit combination. Remember that no lock should ever really be used to seal shut a container or door, but should be beside the real opening mechanism.

Schematic: Brain Wave Attunement Box

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a Brain Wave Attunement Box - that is, box that allows a Man of

Science to attune his Brain Waves to the Brain Waves of a Wave lock, thereby allowing him to attempt to open it.

Phys Rep: This should be a box, container, or hand-held device that has attachments that can be put onto a Wave Lock, and attachments that attach to the Man of Science's head.

Schematic: Crystal Power Grid

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may design and build a Crystal Power Grid, which in turn is used to provide

lightning powered lighting and functions to a town or portion of a city.

Phys Rep: Outdoor electrical lighting such as Christmas lights, and diffused indoor lights could be used to represent a Crystal Power Grid.

Schematic: Adler's Chemical Stabilizer

Cost:	2
Reset:	Instant
Prerequisite:	Schematic: Chemical Bandage
Restriction:	None
Skill Points:	None
Notes:	You may construct aAdler Chemical Stabilizer, which can be prepared and later used to

stabilize up to three unstable targets.

Schematic: The Burgess Phenological Investigatonator

Cost:	2
Reset:	Instant
Prerequisite:	Create Schematic, Diagnose Mental
Restriction:	None
Skill Points:	None

Notes: This is a Gadget designed by a Doctor of the Asylum, and requires both Man of Science and the ability to determine ailments of the mind (Diagnose Mental). You may construct a gadget to diagnose the attack traits "Imagination", "Dreaming" or "Nightmare".

Phys Rep: This device works best when created in the shape of a helmet or headband. It must be in contact with the target's head in order to function.

Schematic: The Burgess Phantasm Disruptenator

Cost:	5
Reset:	Instant
Prerequisite:	Schematic: The Burgess Phenological Investinatonator, Diagnose Mental
Restriction:	None
Skill Points:	None

Notes: You may construct a gadget that allows one who is wearing it when sleeping to not experience bad dreams. This won't stop Nightmares caused by Terrors, though it may lessen the effect of them When placed upon the head of a dreamer into whose dream you are going, it may help to deal with nightmares that are intruding into their dreamspace.

Phys Rep: This device must be an obvious attachment to the The Burgess Phenological Investigatonator. It must be in contact with the target's head in order to function.

Schematic: The Burgess Phantasm Disruptenator Enhancentor

Cost:	5
Reset:	Instant
Prerequisite:	Create Schematic, Schematic: The Burgess Phantasm Disruptenator, Diagnose Mental
Restriction:	None
Skill Points:	None

Notes: You may construct an enhancement onto The Burgess Phantasm Disruptenator to specifically disrupt nightmares that match the pattern of the Harrow. This can still be used to disrupt other nightmares as per the original schematic, but this enhancement causes greater effects against nightmares that match this attachment.

Phys Rep: This device must be an obvious attachment to the TThe Burgess Phantasm Disruptenator. It must be in contact with the target's head in order to function.

Schematic: P.E.T.T.I.N.G. Device

Cost:	5
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a Pulse Energy Transference Tactical Initiating Glove..

Phys Rep: This gadget should resemble a fancified glove. It should have a receptacle to contain a unit of zap. A typical P.E.T.T.I.N.G. Device will be able to switch between delivering an agony effect and a 3 damage, and so should have a knob that can turn to indicate the desired effect.

Schematic: Carce's Zap DeChaosificator Mk2

Cost:	2
Reset:	Instant
Prerequisite:	Schematics: Lightning Rod
Restriction:	None
Skill Points:	None

Notes: You may construct a belt worn DeChaosificator.

Phys Rep: A DeChaosificator is a device that is worn on the belt. It should look like a confusing piece of steampunk-like technology, complete with silver of copper wires and maybe a few vacuum tube looking crystal bits. It should be at least 5 inches wide by 7 inches long.

Schematic: Chemical B.U.L.L.E.T(Chemical Bow Under Lethalizing Lateral Ejection Turret)

Cost:	3
Reset:	Instant
Prerequisite:	Schematics: Chemical Bow
Restriction:	None
Skill Points:	None
Notes:	You may construct a chemical B.U.L.L.E.T., which can be added to a chemical bow and used to fire less damaging shots "by weapon"
Phys Rep:	A Chemical B.U.L.L.E.T. is a tube, or barrel, that is attached to the side of an existing chamical bow.

Schematic: Chickadee's Lightning Coil

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may construct a lightning coil, which when struck against objects can damage them "by lightning".
Phys Rep:	Chickadee's Lightning Coil is a copper/blue coil that is attached to the physical weapon in question. If it is on the striking surface, it must be boffer safe. If it is in the pommel or handle, it may be illuminated or otherwise fancy.

Schematic: Chickadee's Lightning Coil Zapper

Cost:	3
Reset:	Instant
Prerequisite:	Schematic: Chickadee's Lightning Coil, Schematic: P.E.T.T.I.N.G. Device
Restriction:	None
Skill Points:	None
Notes:	You may construct a lightning coil, which when struck against objects can damage them "by lightning".
Phys Rep:	Chickadee's Lightning Coil is a copper/blue coil that is attached to the armor (Protective or Power Clothing) it may be illuminated or otherwise fancy.

Schematic: Gottfried's Repellinator (Skunk Spray)

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	Allows you to construct a device that uses skunk scent to create a noxious cloud that repels people..
Phys Rep:	Gottfried's Repellinator must be a box, large container or other type of large hand-held device with a nozzle that makes it clear that you are spraying something. It could also be worn on the belt but with a long tube and nozzle.

Schematic: Featherstone's Splintinator Boots

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may construct a pair of Splintinator Boots

Phys Rep: Splintinator Boots typically have visible parts that extend up the leg to the thigh, but these parts can be run under the top layer of clothing and therefore remain invisible. The boot itself should have some sort of gadget attachment - it should be clear it represents some sort of gadget.

Schematic: Igor's Little Zap Stone

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None

Notes: You infuse a small glass bubble or other type of device with a bit of zap, which when thrown will explode to cause a brief zap of pain to the person it strikes.
Phys Rep: Throwing weapons that are designed to look like glowing glass balls/bubbles, or packets explicitly designed to look as if they are glowing.

Schematic: Kline's Lilac Mechanism type-1

Cost:	0
Reset:	Instant
Prerequisite:	Kline's Zap Restrictor Assembly
Restriction:	None
Skill Points:	None

Notes: You may construct a zap charged warming coil. This device slowly releases the energy of a single zap to create heat in a small area, like a pocket, pair of cupped hands or wings.
Phys Rep: a chemical, electric, or reusable hand warmer

Schematic: Kline's Zap Restrictor Assembly MK2 (Undercharger)

Cost:	2
Reset:	Instant
Prerequisite:	Schematic: Overcharger (Overcharge Bottle)
Restriction:	None
Skill Points:	None

Notes: You may construct an Under Charger to be added to a chemical bow.
Phys Rep: Underchargers are added to chemical bows so that the weapon may fire many smaller bolts instead of a single larger shot. The item is represented by attaching a wire assembly to the side of an existing chemical bow.

Normal shots may be fired from the undercharge bottle -- the weapon does not need to have two bottles. However, once an undercharger is used, all shots from those zap must be used or lost. In other words, you cannot fire a shot for "2 damage by Lightning", and then fire a shot for "3 Damage by Lightning" unless you first roleplay emptying the bottle and then filling it with a new zap.

Schematics: Quinn's Smoker Box

Cost:	0
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

Notes: You may construct a box that produces a great deal of smoke. This is useful for the subdual of bees, the obfuscation of pathways or the sending of smoke signals, but not much else.
Phys Rep: This needs to be a box or large container with a nozzle, ideally designed to look as if you are burning something in the container with a nozzle from which smoke comes out.

Schematics: T.A.P.E.

Cost:	0
Reset:	Instant
Prerequisite:	Man of Science header

Restriction:	None
Skill Points:	None
Notes:	You may use the extract from a Sticky Goo mushroom to create T.A.P.E. (Temporary

Adhesive Plant Extract), which can be used as a tool when building or modifying other gadgets. With two Sticky Goo mushrooms, you may create Du.C.T.A.P.E. (Durable Cohesion Temporary Adhesive Plant Extract).

Phys Rep: T.A.P.E. is usually represented using a roll of black electrician's tape. Du.C.T.A.P.E. is usually represented by a roll of Duct Tape.

Gadgets

Gadget: Lightning Rod

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave
Zap Required:	0
Notes:	You know how to use a Lightning Rod to collect units of zap. This device is placed

outdoors, a safe distance from any buildings. The more open the area, the more luck the rod will have in collecting lightning. Collecting lightning is a hazardous chore, since while lightning rods typically attract lightning, they also attract unstable charges, and have a nasty habit of attracting lighting elementals. A single lightning collector will typically collect a single unit of zap, but occasionally an overcharge (two zap) is collected.

Lightning Rods will always be filled at game opening, and will continue to collect zap throughout the event. You should check the lightning rod every few hours. Any tags should be read before the lighting is collected.

Gadget: Magnetic Attractor

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave
Zap Required:	0
Notes:	You know how to use a Magnetic Attractor to attract lightning elementals. You strike the

elemental with a packet and states, "Inflict to elemental by magnetic attractor." This does not work if the elemental is engaged in combat or otherwise distracted. The elemental should be drawn to the gadget, and the Man of Science would do best to toss the gadget aside before the elemental reaches him and attempts to take it away. In most cases, the elemental will take the attractor, devour it, and wander off, sated. If the elemental is not attracted to the gadget, then no Brain Waves are spent

Gadget: Chemical Bow

Cost:	15
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave
Zap Required:	1
Notes:	You know how to use a chemical bow. You may call "3 damage by lightning" and fire

the weapon, expending 1 zap and 1 Brain Wave. The target takes the damage if the bolt hits. Regardless of how long the NERF gun takes to reload out of game, IN game it must take at least ten seconds, during which the character must unload the spent zap, reload the new zap, and reload a new bolt. Take your time with this – it's a flavor thing. Also, even if the NERF weapon is capable of carrying many shots out of game, a chemical bow cannot carry more than one shot at a time in game. You may keep the weapon loaded full of darts, but you must at least role play reloading between each shot.

Gadget: Overcharger

Cost:	15
Reset:	Twilight
Prerequisite:	Gadget: Chemical Bow, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	+1 (Total of 2)

Notes: You know how to fire a great shot from a chemical bow. You may call "5 damage by lightning" and fire the NERF gun. The target takes the damage if the bolt hits. This shot takes only 1 Brain Wave, but it requires the use of two bottled lightning. An overcharge takes no more time to reload than a regular shot, except that two marbles must be deposited into the bottle instead of one.

Gadget: Freezer Coil

Cost:	10
Reset:	Twilight
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	no additional

Notes: The skill used is determined by what you attach the Freezer Coil to. Typically the item is a chemical bow, in which case the damage is called "by ice" instead of "by lightning". Freezer coils are used to make cold boxes, which have no in game effect, and so cost no Brain Waves when used. When attached to armor (Protective or Powered Clothing), a Freezer Coil grants a Resist vs. Fire as a twilight ability.

Gadget: Protective Clothing

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	no additional

Notes: You may wear Protective Clothing, which grants the equivalent of 1 point of armor. Protective clothing, when damaged, requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of role play each – and master forges do not affect the Man of Sciences time to repair).

Gadget: Powered Clothing

Cost:	15
Reset:	Instant
Prerequisite:	Gadget: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	1 at the beginning of the event / first use

Notes: You may wear Powered Clothing, which grants the equivalent of 2 points of armor. Powered clothing also requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of role play each – and master forges do not affect the Man of Sciences time to repair.)

Gadget: Grounding Boots

Cost:	10
Reset:	Encounter
Prerequisite:	Gadget: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	0

Notes: You may wear Grounding Boots, which grant the Man of Science a Resist vs. Lightning with the expenditure of one Brain Wave.

Gadget: Chemical Bandage

Cost:	10
Reset:	Twilight
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	0

Notes: With a chemical bandage, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to heal another target. You draw life essence from a target using the syringe, stating, "Agony and 2 Damage by Science." You expend a Brain Wave and create a Chemical Bandage. You may use that Chemical Bandage on a second target, stating, "Agony and Heal 1 by Science." The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the bandage to heal the second target does not.

A Man of Science may only carry five Chemical bandages at a time.

Gadget: ReLifer Box

Cost:	30,60,90
Reset:	Event
Prerequisite:	Gadget: Chemical Bandage, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	1

Notes: ReLifer Boxes are too heavy to carry around, and usually will be left in a cabin or central location in case they are needed. If a target falls and has bled out, you may attempt to revive him using the gadget. You must slide a Chemical bandage into each of the three holes in the box made for that purpose. Loads a charge of zap into the bottle. Finally you must run the cords from the box to the target. Shout (in your best Mad Scientist voice, if you wish!), "Cure Death and Drain by Lightning. By My Voice, Agony by Lightning."

Gadget: Wave Lock

Cost:	25
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave to seal, none to open
Zap Required:	0

Notes: You may seals shut a Wave Lock by focusing your will and spending a Brain Wave. The lock is attuned to the pattern of your Brain Wave, and you can open it without using another Brain Wave. Without the correct Brain Wave, the lock will not open.

Gadget: Brain Wave Attunement Box

Cost:	25
Reset:	Event
Prerequisite:	Gadget: Wave Lock, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave to activate device
Zap Required:	1

Notes: You may use a Brain Wave attunement box to change the attunement of your brain waves to match those of another brain wave pattern, for the purposes of opening a Wave Lock. Using a Brain Wave Attunement box, you must attach it to the device/lock and then attach it to your head. Spend 2 minutes of uninterrupted concentration to attune your brain waves to the box. You may then read the tax for Brain Wave Attunement, and attempt to solve the final combination number. The device must remain attached during this time.

Once you remove the device, you are Drained for 1 minute. This cannot be negated by a defense (such as a resist or a purge), but can be Cured (Cure Drain or Cure Science).

Gadget: Chemical Stabilizer

Cost:	5
Reset:	Instant
Prerequisite:	Gadget: Chemical Bandages , Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	0
Notes:	

With a chemical stabilizer, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to stabilize up to three unstable targets. You draw life essence from a target using the syringe, stating, "Agony and 2 Damage by Science." You expend a Brain Wave and create a Chemical Stabilizer. You may use that Chemical Bandage on up to three different targets, stating, "Stabilize by Science." The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the stabilizer to stabilize a target does not.

A Man of Science may only carry a combination of five Chemical Bandages and Chemical Stabilizers at a time.

Gadget: Kline's The Burgess Phenological Investigatonator

Cost:	3
Reset:	Encounter
Prerequisite:	Diagnose: Mental, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave
Zap Required:	0
Notes:	

You know how to use a Burgess Phenological Investigatonator to diagnose the attack traits: "Imagination", "Dreaming" or "Nightmare". Spend 1 brain wave to attune to the machine, and for the rest of that encounter you may touch a packet to a target and diagnose "Imagination", "Dreaming" or "Nightmare". You must carry the gadget with you in order to utilize the skill, though you can put it down and pick it up again without having to spend another skill point. Use of the skill ends when you rest for 15 minutes or enter a new encounter.

Gadget: The Burgess Phantasm Disruptenator

Cost:	5
Reset:	Encounter
Prerequisite:	Diagnose Mental, Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave
Zap Required:	1
Notes:	

You know how to use a Burgess Phantasm Disruptenator disrupt nightmares and bad dreams that a dreamer may be experiencing, though you must now power it with zap. Spend 1 brain wave to attune to the machine, place 1 Bottled Lightning in the device, and place it upon a dreamer's head before going into their dream. You may then, once in that encounter, call "By My Voice, 2 Damage to Terror and Agony to Dream." Use of the skill ends when you rest for 15 minutes or exit the dream.

The Dreamer wearing this, if present within the encounter, may call "Shield by Science" to the first effect by Fear or Madness they receive.

If this is used on someone who is sleeping normally, you may give them this tag:

> ***The Burgess Phantasm Disruptenator***
> *You will have a pleasant night's sleep, free of bad dreams, though you will wake feeling achy. This allows you to resist the effects of a "Darkened Hall" or other effect that causes bad dreams for the night.*

Gadget: The Burgess Phantasm Disruptenator Enhancinator

Cost:	10
Reset:	Encounter
Prerequisite:	Gadget: The Burgess Phantasm Disruptenator Enhancinator, ,Gadget: The Burgess Phantasm Disruptenator, Diagnose Mental, Sense Dream, Manipulate Gadgets

Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1
Notes: You know how to use a Burgess Phantasm Disruptenator disrupt not just nightmares and bad dreams that a dreamer may be experiencing, but to specifically target nightmares that match the pattern of the Harrow. Spend 1 brain wave to attune to the machine, place 1 zap in the lightning bottle, and place it upon a dreamer's head before going into their dream.   You may then, once in that encounter, call either "By My Voice, 2 Damage to Terror and Agony to Dream" or "By My Voice, 2 Damage and Drain to Harrow by Science" Use of the skill ends when you rest for 15 minutes or exit the dream.

The Dreamer wearing this, if present within the encounter, may call "Resist by Science" to any one effect by Fear or Madness they receive.

If this is used on someone who is sleeping normally, you may give them this tag:

> ### The Burgess Phantasm Disruptenator
> *You will have a pleasant night's sleep, free of bad dreams, though you will wake feeling achy. This allows you to resist the effects of a "Darkened Hall" or other effect that causes bad dreams for the night.*

Gadget: P.E.T.T.I.N.G. Device

Cost: 10
Reset: Encounter
Prerequisite: Gadget: Chemical Bow, Gadget: Overcharger, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave
Zap Required: 1
Notes: You know how to use a Pulse Energy Transference Tactical Initiating Glove. You may call "3 damage by lightning" and channel a bolt of lightning down a metal weapon, or, if the gadget is equipped with a selector knob you may channel an agony effect down the weapon.

The default setting for the device is the 3 damage. To change that to cause agony instead requires a turn of the knob on the glove, and then a ten second count while the glove self adjusts. After a combat the gadget automatically reselects to the 3 damage effect.

This gadget requires the use of a 1 Brain Wave and 1 Zap, expended if the attacker hits, or the attack is negated using an in game skill. To reload the gadget requires ten seconds while removing the used zap from the receptacle and putting a fresh zap is put in its place.

Gadget: Carce's Zap DeChaosificator Mk2

Cost: 15
Reset: Twilight
Prerequisite: Gadget: Lightning Rod, Gadget: Chemical Bow, Schematic: Carce's Zap DeChaosificator, Manipulate Gadgets
Restriction: None
Skill Points: 1 Brain Wave per Twilight
Zap Required: 1
Notes: You know how to use a Carce's Zap DeChaosificator. When placing the DeChaosificator on your belt, you must spend one Brain Wave and 1 Zap, which activates the gadget and keeps it running for up to twelve hours (until the dusk or dawn, when twilight skills reset. This skill point must be spent each twilight, but can be immediately rested back once used (so charge the item, then rest back the skill point after fifteen minutes of rest)

While wearing an active Zap DeChaosificator, you may have two Chemical Bows loaded at the same time, and may fire them one after the other. Each chemical bow must be reloaded separately (taking ten seconds each).

Gadget: Chemical B.U.L.L.E.T. (Chemical Bow Under Lethalizing Lateral Ejection Turret)

Cost: 10
Reset: Twilight
Prerequisite: Gadget: Chemical Bow, Manipulate Gadgets
Restriction: None
Skill Points: None
Zap Required: 1

Notes: This gadget may be attached to the side of a chemical bow. It uses the energy of a normal lightning blast from the chemical bow to instead push a rod of metal out of the bow and at the target. This results in an attack that costs the same in brain waves as normal, but that does one less point of damage. Instead of the call being "by lightning" it is "by weapon". Thus, a shot fired from a chemical bow that normally would do "five damage by lightning" would do "four damage". Once the Chemical B.U.L.L.E.T. is attached to a chemical bow, all shots from that bow must be made using the adjusted call. It cannot be turned off. It takes five minutes of role play tinkering to attach or remove the Chemical B.U.L.L.E.T. from a chemical bow.

Gadget: Chickadee's Lightning Coil

Cost:	10
Reset:	Encounter
Prerequisite:	Manipulate Gadgets
Restriction:	None
Skill Points:	1 BrainWave
Zap Required:	1

Notes: You may install Chickadee's Lightning Coil to an item. If that item is a melee weapon, the coil grants a melee strike of "3 damage by lightning" with the expenditure of a Brain Wave and 1 Zap. This damage does not stack with normal weapon damage. When attached to armor (Protective or Powered Clothing), a Lightning Coil can cause "3 damage by lightning to self" as a twilight ability. (But really, why would you want to?)

If destroyed, repair of the weapon requires both a Man of Science with Manipulate Gadgets and a weapon smith to repair.

Gadget: Chickadee's Lightning Coil Zapper

Cost:	15
Reset:	Encounter
Prerequisite:	Gadget: Chicakdee's Lightning Coil, Gadget: P.E.T.T.I.N.G Device
Restriction:	None
Skill Points:	1 BrainWave
Zap Required:	1

Notes: You may install Chickadee's Lightning Coil to Protective or Powered Clothing, delivering a powerful zap to those that touch your armor. You must spend 1 Brain Wave, 1 Zap, and 10 seconds of roleplay to activate the Clothing, which then remains charged for the remainder of the Twilight period, to call "Imbue to Self by Science." You may deactivate it at any time by spending 10 seconds to turn it off (call "Remove to Self by Science"). So long as the Zapper has not been expended, turning it on again requires only another zap and brain wave but not another use of the skill. Once activated, if anyone touches you, call, "Ambient Short Agony by Lightning." If a weapon strikes you while this activated, it causes a surge, and you may gesture at the attacker and call, "By My Gesture, Ambient 3 Damage by Lightning." You may make this call even if the attack that struck you causes you to fall unconscious, Dead or become Drained, Paralyzed, Stunned, or Silenced. Once this surge occurs, the Zapper is expended.

If destroyed, repair of the weapon requires both a Man of Science with Manipulate Gadgets and a weapon smith to repair.

Gadget: Gottfried's Repellinator (Skunk Spray)

Cost:	15
Reset:	Encounter
Prerequisite:	Manipulate Gadgets
Restriction:	None
Skill Points:	1 BrainWave
Zap Required:	0

Notes: You must have the skill Manipulate Gadget to use this device. You must hold this device in hand and point it at your intended target. The first time you use this device, it will not work as expected. Call "Ambient By My Voice, Agony and Disengage by Science and Odor." You may then spend 10 seconds recalibrating the device and use it again. At which time, you may then point the device at the target and call "By My

Gesture, Repel by Odor." If you haven't used the device in a twilight period, it will not work as intended on the next use again.

If you find skunk spray/scent components, you may use those once per twilight to use this device without spending 1 Brain Wave.

Gadget: Featherstone's Splintinator Boots

Cost:	15
Reset:	Twilight
Prerequisite:	Gadget: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Notes:	You know how to use pair of Splintinator Boots. Once per twilight, you may take the

effect of a maimed leg or root, then spend 1 Brain Wave and call "Purge Maimed Leg." This does not truly fix your maimed leg, but rather prevents you from collapsing due to it. You should still roleplay that your leg is broken, though this roleplay will not impede your skill use. You should have someone eventually fix your leg; if you remove the boot before you leg is Cured of the Maim, you will then suffer a maim to that leg.

Gadget: Igor's Little Zap Stone

Cost:	10
Reset:	Encounter
Prerequisite:	Manipulate Gadgets
Restriction:	None
Skill Points:	1 Brain Wave
Zap Required:	1
Notes:	You may use an "Igor's Little Zap stone" to throw a small burst of illumination. Throw a

thrown weapon or packet, spend 1 BrainWave and 1 Zap, and call: "Agony by Lightning"

Gadget: Kline's Lilac Mechanism type-1

Cost:	0
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Zap Required:	0
Notes:	You may use a Kline's Lilac Mechanism type 1 (ie, you may use any hand warmer or other

warming device)
.

Gadget: Kline's Zap Restrictor Assembly MK2 (Undercharger)

Cost:	10
Reset:	Twilight
Prerequisite:	Gadget: Overcharge, Gadget: Chemical Bow, Manipulate Gadgets
Restriction:	None
Skill Points:	None
Zap Required:	2
Notes:	You know how to use an UnderCharger to fire many smaller shots from your chemical

bow instead of one great shot. This requires the bow to first be fitted with an Overcharger, and second fitted with the Kline's Zap Restrictor Assembly MK2.

Roleplay placing two zap in the OverCharger (as you do not require zap to use the purchased skill, but you must have enough zap for any skill purchased). You may then fire 3 shots, calling "2 Damage by Lightning" with each shot. Your reload time restricts the speed at which you may fire, and may still not be quicker than 10 seconds between shots.

Gadget: Quinn's Smoker Box

Cost:	0
Reset:	Instant

Prerequisite:	None
Restriction:	None
Skill Points:	1 Brain Wave
Notes:	You know how to use a smoker box to create a thick cloud of smoke. This is useful for

the subdual of bees, the obfuscation of pathways or the sending of smoke signals, but not much else. You may use it to point at a bee, spend a point of Brain Wave, and call "By My Gesture, Repel to Bee" or to turn in a circle and call "By My Voice, Repel to Bee." If you are in a confined space, or the bees are in a confined space, you may set this up to do a larger effect. Place the device in the room and call "Imbue to Science." After 5 minutes of uninterrupted use, you may call "In this Room Short Paralyze and Drain to Bee." You may only use the "Room" effect once per twilight and it does cost a Brain Wave to activate.

Gadget: T.A.P.E.

Cost:	0
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Zap Required:	None
Notes:	You may use T.A.P.E. (Temporary Adhesive Plant Extract) or Du.C.T.A.P.E. (Durable

Cohesion Temporary Adhesive Plant Extract).

Trivial Schematics

Many gadgets have no effect on game play, but still do exist. These cost nothing for a Man of Science to learn, and require no skill for the Man of Science to use. The only restriction in the use of these items is that they must be decorated or designed to look in game.

- **Cold Box** -- This is a freezer or cooler. Camp restrictions may preclude the use of these items, but in case they do not, the gadget is listed here. The Prerequisite is Gadget: Freezer Coil.
- **Extendable Arm** -- This gadget extends the reach of the character's arm. It is, essentially, one of those toy arms that add two or so feet to a person's reach.
- **Eye Glasses**– Prescription eyeglasses have to come from somewhere.
- **Harmonics Box** – This is a music player, designed by Men of Science and filled with the latest hits by the bards in Briardown.
- **Telescope**
- **Wall Clock**
- **Wristwatch**

11.10   Bards

"Where words fail, music speaks."
~Hans Christian Andersen

Outlook

Bards are wanderers and collectors of tales. Because they seek those who adventure, they often become adventurers themselves. Because it is unseemly to brag, they tend to downplay their own involvement, giving credit to others, even when that credit isn't due. Bards are generally charismatic, and are often welcomed wherever they go. And where they are not welcomed, a few verses of song of strums of an instrument will open the door.

Like the Priests of the Word, bards collect news from around the world. But bards differ from priests in that, while priests place value in the truth, bards place more value in a well received tale. It is more important to get across the point than to get across every last exacting detail. Sometimes inspiring people and helping them to do good is, in their minds, the right thing to do. It is important to note, though, that bards are not liars. They are entertainers. A common illustration is of a bard and a priest standing side by side with a trove of discovered book, dividing the volumes evenly like loot, with the bard collecting the words of fiction and the priest collecting the words of fact.

Not all bards are true entertainers - bards can be singers or storytellers, writers of poetry or dancers - but are also skilled courtiers, versed in the arts of intrigue and social gatherings.

The greatest of Bards are Troubadours, those whose magic is truly infused, it is said, with a hint of Fairy Magic. Troubadour is a Heroic Header that can be found in the course of play.

A note on Audience trait: Bards are often able, through their performance - whether it be singing, playing an instrument, reciting poetry, telling a tale, giving an inspiring speech, or other means - to affect those who hear them with both beneficial and harmful effects. When a bard is able to perform for an audience who is paying close attention, the Bard can inspire those listeners to become his personal Audience - in doing so, the Bard grants that Audience a particular trait that is unique to the Bard for an encounter. This gives the Bard the ability to cast beneficial magic upon his Audience without also doing so to the enemy his audience may be fighting.

Audience Traits must be given to Plot in advance of the event that the Bard intends to use it, and must be approved by plot. If no trait is approved, the Bard may choose to use the trait, Audience, by default. NPCs, unless working with the PCs, will not use this trait, so PC Bards need not worry about choosing this default trait and having abilities cast to Audience affect enemy NPCs.

More than one Bard may combine their abilities to create a mutual Audience. In this case, the Bards may choose to use the trait of "Audience," use one of the Traits one of the Bards already uses (and has Plot Approval for), or they may choose a new Trait (which must have been approved by Plot prior to the Event).

This Audience Trait will remain until a rest action (fifteen minutes) to refresh encounter skills is taken.

A note on casting requirements: Unless specified otherwise, Bards do not need their hands free to cast their spells/use their abilities (so you could play an instrument if desired). They cannot, however, use any abilities that require a Performance or Incant while **Silenced**, unless the skill explicitly says they can.

A note on Performance: Many Bard skills require a "performance." A performance can be any kind of verbal or non-verbal performance, including but not limited to: Singing, Reciting Poetry, Playing Musical Instruments, Telling Stories, Stand-Up Comedy, Making Grand Speeches, Dancing, Painting, Miming, Poi-spinning, and other such things (any "spinning" must be done in a safe manner following Accelerant safety rules).

In allowing non-verbal performances, we ask that you obey the spirit of the nature of Performances: they must be obvious and the kind of thing that could draw attention. You cannot, for example, pull out a small notebook and secretly draw a sketch, as it would not empower the skill. But you could set up a large easel and do a dramatic and very public painting. You must perform for *at least* the amount of time required in the skill.

You can use a single performance to power more than one Bardic skill, though you need a natural break in which to cast the first ability before moving on to the next; for example, you could sing a verse, cast a Chord skill, sing the refrain, and then cast another Chord skill, provided the break is natural and the verse and refrain are long enough duration for the skills in question.

If you primarily use non-verbal performances, your skills are still unusable if effected by a Silence effect, as it represents a suppression of the power of Verse.

Performances can not be based primarily on *writing*, however. The Written Word is the provence of Priests.

Bard Skills

Skill: Verse

Character Points:	5,10,15,20		
Reset:	Encounter		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	None		

Notes: This skill represents the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), Verse (bards) and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Resist Inspiration

Character Points:	5		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: You know how it's done, and therefore know when it's being done to you. You may call "Resist" to any one attack "by Inspiration", "by Illusion," "by Imagination," "by Presence," "by Will" or "by Fear". This skill may be used while unconscious or dead, but not while drained.

But Wait!

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	None
Skill Points:	1 Verse

Notes: You can hold a potential foe at bay for a time with words alone. Gesture at an opponent and call out "By my Gesture, Repel by Presence" and begin talking to the opponent. You can maintain the gesture for as long as you talk to/with the opponent; if you stop talking, or if your conversation ends, you must drop the gesture immediately. You also must drop the gesture and make some final comment to clearly end the conversation before launching any attacks on your opponent, and you cannot advance on your opponent while using this skill. This skill works even on opponents who do not seem to be listening to you or do not understand you; your presence and charisma still have an effect.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

Desperate But Wait!

Character Points:	5		
Reset:	Event		
Prerequisite:	But Wait!		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	4	6
Skill Points:	None		
Notes:			

In times of desperation, a skilled Bard can draw upon his presence to force an enemy away, even when exhausted. This works exactly as the "But Wait!" skill, except that it costs no Verse to use. It is an event skill, and thus can only be used per time bought as a desperate measure. You can hold a potential foe at bay for a time with words alone. Gesture at an opponent and call out "By my Gesture, Repel by Presence" and begin talking to the opponent. You can maintain the gesture for as long as you talk to/with the opponent; if you stop talking, or if your conversation ends, you must drop the gesture immediately. You also must drop the gesture and make some final comment to clearly end the conversation before launching any attacks on your opponent, and you cannot advance on your opponent while using this skill. This skill works even on opponents who do not seem to be listening to you or do not understand you; your presence and charisma still have an effect.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

Speaking in Truce

Character Points:	10
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Verse
Notes:	

If you are actively engaged in a conversation with an NPC that was not actively attacking you before you engaged in conversation (at least 30 seconds must pass from when they last struck you) and they attack you while you are speaking, call "Elude by Etiquette" to the first attack delivered by packet or melee weapon, unless it is called by a Special Trait.

Take A Seat

Character Points:	10
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Verse
Notes:	

If someone is being incredibly rude or not paying attention, you may say sharply to them something like "Take a Seat!" or "Take a Knee and Listen!" the throw a packet at them and call "Slam by Awe."

Dressed to Impress

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	

You are confident and light on your feet when you are dressed up. As part of your Well Rest, spend time to roleplay dressing, checking yourself in the mirror, or straightening and cleaning yourself up, put on a new outfit or accessory, or something similar. You may then call, "Grant 2 Protection by Presence."

If you become disheveled or filthy, remove your accessories, or otherwise dress down or feel as if you are not looking your best - and the act or decision that caused this deplorable state was one you made freely - then these points are lost. Another character will not cause this; it must be some inelegant act you yourself have made.

Proper Decorum

Character Points:	10
Reset:	Twilight
Prerequisite:	Resist Inspiration
Restriction:	None
Skill Points:	None
Notes:	Bards are able to keep their heads about them when others would give into raging

emotions. You may call "Resist by Presence" to any one Frenzy or "by Madness" or "by Insanity" effect.

Music in the Air

Character Points:	0
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Whether you are a musician or not, you understand something of how the Mists resonate

to music. You can attune a musical focus to the Mists in the place where you dwell such that it fills the air with music to suit your mood. So long as you are present in your cabin, you can use a hidden or disguised music player. You can only play music that uses no obviously out-of-period instruments or musical styles (most symphonic and traditional music is okay); if you are not sure whether music might jar immersion in the game, you can check with staff. You should place the item your character has attuned as a musical focus on display in your cabin near where the music player is hidden, so that anyone setting up music can pretend to be attuning the focus. A musical focus can be anything that can produce music or a tone, from an instrument to a bell, or a crystal or set of crystals. Others can use your musical focus, but you have the final say and control. However, it is not impossible that some plot effects or characters may cause your musical focus to behave in unexpected ways.

Men of Science are able to build a music box that Bards can attune to their musical focus. If a Bard has this Musical Box, he can enable it to play his musical focus even when he is not present in the room.

In Song & Story

Character Points:	15
Reset:	Between events
Prerequisite:	Bard Header
Restriction:	None
Skill Points:	None
Notes:	This is a bardic info skill. You are well versed in the stories, songs, legends, folklore,

poetry, and oral traditions of The Written World, and what you don't already know, you can find out from your fellow bards. You may use this skill passively or actively. You will receive plot-chosen snippets of stories & the like in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

Gossip & Rumors

Character Points:	10
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Bards have a wide network of social contacts, and their business is both the spreading of

information and the hearing of gossip, whether in the great families of the House Courts and high-end establishments or on the streets, bars, and less savory places of society. These connections also give the Bard some degree of influence, that they can sometimes use to their advantage in small ways. This is a Between Events action skill, and you may use it in one of two ways actively, or receive rumors if used passively:

   * GOSSIP: You can spread and disseminate rumors, stories, or anecdotes — true or false, slanderous or laudatory. In your PEL after each event, you can tell staff one thing you would like to "put out" and spread around.

But beware — there is no guarantee that all who hear your rumor will believe it, and it is likely that any interested parties can trace it back to its source.

>Note: You MUST submit your use for this skill by the PEL deadline of two weeks after the event in order for it to have an effect. The effect may not always be immediately obvious, but it is guaranteed to have some appropriate effect. This is an Active between-events skill use.

* HEAR RUMORS: This is the same as the Hear Rumors skill, except that you may use it actively to try to find out what the rumors and gossip are about a particular subject.

If Gossip & Rumors is used passively, Plot will provide relevant rumors or gossip in your check-in folder that you may hear on the streets, in the Woods, or in the Courts.

On rare occasion, this skill may have an effect during an event.

If no active use is submitted by the deadline, we will assume that you wish to submit the skill passively and provide rumors at the start of game.

Characters with this skill who use it passively should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this or the Hear Rumors skill.

Social Influence

Character Points:	10
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Bards have a wide network of social contacts, and these connections also give the Bard

some degree of influence, that they can sometimes use to their advantage in small ways. This is a Between Events action skill, and may only be used actively.

You can attempt to exert some influence, in the following ways.

* To smooth over a possible insult, offense, or misunderstanding (caused by you or a friend)

* To try to arrange an invitation for you or a friend to a certain event, gathering, or social group. This is not the Invitation skill. You cannot use this as an attempt to invite someone to Cottington Woods, or to arrange a meeting with an individual. This is intended to be, for example, a means to ensure you get invited to the King's Ball.

* To attempt to arrange an introduction for a friend. Note that it must be reasonable for your character to arrange this introduction.

* To spread the word about and raise the perceived status of a social event you or a friend are hosting

* To attempt to encourage/invite/attract appropriate suitors for your hand or that of a friend, or affect the chances of a given possible match.

* To influence the arts and/or what is perceived as "fashionable" (You cannot use this to spread rumors, info or tales, but if using Gossip or other such skill, you can use this to increase the effect of Influence.)

* You can at times use this to attempt the influence the general opinion or viewpoint of groups of individuals within the Woods or where you are living. Note that this is *general* - you could, for example, try to use this to increase hostilities towards wolves, but would be unlikely in succeeding to use this to make the Woodlanders turn against the king. This use is more difficult, and may not always work as expected.

There is no guarantee whatsoever that your attempt will be successful, and it may even backfire if you reach too far or push too hard. In your PEL, you should provide as much detail as possible on how you hope to achieve this effect (what contacts you will be using, where you are focusing your attempts, how subtle you are trying to be, etc). The more modest and detailed your proposal is (and the more cool, interesting, and likely to bring results that will be fun for everyone), the likelier it is to work. While we generally appreciate creativity in the campaign, you cannot use this skill in ways other than the ones described above — it is not all-purpose influence. Your skill will have some degree of effect, though it may not get you the result you were hoping for, and is unlikely to go over poorly unless you make a clear gaffe. You may not see immediate results of your efforts, but we will do our best to show you any results as soon as it makes sense for them to occur in game.

Invitation

Character Points:	15
Reset:	Between events
Prerequisite:	Bard header
Restriction:	None
Skill Points:	None

Notes: Your influence and reputation are great enough that when you invite someone to visit or attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

It is expected that appropriate hospitality be provided. You should also only use this skill on an NPC that you have a reasonable chance of inviting or know how to contact. The King of Farraway, for instance, is unlikely to stop by for tea, and sending an invitation to the Queen of the Faeries may prove more difficult unless you've bartered with a fairy to do it for you.

Use of this skill does not guarantee that the invitee will appear, only that they are aware that you have sent an invitation. You will usually get some form of response (such as a letter or a representative). Bear in mind that the response they send will be one that is appropriate for your relative stations, current relationship, and the manner of your invitation.

You do not need this skill to attempt to invite an NPC, but no response is guaranteed without use of this skill.

In some cases, you may not get a response at the next event (say, if the person playing the NPC is unavailable); if that occurs, you are free to use the skill again after the new event without "replacing" your old use. We will respond to both as soon as possible.

Soliloquy

Character Points:	5
Reset:	Instant
Prerequisite:	Bard header
Restriction:	None
Skill Points:	None

Notes: When at 0 Hit Points, Unstable, or struck with a Death Effect, you may remain conscious for up to 10 seconds to deliver one last final line before falling back unconscious or dying. You cannot do anything other than speak in a quiet voice. This skill cannot be used when Stunned, Paralyzed, or otherwise incapacitated.

Hindsight

Character Points:	10
Reset:	Between Event
Prerequisite:	Bard header
Restriction:	None
Skill Points:	None

Notes: Scholars and Bards excel at remembering the details of things that have happened. Between events, you may request clarification on the details of an encounter you experienced during the previous event. You must give as much detail as you can (to help us recall the event clearly, ourselves). Examples of how to use this could be to remember what an NPC actually said, or details of the encounter you may have forgotten. You can use this for clarity if multiple PCs remember the same event differently. Use of this skill does not count towards your limit of Between Event Info Skills.

Bringing Music to the Hearth

Character Points:	10
Reset:	Twilight
Prerequisite:	Bard header
Restriction:	None
Skill Points:	None

Notes: If you give a performance of some kind (singing, playing music, telling a story, giving an inspiring speech, reading poetry, etc.) that lasts at least three minutes where a Hearth Witch has established a

Hearth, you may choose to call out one of the following if you receive some kind of applause or positive acknowledgement of your performance:

"To the Room, Grant1 Protection by Inspiration"

"To the Room, Grant Defense Shield Fear by Inspiration"

"To the Room, Expose Illusion by Inspiration"

"To the Room, Cure <<Mental Trait>> by Inspiration" (where Mental Trait is any Mental trait defined in Core rules, such as: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Trance, Will. You may also use this to cure Imagination or Illusion.)

Audience

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	
Skill Points:	1 Verse
Notes:	When a bard is able to perform for an audience who is paying close attention, the Bard

can inspire those listeners to become his personal Audience - in doing so, the Bard grants that Audience a particular trait that is unique to the Bard for an encounter. This gives the Bard the ability to cast beneficial magic upon his Audience without also doing so to the enemy his audience may be fighting.

Spend 60+ seconds performing and/or inspiring, then touch up to six individuals who were listening or watching the performance with a packet and call, "Encounter Imbue <<Audience Trait>> Trait by Inspiration." You also gain this Trait. This Audience Trait will remain until a rest action to refresh encounter skills is taken.

The trait name must be approved in advance by plot. The trait "Audience" may be used. Note that NPC bards, unless working with PC bards, will not use the "Audience" trait (so enemies will not be able to benefit from abilities cast to this trait).

Greater Audience

Character Points:	10		
Reset:	Twilight		
Prerequisite:	Audience		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	As the Audience skill, but you may combine your performance with one or more other		

Bards to create a larger circle. You both must possess this skill, and both must expend a point of verse and participate in the performance. You cannot use this skill as a solo performance. At the end of the performance, call, "By my voice, Encounter Imbue <<Audience Trait>> Trait by Inspiration." The cooperating bards must agree on the trait name used, and each also gains the trait. This Audience Trait will remain until a rest action to refresh encounter skills is taken.

The trait name must be approved in advance by plot. The trait "Audience" may be used. Note that NPC bards, unless working with PC bards, will not use the "Audience" trait (so enemies will not be able to benefit from abilities cast to this trait).

NOTE: Anyone who hears this call will gain the trait. Be careful in using this in situations where your enemy may hear you, as they too will become part of your audience.

Inspiring Performance

Character Points:	5		
Reset:	Twilight		
Prerequisite:	Bard header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: Your music has the power to inspire others, though at some cost to yourself. Spend thirty seconds giving an inspiring performance or speech to an individual. At the end of which, touch them with a packet and call, "Refresh 1 Skill Point by Inspiration and Short Agony to Self" where Skill point is one of Endurance/Craft/Magic/Imagination/etc. You must take the effect of the Agony, and cannot use a Resist, Shield, or other effect against it, but it can be Purged or Cured after taking it.

You cannot use this skill on yourself.

Greater Inspiring Performance

Character Points:	10		
Reset:	Event		
Prerequisite:	Inspiring Performance		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: Your music can give inspiration to those who are in your audience, though the cost to you is dear. Spend 10 seconds giving an inspiring performance or speech, at the end of which, call, "By my voice, Refresh 1 Skill Point to <<Audience Trait>> by Inspiration". You then take a Short Drain. You must take the effect of the Drain, and cannot use a Resist, Shield, or other effect against it, but it can be Purged or Cured after taking it.

You also take the effect of the Refresh.

Inspired Protection

Character Points:	10		
Reset:	Twilight		
Prerequisite:	Audience		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	None		

Notes: Spend 60+ seconds performing and/or inspiriting, then call "By My Voice, Grant Extra 1 Protection by Inspiration" or "By My Voice, Grant Extra 2 Protection to <<Audience-Trait>> by Inspiration"

Inspired Courage

Character Points:	10		
Reset:	Twilight		
Prerequisite:	Audience		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	5	6	7
Skill Points:	None		

Notes: Spend 60+ seconds performing and/or inspiriting, then call out "By My Voice, Grant Extra Defense Resist Fear by Inspiration." You may choose to add "to <<Audience-Trait>>" to the call.

Inspired Healing

Character Points:	10		
Reset:	Twilight		
Prerequisite:	Audience		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: Spend 20+ seconds performing and/or inspiring, then call out "By My Voice, Heal 1 to <<Audience-Trait>> by Inspiration."

You may instead choose to spend 30+ seconds performing and call out, "By My Voice, Heal 1 by Inspiration."

Inspired Cure Will

Character Points:	10		
Reset:	Twilight		
Prerequisite:	Audience		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Spend 20+ seconds performing and/or inspiring, then call out "By My Voice, Cure Will to <<Audience-Trait>> by Inspiration"

    You may instead choose to spend 30+ seconds performing and call out, "By My Voice, Cure Will by Inspiration."

Inspired Mind

Character Points:	10
Reset:	Twilight
Prerequisite:	Song of Protection and Inspired Cure Will
Skill Points:	None

Notes: Spend 30+ seconds performing and/or inspiring, then touch a packet and call "Grant Defense by Inspiration, Shield X by Inspiration" where X is one of Awe, Confusion, Despair, Fear, Gloom, Illusion, Imagination, Inspiration, Presence, Trance or Will. You may choose to immediately (within 10 seconds) continue or begin again your performance for another 30 seconds and cast, "Grant Extra Defense to <<Audience Trait>> by Inspiration, Shield X by Inspiration." (In other words, you can do a second casting, but only to someone with the Audience Trait.)

Invoke Fear

Character Points:	10		
Reset:	Twilight		
Prerequisite:	Bard header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Spend 20 seconds performing and/or inspiring, then call "By My Voice, Agony by Fear". You do not take this effect.

Invoke Harm

Character Points:	10		
Reset:	Event		
Prerequisite:	Bard header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: Spend 30 seconds performing and/or inspiring, then call "By My Voice, 2 Damage by Fear". You do not take this effect.

Invoke Frenzy

Character Points:	15		
Reset:	Event		
Prerequisite:	Bard header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: Spend 30 seconds performing and/or inspiring, then call "By My Voice, Short Frenzy by Fear". You do not take this effect.

Courageous Song

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	None
Skill Points:	1 verse

Notes: Spend 20+ seconds performing and/or inspiring, then call "By My Voice, Cure Fear by Inspiration" or "By My Voice, Cure Fear by Inspiration to <<Audience Trait>>"

Stabilizing Song

Character Points:	10
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	none
Skill Points:	1 verse

Notes: Spend 10+ seconds performing and/or inspiring, then call "By My Voice, Stabilize by Inspiration" or "By My Voice, Stabilize by Inspiration to <<Audience Trait>>"

Song of Peace

Character Points:	10
Reset:	Twilight
Prerequisite:	Bard header
Restriction:	None
Skill Points:	None

Notes: Spend 10+ seconds performing and/or inspiring, then call "By My Voice, Cure Frenzy by Inspiration." You may choose to use "to <<Audience-Trait>>" if desired.

Song of Hope

Character Points:	10
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	none
Skill Points:	1 verse

Notes: Spend 20+ seconds performing and/or inspiring, then call "By My Voice, Cure Despair by Inspiration." You may choose to use "to <Audience-Trait>" if desired.

Song of Lifekeeping

Character Points:	10
Reset:	Twilight
Prerequisite:	Stabilizing Song
Restriction:	None
Skill Points:	None

Notes: You can so enchant the spirit of the dead with your singing that their spirit will choose to remain with their body rather than departing. Touch a packet to the target and call "Imbue by Life Keeping" or, if they are unreachable, call "By Your Name, <NAME>, Imbue by Life Keeping." You must then sing, recite poetry, tell a tale, play an instrument, or otherwise entertain the one who has died. You must remain within sight of the individual you are lifekeeping, though you may be across the room, or even outside the area looking in, as long as you can still see them. So long as you keep entertaining them, their 5-minute death count will stop wherever it left off. You may hold a spirit this way for as long as you keep entertaining, or until an hour has passed.

Chord of Pain

Character Points:	10
Reset:	Encounter
Prerequisite:	Bard header
Restriction:	None
Skill Points:	1 verse
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Agony by Inspiration"

Chord of Weakness

Character Points:	10
Reset:	Encounter
Prerequisite:	Chord of Pain
Restriction:	None
Skill Points:	1 verse
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Weakness by Inspiration"

Chord of Silence

Character Points:	15		
Reset:	Twilight		
Prerequisite:	Bard header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Silence by Inspiration"		

Chord of Anger

Character Points:	15		
Reset:	Twilight		
Prerequisite:	Bard header		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	You words can drive another to reckless anger. Make a challenging, angry or insulting remark, and then call "By Your Name, <Name>, Fenzy by Will" or "By My Gaze, Frenzy By Will."		

    Please make certain any insulting remark is entirely in-game and does not use any language that may be misconstrued as an out of game insult.

Chord of Harm

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Skill Points:	1 Verse
Notes:	Say an incant of 10+ syllables that express despair or lasting harm, then throw a packet and call "2 Damage by Despair."

Chord of Restoration

Character Points:	15
Reset:	Encounter
Prerequisite:	Bard header
Skill Points:	1 Verse
Notes:	Say an incant of 10+ syllables, then throw a packet and call "Cure Silence / Weakness / Drain / Stricken by Inspiration"

Chord of Lullaby

Character Points:	15
Reset:	Event
Prerequisite:	Chord of Silence
Restriction:	
Season:	**1** **2** **3**
Max Purchase:	2 3 4
Skill Points:	None
Notes:	Your lullabies can bring any into slumber. Say a relevant incant for 10 seconds, then

throw a packet for "Stun by Inspiration."

Targeted Chord

Character Points:	15
Reset:	Event
Prerequisite:	Any Chord skill
Restriction:	
Season:	**1** **2** **3**
Max Purchase:	2 3 4
Skill Points:	None
Notes:	Once per event, you may choose to deliver any of your "Chord of <X>" Skills as a By

My Gesture or a By Your Name. If used on Chords with Attack Effects, you must already have the attention of the target to do this, and may not hold the Chord for longer than 1 minute for effects that normally last 10 seconds, or 5 minutes for effects that last 5 minutes. For Beneficial effects, you may only call as "By Your Name" and they do not require you to have the target's attention.

Break Trance

Character Points:	10
Reset:	Encounter
Prerequisite:	Bard header
Skill Points:	None
Notes:	You are able to free those who in a trance or deeply fascinated with something. Roleplay

for 3 seconds to snap them out of it, and then touch a packet to the recipient and call "Cure Trance/Fascination by Inspiration." This does not require Verse to use, just 10 seconds of roleplay. You may use this while Silenced, but you must roleplay slapping or shaking them out of their trance.

Entrancing Song

Character Points:	15
Reset:	Event
Prerequisite:	But Wait!
Restriction:	
Season:	**1** **2** **3**
Max Purchase:	3 4 5
Skill Points:	1 Verse
Notes:	Talk, perform, sing, etc. at a target while pointing at them and say "By My Gesture, Root

by Fascination."As long as you remain talking/performing and maintain the gesture, the target will remain rooted. You cannot maintain this gesture for more than five minutes at a time, though if you have more than one casting of this spell, you may immediate attempt to use a second casting when the first expires.

   You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses or to begin a deathstrike (once the deathstrike is begun, this skill must end).

   You may also choose to say an incant of 10+ syllables and throw a packet for "Root by Trance."

Siren Song

Character Points:	20
Reset:	Event
Prerequisite:	Entrancing Song
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	1 Verse		
Notes:	Talk, perform, sing, etc. at a target while pointing at them and say "By My Gesture,		

Paralyze by Fascination." As long as you remain talking/performing and maintain the gesture, the target will remain paralyzed. You must drop the gesture if your target takes (or begins to take) any harmful effect (including a deathstrike). You cannot maintain this gesture for more than five minutes at a time, though if you have more than one casting you may immediate attempt to use a second casting when the first expires.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses or to begin a deathstrike (once the deathstrike is begun, this skill must end).

You may also choose to say an incant of 10+ syllables and throw a packet for "Paralyze by Trance."

Shared Song of Greater Inspired Healing

Character Points:	10		
Reset:	Event		
Prerequisite:	Greater Audience, Inspired Healing		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		
Notes:	Once an event, a minimum of two Bards with this ability my combine their performance		

of Inspired Healing in order to deliver greater inspired healing. Spend 30 seconds performing together, and then collectively call, "By My Voice, Heal X by Inspiration to <<Audience Trait>>" where X is the number of Bards using this skill together + 1. For example, if three Bards have this skill, they may perform together and then call "By My Voice, Heal 4 by Inspiration to <<Audience Trait.>>

Note of Silence

Character Points:	15		
Reset:	Event		
Prerequisite:	Chord of Silence		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	Gesture at an opponent and call "By My Gesture, Silence by Presence." The opponent		

remains silenced as long as you maintain the gesture. You must drop the gesture after approximately five minutes, as the magic cannot be maintained for longer than that time.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

The Sound of Silence

Character Points:	15		
Reset:	Event		
Prerequisite:	Chord of Silence		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		
Notes:	Once per event, you may call upon the Sound of Silence to quiet all about you, so that		

you may deliver a speech, sing a song, or reflect a moment. You are affected by this, such that you cannot use any skills that require an incant and/or cannot be used under a Silence, but you MAY still speak, sing, or otherwise use your voice. Make some kind of entreaty for silence, and then call "By My Voice, Short Silence by Fascination."

11.11   Racial and Cultural Skills

"Culture is the widening of the mind and of the spirit."
~ Jawaharlal Nehru
"A people without the knowledge of their past history, origin and culture is like a tree without roots."
~ Marcus Garvey

Cultural Skills

Clublander

Skilled With a Knife (Clublander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Clublander
Restriction:	None
Skill Points:	None
Notes:	As the House of Clubs is often under constant threat of attack, all Clublanders learn how

to fight with at least a knife or other small weapon to defend themselves. Clublanders receive the Small Weapon skill for free.

Stubborn (Clublander)

Character Points:	10		
Reset:	Event		
Prerequisite:	Human, Clublander		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	Clublanders are known for their stubbornness. Once per event, the Clublander may call		

"Resist by Will" to any one effect by Awe, Fear, Presence, or Will, or to any one "Repel" effect, including Special Traits, unless called by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, or Nightmare.

Diamondlander

Wealthy (Diamondlander)

Character Points:	5
Reset:	Instant
Prerequisite:	Human, Diamondlander
Restriction:	None
Skill Points:	None
Notes:	Diamondlanders and money attract one another. The Diamondlander gains 2 additional

silver points or equivalent each weekend long event and permanently gains the "Wealthy" trait.

Hard-Hearted (Diamondlander)

Character Points:	10		
Reset:	Event		
Prerequisite:	Human, Diamondlander		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		
Notes:	It is often said that Diamondlanders are hard-hearted, and that they are rarely moved by		

the emotions of the heart. Once per event, you may choose to call "Resist by Disdain" to any one Agony effect, or any one Effect by Despair, Fear, or Inspiration, or to an Inflict Influence effect.

Heartlander

Inspired Heart (Heartlander)

Character Points:	10		
Reset:	Event		
Prerequisite:	Human, Heartlander		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Heartlanders are easily moved to great depths of emotions, but are able to tell when their emotions are being used against them. Once per event, you may call "Purge Mental/Imagination/Inspiration by Inspiration" to any one Mental, Fascination, Inspiration, or Imagination effect. You may also Purge an Inflict Influence or Inflict Peace effect.

Value in Friendship (Heartlander)

Character Points:	10		
Reset:	Event		
Prerequisite:	Human, Heartlander		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Heartlanders place great value on friendship and love. Once per event, you may inspire a person you love or have strong friendship with. Spend at least 30 seconds telling them how they inspire you or how much they mean to you, or recite to them an appropriate poem, sing a song, or do some other performance, and then call, "By Your Name, {Name}, Extra Grant 3 Protection by Inspiration" or "By Your Name, {Name}, Grant Defense, Resist Mental by Inspiration."

Spadelander

Knowledgeable (Spadelander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Spadelander
Restriction:	None
Skill Points:	None

Notes: It is said that the Spadelanders are privy to many secrets, and that they place great emphasis on knowledge. Choose any one Between Event Info Skill. You receive this skill at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill, you may purchase it at normal cost (you do not receive the discount).

Fortune Favors the Spades (Spadelander)

Character Points:	25		
Reset:	Event		
Prerequisite:	Human, Spadelander		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: Sometimes you just get lucky, but it's said that the Spadelanders are luckier than most. Once per event, you may call "Elude by Luck" to any one packet or weapon attack, except for attacks by Madness, Corruption, Glamour, Horror, Nightmare or Fairy Magic. It is also said that luck can sometimes draw the attention of the Faeries; if you use this skill during the event, you must inform Plot in your PEL.

Farrawaylander

City Gossip (Farraway)

Character Points:	Free			
Reset:	Instant			
Prerequisite:	Human, Farraway			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	
Skill Points:	None			

Notes: You can take the man from the city, but you can't take the city from the man. No matter where you are, you have enough friends and contacts in Farraway to keep you up-to-date on what's happening. You are able to purchase the "Hear Rumors" and "Gossip" skill at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill in your Header, you may purchase it at normal cost (you do not receive the discount).

House Culture (Farraway)

Character Points:	Varies
Reset:	Instant
Prerequisite:	Human, Farraway
Restriction:	None
Skill Points:	None

Notes: You hail from the city of Farraway, but your family came from one of the Houselands and its blood is strong within you. You may choose one of the following House skills: Stubborn (Clublander), Wealthy (Diamondlander), Inspired Heart (Heartlander), or Knowledgeable (Spadelander). You may purchase it as if you were from that House, as that is the dominant House in your bloodline.

Woodlander

Woodland Affinity (Woodlander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Woodlander
Restriction:	None
Skill Points:	None

Notes: You have a familiarity with the Woods. Choose one skill: Scouting, Tracking, or Herbalist (wood witch only; you do not gain access to this skill unless you are a Wood Witch). You gain the skill at a 5 CP discount, even if this gives you the skill for free.

Seeing Through The Glamour (Woodlander)

Character Points:	10			
Reset:	Event			
Prerequisite:	Human, Woodlander			
Restriction:				
Season:	**1**	**2**	**3**	
Max Purchase:	2	3	4	
Skill Points:	None			

Notes: Those who live in the Woods are familiar with the ways of the Woods and the Faeries, and are more resistant to their charms. Once per event you may call "Resist" to any one effect by Glamour, or you may call "Purge Glamour" if you have taken the effect but decide after to shrug it off.

Wander Kin

Free People (Wanderkin)

Character Points	10		
Reset:	Event		
Prerequisite:	Human, Wanderkin		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	2	3	4
Skill Points:	None		

Notes: The Wanderkin are a free people, and it is said that nothing can keep them in place for very long. Once per event, you may call "Purge" to any one Root, Paralyze or Slow effect, or you may use it once to slip any shackles or bindings that are holding you.

Fortune Telling (Wanderkin)

Character Points:	15		
Reset:	Event		
Prerequisite:	Human, Wanderkin		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		

Notes: It is said that the fortunes told by the Wanderkin will come true. Once per event, the Wanderkin may attempt to tell the fortune of one person/being or ask one question of the fortunes and expect that they will receive insight into the future. This skill requires the assistance of a GM if used during the event, though the player may attempt to send word through a Town NPC to Monster Camp when they do this. You must note in your PEL after the event that the skill was used. If it was not used during the event, you may submit a fortune as a between event skill, either passive or actively. Note that this skill guarantees a response, but it does not guarantee that the answer will be clear. Some divinations are not easy to foresee, or are actively blocked.

Old Blood (Wanderkin)

Character Points	10
Reset:	Instant
Prerequisite:	Human, Wanderkin
Restriction:	None
Skill Points:	None
Notes:	The old Blood of the Wanderkin runs true in you. You gain the trait "Old Blood ."

Racial Skills

Human Skills

Human Resist Madness

Character Points:	Free
Reset:	Event
Prerequisite:	Human only
Restriction:	

	1	**2**	**3**
Season:			
Max Sanity:	1	1	1

Skill Points:	None

Notes: Because humans are "more sane" than brer or golems, you may call "Resist" to one attack "by Madness" per event. You may use this skill while unconscious or dead, but not while Drained. This is on top of any further purchases of the Resist Madness skill

Brer Skills

Speak with a Specific Animal Type

Character Points:	Free
Reset:	Instant
Prerequisite:	Brer only
Restriction:	None
Skill Points:	None

Notes: You may speak with animals of your own type. Thus, if you are a sheep, you may speak with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men. You may touch or throw a packet and call at no skill cost, "Speak to <Animal Type>" to an animal of your own type.

Clawed: One Claw

Character Points	
General:	15
Warrior:	5
Harrier:	5
Archer:	5
Reset:	Instant
Prerequisite:	Brer (appropriate animal type)
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length claw phys rep.

Clawed: Two Claws

Character Points	
General:	15
Warrior:	10
Harrier:	10
Archer:	15
Reset:	Instant
Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	None
Notes:	You may fight with two,short sword length clawphys reps.

Clawed: Reach

Character Points	
General:	15
Warrior:	5
Harrier:	5
Archer:	15
Reset:	Instant
Prerequisite:	Clawed: One Claw
Restriction:	None
Skill Points:	None
Notes:	You may use long sword length clawphys reps instead of short sword length phys reps.

Golem Skills

Wear Armor: Golem Light Armor

Character Points	
General:	10
Warrior:	5
Harrier:	10
Archer:	10
Reset:	Encounter
Prerequisite:	Golem character
Restriction:	None
Skill Points:	None
Notes:	You benefit from 1 point of natural armor. Golem armor is different from normal worn

armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Light armor for a golem need only represent skin that is other than "flesh."

Wear Armor: Golem Medium Armor

Character Points	
General:	--
Warrior:	10
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Light Armor
Restriction:	none
Skill Points:	none
Notes:	You benefit from 2 points of natural armor. Golem armor is different from normal worn

armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Medium armor for a golem does not follow normal armor rules, and should cover any visible skin. While we do not require the "skin" to be made from "medium materials" such as hard leather or the like, we ask that the golem "skin" convey that this thicker/tougher than normal.

Wear Armor: Golem Heavy Armor

Character Points	
General:	--
Warrior:	10
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Wear Armor: Golem Medium Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Heavy armor for a golem does not follow normal armor rules and should cover any visible skin. However, a golem with Heavy Armor should have constuming to convey that their skin is of a heavy material – thick wood, metal, etc.

Marsh Goblin Skills

Amphibious

Character Points:	Free
Reset:	Instant
Prerequisite:	Goblin only
Restriction:	None
Skill Points:	None

Notes: You are able to breathe underwater as if it were air, and thus meet the requirements for "Breathe Water" on modules or encounters that require it. You may call "No Effect" to any effect "by Drowning."

Door Magic

Character Points:	Free
Reset:	Instant
Prerequisite:	Goblin only
Restriction:	None
Skill Points:	None

Notes: You have access to Goblin Door Magic. You must still purchase this path under Magician.

Standing Out

Character Points:	25		
Reset:	Event		
Prerequisite:	Goblin only		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		

Notes: Even Goblins who are not Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Stepping Out

Character Points:	20
Reset:	Event
Prerequisite:	Goblin only, Standing Out
Restriction:	

Season:	**1**	**2**	**3**
Max Purchase:	1	1	1

Skill Points:	None

Notes: Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Speak an incant of 8+ syllables, call "Imbue by Threshold," and throw a packet. You then gain the Spirit trait and must immediately walk to where the packet is, with hands clasped before you and head bowed. While you have the "Spirit" trait to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity

You cannot walk through anything solid (such as walls, closed doors, closed gates, wires, traps, etc.) or even people to get there, though you may walk around people or objects, so long as you keep a mostly direct line. If you attempt to navigate through a trapped area, such as through wire traps, touching a wire trap will end the effect. If you cannot get through to where you desire, you will lose the Spirit Trait after 5 minutes of being able to get to the packet. You must go in the most direct straight line.

Disadvantage: Vulnerable to Aging

Character Points:	0
Reset:	Instant
Prerequisite:	Goblin, Elf only
Restriction:	None
Skill Points:	None

Notes: You automatically have this Disadvantage. You are vulnerable to Aging. You take double the damage of any "by Aging" effect. If you receive an Effect that is not damage (such as Stun, Maim, etc), you take 1 Damage in addition to the effect (so an "Agony by Aging" would cause you to take an Agony effect AND 1 Damage by Aging). You receive no effect to beneficial effects (Heal 1 by Aging would have no effect on you).

Wood Elf Skills

Bow Affinity

Character Points:	Free
Reset:	Instant
Prerequisite:	Elf only
Restriction:	None
Skill Points:	None

Notes: You may purchase the Bow skill at a 5 CP discount.

Speak to Animal

Character Points:	5
Reset:	Instant
Prerequisite:	Elf only
Restriction:	None
Skill Points:	None

Notes: You may touch or throw a packet and call "Speak to Animal" after five seconds of roleplay.

Speak to Plant

Character Points:	5
Reset:	Instant
Prerequisite:	Elf only

Restriction:	None
Skill Points:	None

Notes: You may touch or throw a packet and call "Speak to Plant" after five seconds of roleplay.

Speak to Mineral

Character Points:	5
Reset:	Instant
Prerequisite:	Elf only
Restriction:	None
Skill Points:	None

Notes: You may touch or throw a packet and call "Speak to Stone/Mineral" after five seconds of roleplay

Wood Sense (Elf)

Character Points:	10
Reset:	Between Event
Prerequisite:	Elf only
Restriction:	None
Skill Points:	None

Notes: Elves have a special connection to the Woods that goes deeper than reading the tracks or watching the behavior of animals. It is listening to the wind and to the woods, a sending out of your mind to touch about the things, natural and fairy, within the land around you. You may learn about the area around town, and will receive a special information card before an event. Whereas a normal scout would learn about the area around town by actually walking the trails, you would have a feel for it, a knack for knowing when something is or is not right.

Seeing Through the Glamour (Elf)

Character Points:	10
Reset:	Event
Prerequisite:	Elf only
Restriction:	None
Skill Points:	None

Notes: Those who live in the Woods are familiar with the ways of the Woods and the Faeries, and are more resistant to their charms. Once per event you may call "Resist" to any one effect by Glamour, or you may call "Purge Glamour" if you have taken the effect but decide after to shrug it off.

Disad: Vulnerable to Aging

Character Points:	0
Reset:	Instant
Prerequisite:	Goblin, Elf only
Restriction:	None
Skill Points:	None

Notes: You automatically have this Disadvantage. You are vulnerable to Aging. You take double the damage of any "by Aging" effect. If you receive an Effect that is not damage (such as Stun, Maim, etc), you take 1 Damage in addition to the effect (so an "Agony by Aging" would cause you to take an Agony effect AND 1 Damage by Aging). You receive no effect to beneficial effects (Heal 1 by Aging would have no effect on you).

14 Gear

> *"He who dies with the most toys, wins."*
> *~Author Unknown*

Following is a list of some of the gear you might find or need to survive adventure in the Written World. These items can only be purchased in game, not brought to game. Geoffrey Hamille is the Cottington town merchant, and he or one of his staff will usually be around. All items may be purchased with in-game coins.

This list is far from complete.

Bottled Lightning
Men of Science always have a use for these items.

Spell Foci
There are usually a few magical foci at the shop.

Collectables
Because one man's trash is another man's treasure, Geoffrey always has a collection of trinkets that have no obvious worth.

Contracts
Folks are always looking for work. Geoffrey holds many contracts that can be purchased and used to perform some Between Event Reactions.

Feather Dye
Other than the occasional brer, no one really has a use for these things.

Grapple
 A grapple is a hook that ties to the end of a rope, and is used to anchor the rope. Without a grapple, a rope cannot be secured, and upwards climbing is impossible without the use of climbing colds.

Healer's Bag
This bag is stocked with every bit of gear designed to make a healer's life easier. A healer with a healer's bag automatically drops 10 seconds from the time it takes to perform first aid from a target. The bag must be replaced or restocked each event.

Healer's Bag Restock
For slightly less than the cost of a complete healer's bag, the restock replaces just the bits that are missing. Purchasing the restock

Rope
Lengths of rope can typically be purchased at the market. The length is about twenty feet. Ropes are useful for climbing and for binding prisoners.

Well Fed
Eating a hearty meal will grant you +1 Body for the duration of the event.

Wire and Pliers
These are certainly not for making lock picks, because lock picks are illegal.

15.1   Adventuring Notes: Climbing

"Just a reminder — a guidebook is no substitute for skill, experience, judgment and lots of tension."
–Charlie Fowler

Climbing requires the use Climbing Holds. A rope can be substituted for Holds. For a downward climb, the rope or holds are all that is needed. For an upward climb, a grapple is also necessary. In any case, because a climb requires the rope to be secured at the top (with a grapple or a tight knot), after a downward climb a rope is often lost.

How to Climb

Climbing requires that the character have three points of contact on the surface being climbed. That means only one hand or foot may be moved at a time. Securing the contact requires that the character leave the hand or foot in contact with the surface for three seconds before moving again.

Use of the **Climbing Skill** (See Chapter 12. 2) allows you to climb faster. Instead of leaving a hand of foot in contact with the surface for three seconds, the character only has to make contact before moving again.

15.2   Adventuring Notes: Swimming

The water is your friend. You don't have to fight with water,
just share the same spirit as the water, and it will help you move.
- Aleksandr Popov

Swimming is difficult, and progress while swimming is much slower than normal.

How to Swim

Swimming is represented using a Slow Walk, which requires that the character take a step, make a three second count, then take another step. Use of the **Swim Skill** (See Chapter 12. 2) allows you to move at a normal WALKING pace. Again, this is not a fast walking pace, just a normal one.

Fighting in Water

Fighting in water is also difficult. If you are under water, you may not flurry at all. The small weapon double attack may still be used, with the idea being that the attacker is stabbing and not slicing his target. The use of the Swim skill does not allow for faster combat.

Casting spells and using abilities while in water is very difficult. If the spell requires a verbal incant, it cannot be cast unless the character also has some way of breathing (and speaking while doing so).