**Castle AR Conceptual Draft**

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# **Chapter 1 Introduction**

## 1.1 What is Larp?

LARP (or Larping) is the acronym for Live-Action Role Playing. LARP is a form of role playing game where the participants may dress in costume and physically act out their character’s actions in a fictional setting. In some cases the setting matches the real world and in others cases players have to use a bit of imagination to bring the story to life. Larping is about creating a narrative with a community, where each individual character makes a contribution to the setting and the world. Larps come in various styles with some focusing on combat while others focus on roleplay. Larp events are commonly held over a weekend for two day events but can also be single day or week long events. Most larps award experience or items for attending an event which is used to further progress the player’s character. Larping is a unique experience, where you can explore your imagination and help create an amazing stories for all involved. This book will help you understand the C.A.S.T.L.E. style of larp and prepare you for your first game!

## 1.2 What is C.A.S.T.L.E. Larp?

C.A.S.T.L.E. is the acronym that stands for the Cincinnati Association of Safe Theatrical Live Entertainment. We are a game developer based out of the Greater Cincinnati area that offers various entertainment products.

C.A.S.T.L.E. Larp is the first fantasy game system developed and run by C.A.S.T.L.E. We provide all of the rulebooks in digital format for free, a forum, and an active facebook group for updates and feedback. Physical copies of the rulebooks can be found for purchase on our website. We pride ourselves in designing games that generate the best experience. Our larp is designed to facilitate player creativity and choice. Castle Larp simulates fantasy combat in a straightforward and efficient way. We emphasize in creating a fun experience for all, whether you are a lord, a mercenary, a monster or a wandering bard. With this in mind we invite you to attend one of our events!

You can read more about what we do, what we offer and who we are at our website:

www.castlelarp.com

## 1.3 Castle Larp Mantras

The C.A.S.T.L.E. Larp Mantras are intended to be overarching rules and guidelines for the game. These are intended to make sure that anyone attending the game is able to have a great experience because the community reinforces these Mantras.

**1. Pause**

This is the most important rule in the game. There are times in the game when things need to be “paused” - safety issues, something happens that the plot team must explain to players, and so on. This can be done by shouting the word “PAUSE!” to indicate all game play is to stop. This is the most important word in C.A.S.T.L.E. Larp. When you hear this word, you will immediately stop all game play and lower your head, close your eyes, stop talking and listen for further instructions. Under no circumstances is this word to be ignored. When the situation that caused the pause has been resolved, the nearest arbiter or staff member will ask “Is everyone Ready?” All player’s within the Pause should respond “Yes,” if ready or “No,” if not ready. When ready gameplay will resume with “3...2..1...Game On!,” usually initiated by the Arbiter or Staff member present. All players within the pause should also announce “Game On!” to clarify the area is no longer in a pause.

**2. Illegal Contact**

C.A.S.T.L.E. prohibits all forms of body contact during combat. There is no shield bashing, pinning of limbs, and so on. C.A.S.T.L.E. runs a physical combat game, but safe form is expected. Outside of combat, do not touch others in any way without their consent. Public displays of affection (pda) beyond hugging and hand holding, even between consenting adults is not allowed. This includes sleeping arrangements: one person per bed and/or sleeping bag. Many of the camps C.A.S.T.L.E. rents disallow PDA beyond what C.A.S.T.L.E. allows and adult interactions should not take place during a C.A.S.T.L.E.-sponsored event. In some cases players may ask permission for “physical roleplay.” In these circumstances players are allowed to make physical contact for better representation of an action, if both agree. These action must remain safe. Example: A player wishes to dramatically stab a dagger into another character after a slight struggle.

**3. Illegal Substances**

C.A.S.T.L.E. prohibits the use of illegal substances and alcohol during C.A.S.T.L.E.-sponsored events. This includes cigarettes for those who are minors. Many events are held on campsites that prohibit these substances and we will follow the law in all respects. Additionally, it is prohibited to come to any C.A.S.T.L.E.-sponsored event while under the influence. Any person caught breaking this rule will be asked to leave and will be prosecuted to the full extent of the law.

**4. Illegal Thieving**

This concerns both in-game and out-of-game thievery. First all in-game thievery must have an Arbiter present if you are invading someone else’s personal area (cabin, tent, etc). This is meant to protect our players’ privacy and prevent any accidental searching through any out-of-game belongings. The Arbiter will check Arbiter notes, if any are present and determine where you may search and steal. Players are **not** to check Arbiter notes at any time. Any location marked out-of-game cannot be searched or moved. Vehicles are always considered out-of-game. If you are found stealing without an arbiter present you will be escorted to the Head of Staff for the event. If you are found stealing out-of-game items you will be prosecuted to the full extent of the law.

**5. Sportsmanship**

C.A.S.T.L.E. like most larps is a game of honesty. As a player you should be concerned with how something is affecting your character and not how your character is affecting another - “Worry about yourself and not others.” Players must play the game to the best of their ability - taking damage and spell effects when they occur. At times there is a competitive atmosphere, especially when combat is involved. It is mandatory that all players remain in-game even if another player is not being sportsmanlike. Casually report any issues to Arbiters and Event Staff, never make a scene that could break the immersion for those around you.

**6. Exploitation**

C.A.S.T.L.E. is not a digital game and thus cannot be patched or fixed easily, and the rules are not hard locked with code. The game requires a large amount of testing and time to rework mechanics or descriptions that do not properly display their intention. We take in all feedback from players on improving the game and as a player of C.A.S.T.L.E. it is expected of you to not exploit any rules. If you find any kind of exploit in the system please contact C.A.S.T.L.E. staff so that we can evaluate and begin creating the change required for an update. It is looked down upon if you purposely find a way around the rules and will potentially destroy the immersion or sportsmanship of the game. If you are caught exploiting the rules, you are treated as if cheating.

A rule of thumb is to always interpret rules for the greater good of the group and the game's immersion, **not** for the benefit of your own character.

**7. Community**

Larping is heavily influenced by the community that participates. C.A.S.T.L.E. promotes a healthy community by using the mantras combined. Players should look at how they can improve their experience **and** the experience of those around them. By attending events you are acknowledging that you are contributing to the game and the narrative being told by the plot team and staff members of the game. Focus on what is happening to you and not what is happening to others. Based on character choices and roleplay the experience will differ for every player. Always focus on striving for immersion and improving upon the narrative. Remember that the community is available both during the game and after the game for help.

## 1.4 What To Expect

C.A.S.T.L.E. Larp brings many positive things to the Larping space. The system is designed at it’s core to allow for any person to join the game and be able to take part in combat, roleplay and almost anything else the game has to offer. By attending events and building your character you will become stronger at the things you focus on. The system allows players to get back what they put in and allow for the difficulty to scale with how much you wish to invest into the game. While there is always a small learning curve to larps, C.A.S.T.L.E. has strived to create easy and memorable mechanics that can be passed from one player to the next. When you come to a C.A.S.T.L.E. game you should have no problems getting started!

**In-Character vs Out-of-Character**

While larping your character will experiencing in-game (IG) and out-of-game (OOG) interactions. It is important that all of your interactions during the event remain IG for the purposes of atmosphere and helping provide an immersive experience for all. Sometimes there will be questions, accidents or other miscellaneous things that occur which require an out of game response. If there is ever an emergency call a “Pause” and then proceed to find the closest Arbiter or Staff member. In the case of medical emergencies call for a “Medic” after the pause is called. If you are hurt always call for a medic to signify that you are hurt OOG.

For questions about skills or items that cannot be answered IG you should seek out an Arbiter or Staff member in a nonchalant way. Never be afraid to ask questions but always be mindful as to how and when you ask the question. When interacting with objects or the environment always try to simulate what you are doing. If you are pulling on a rope, but there is no physical rope continue to act out that you are pulling. If you are injured and require healing IG then roleplay that you have the wounds. Remember that all of your actions should be IG as much as possible. Your contribution is what makes the game feel real and exciting!

C.A.S.T.L.E. features an immersive world and as such has religions within its lore. All in-game lore regardless of similarities to the real world is meant to enhance the game world and atmosphere. As such none of the lore should be taken to be real out-of-character or OOG.

**In-Game Location vs Out-of-Game Location**

While at a larp event you will most likely be on a boy scout or girl scout camp. All campsites will come with a boundary. It is important to make sure you familiarize yourself with the camp's layout as best as possible. This will help with avoiding dangerous locations during combat and at night. Attempt to treat the OOG world as if it was IG. The tavern may be equipped with modern cooking equipment and there may be a few electrical poles but attempt to push these out of your mind and think of them as something else or don’t call attention to them. Combat should never take place in an OOG area and players should never attempt to escape or avoid combat by entering these areas.

1. **Environment**

It is important to know what kind of weather to expect before an event. Prepare appropriately as some sleeping spaces may not provide heat or air conditioning. The weather normally does not stop an event as long as the weather is not dangerous such as a tornado. Always treat the environment as if you were camping.

1. **Lighting**

 Electrical lights cannot always be avoided, however you should always prioritize using period lighting such as an electric candle. While not unwelcome, avoid using open flame lighting; in some campsites it is banned indoors. Lighting your space with electric candles and lanterns is the best way to maintain an immersive atmosphere, while also being able to see!

1. **Food**

Almost all events will have a tavern. This will be run by a character that primarily stays in this space cooking meals and feasts for the gathering adventurers. The tavern accepts cash and in some cases may accept IG coin or items. The tavern commonly provides food to those that work in it as well. You may bring and cook your own food as well. If using the tavern you need permission from the tavernkeep. If using a campfire or grill please exercise caution and contact a Staff member if you need help with the camp rules for open flames. If you bring snacks attempt to place them in jars or containers that can seal tight. This helps to remain in period and keeps animals from trying to get into the food!

1. **Sleeping and Living Spaces**

While at the event you may be attacked in your sleep! This is part of the IG experience and if you need rest it is asked that you move off site or find some way IG to protect yourself while sleeping. All sleeping spaces should have a marked OOG location where anything not IG is located. Underneath beds are **always** considered OOG and anything you wish to keep IG should not be stored there. While it is not expected, it is encouraged that you decorate your living spaces with tapestries, rugs, electric candles and anything else that helps to improve the atmosphere.

**5. Designated Out-of-Game Areas**

Each campsite will have a designated OOG area where players can go to use personal devices and have OOG discussions. These areas are also for those that need a break from the game, but do not necessarily wish to leave the campsite. This is not meant to be a safe location from IG danger and should be avoided. Do not abuse this area or disciplinary action will be taken. The location will differ based on the site and will be announced during Opening Ceremonies.

**Playing the Game: Primary Characters and Narrative Characters**

To play you will need to come to an event! When you arrive you can choose to either play as a Primary Character (PC) or a Narrative Character (NC). Both of these roles are important to the narrative that the community is creating. PCs are players that remain as the same character for the duration of the event and must provide their own equipment. NCs are players that may change characters and/or play as monsters throughout the event. PCs are required to pay for the event and provide their own equipment while NCs are allowed to play for free. Playing an NC the first few times you play is a great way to experience various aspects of the game for free.

PCs are required to bring their in-game clothing, equipment and weapons. All weapons must be approved before they can be used in the game. Approved vendors for purchasing weapons and gear can be found on our website. If you attend an event as a PC and do not have in-period garb you will be asked to play a NC instead.

Both Primary and Narrative Characters are important. Each should be seen as the same thing within the game's world and story. A narrative character should be roleplayed as if it were a primary character and visa versa. Treating either character type different because of their out of game status is not tolerated and breaks the immersion of the game.

**Player & Character Bleed**

The term bleed represents the crossover of a character or players emotions and perception of another player or character. When Larping you are engrossed in a fictional world and the actions and situations within the game world are meant to remain within that world. This is also true for real world emotions and biases. In situations where bleed occurs it is recommended to remove yourself from the game world and seek out a place to recover if you need to. In Castle Larp we ask that you seek out a player rep, a close friend or an arbiter. Outside of an event seek to identify and resolve the bleed before it grows into an issue. Each event space should have a marked OOG area. If you cannot locate this area ask an Arbiter or Staff.

**The LC Rule**

The LC (Learning Curve) Rule is meant for new players that have attended less than 5 events or 10 Game Days. Upon the 6th event or 11th Game Day the player will no longer be able to use this rule. The rule allows for a continuous flow in combat and for new players to inquire about the effects at a more opportune time. This also alerts the opponent in combat situations that the player is new and did not understand what had happened. Misuse of this rule will be considered cheating; the rule should be use sparingly and only when necessary.

Rule: When encountering an effect or called attack in a combat situation, that is unknown or confusing to the player, you may call “LC” and take the *Daze Condition*. The condition functions as the normal *Daze Condition* and can be removed via a *Cure <Condition>* skill/item or with a *Short Rest*.

**Daze** - When a character or creature is Dazed they cannot perform any In-Game skills and they cannot build aptitude.

Example: Jake is a new player and in the middle of a fight. Jake’s opponent throws a “Magic Curse.” Jake doesn’t know what Curse is, so he can call LC and become dazed. Jake can then remove himself from combat by fleeing or choose to stay and recieve a cure to the condition. After combat he can seek out an Arbiter or a veteran player to inquire what Curse does.

# **Chapter 2 Characters Creation**

## 2.1 Building A Character

In C.A.S.T.L.E. building a character requires this core book at minimum. If you would like to further develop your character's backstory and culture please purchase or download the Valaran Culture Compendium. It is also recommended to join the online community or local community to seek out more help.

When building a character you will need to choose a race and create archetype for your character to follow. Next you will determine what skills you are purchasing and then calculate your health and mana/resolve if you have purchased any. Next you will choose a birth sign and create your characters backstory, if you have not already done so.

It is important to choose character goals! They will help to define the your character when they interact with the world and others characters in it. A character without a goal can be difficult to roleplay and easily fall out of roleplay. It’s recommended that you talk with veteran players about goals and character personalities. Sometimes it is easier to follow another character's goals on your first adventure but it is ultimately up to you!

A player may have up to 5 registered characters, but can only receive experience for one character during the event. A player may have characters of the same race but they must all be obviously unique from each other so other players can instantly recognize the difference. Your characters cannot interact with each other at any time, or through another player’s character. This helps to avoid confusion and keep a fair playing field. It is highly suggested that you create a cohesive character for Valara and a high fantasy setting. Attempting to create characters completely outside the genre or a recognized character from other media are frowned upon and you may be asked to alter the character before creation is complete. We promote player creativity and most importantly have fun!

## 2.2 Choosing a Race

There are five basic racial categories in C.A.S.T.L.E. and each features several sub-categories, giving you 16 races to choose from. The races provided in this book and the culture compendium are guidelines for creating your character. You do not have to play your character exactly as stated within each description but it is recommended that you attempt to follow the base structure to create cohesion within the game world.

### 2.2.1 Mankind (Barbarians, Humans and Wanderers)

**Barbarian**

The Barbarian culture is one that has adapted to a life without industry. These Mankind can live in harsh environments that would prove fatal to others. This shows their ability to withstand and adapt while learning to use and harness the natural world of Valara. The Barbarians have always maintained a primitive style of government where ruling over a tribe is about how far your lands reach and how well you can hold them. Barbarian leaders consist of four categories: War Chief, Peace Chief, Landsinger and Spirit Guide. Conflict frequently erupts between tribes that are vying for control over land and resources. This primitive mindset causes many Barbarians to uphold tradition at all cost. Because of this Barbarians are also very superstitious, passing along the omens of their ancestors. It’s not uncommon to see them perform strange rituals or chants throughout the day or in response to something that they fear.

Barbarians are masters of the wild and commonly practice essence or wild magic. Due to their respect for nature and its power a majority of Barbarians do not cast Prime Magic. Throughout their history Prime Magic has been seen as an act of betrayal towards Valara and an attempt to tame her most violent and devastating aspects. It is believed that the elements are too powerful to be controlled by an individual and should be left to Valara’s will. Instead Barbarians cherish the restorative and protective forces of the other magics and apply these traits to the animals and creatures they share the world with.

Barbarian clans are commonly named after a respected spirit animal amongst the clan. This animal is seen as sacred and protected by the clan itself. The only time the clan allows hunting of this sacred creature is upon a quest for adulthood within the tribe. When this quest is complete the victorious Barbarian youths will be tattooed with the symbol of the animal. This style of living and tradition has caused other races to coin the term “Barbaric” which illustrates a much more primitive and unrefined lifestyle. Speech and appearance greatly depends on the place of living for the Barbarian as a whole. Barbarians appear to be uncivilized and unorganized. On the other side Barbarians find many of the other cultures to be confusing and unnecessarily wasteful. This appears to be an effect based on their culture focusing so heavily on serving nature rather than forcing nature to serve them.

Barbarian Requirements

The makeup and costume requirements for Barbarian are at least one tattoo consisting of an animal, totem or geometric shapes and lines. It is recommended to wear furs and clothing that reflect the natural environment the character lives in.

**Human**

Humans are most known for their adaptability to a situation and their immense determination towards their passions or goals in life. Humans can be very diverse and multicultural living in different parts of the world. This has caused many humans to have a large variety in appearance and intellect making no two Humans truly alike. Their time spent with other races has also contributed greatly to their successes as they adopt the skills and knowledge of those around them. Humans that explore are commonly more accepting of the world around them while humans who remain within a region are most likely to reject others views. Humans are notorious across Valara for being known as virtuous and kind as much they are selfish and cruel. Many humans choose to settle within a region and live out their life within that region traveling if necessary.

Many Human settlements are built near bodies of water and have become some of the most successful and busiest cities that can be found in Valara. Leadership is commonly determined by the population or traditions of the humans in the area. The largest settlements are ruled by Kings; others by council or merchants who control the wealth and power of the region. Humans are also known for their various orders and beliefs. Even at an individual level Humans can find something they believe in and will spend their life devoted towards it. The most notable among the group types are chivalric orders, merchant guilds, gangs and secret societies.

Human Requirements

There are no cosmetic requirements for humans. It is highly recommended that proper garb is worn reflecting the lifestyle or profession the character has.

**Wanderer**

Wanderers are the storytellers of the world. They are very similar to humans but are distinguished by their lifestyles and thick accents. Wanderers are a nomadic people who choose to live on the road in their wagons and tents. A wanderer will not remain in one place for too long and will frequently create a circuit in a region if they plan on remaining there for some time. Wanderers tend to travel in groups and it is not uncommon for the group to be comprised of family members. A wanderer is extremely loyal to their family and will openly display the symbol of their birth clan. This is normally a tattoo but many wear pendants and other embellishments that distinctly display the symbol. Over time a wanderer will marry several others and it is not uncommon for them to display several clan symbols. Interestingly enough Wanders marry so often that one can say all Wanderers are just one large family.

Wanderers do not have a central government but many clans and families have a leader known as a Vanem Tevas. These leaders are chosen during the Tevas Festival through a trial of drinking and popular vote. Outside of this most of their life is spent living to the absolute fullest. Parties, festivals, and drinking are what a wanderer does in their past time but they do so with fervor. Another important past time is the telling of tales. While Wanderers are a very cheery and joyous people they do have a darker side to those who earn it their ire. A Wanderer that betrays the family regardless of the act may be exiled. This results in the symbol the exiled Wanderer wears, including tattoo, will have a black line marked or burned through the symbol. This states the member as an outcast and in some cases they are considered “dead” by the families.

Wanderer Requirements

The makeup and costuming requirement is an openly worn clan symbol. It is highly recommended that proper garb is worn reflecting the lifestyle or profession the character has.

### 2.2.2 Elvenkind (Dark Elf, Moon Elf, Valaran Elf)

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**Dark Elf**

The Dark Elves descend from a settlement of Valaran Elves who fell victim to magical radiation burns from the cataclysm. The magic blackened their skin and bleached their hair but it also caused them to develop a sensitivity for magical energy. Aside from their appearance Dark Elves are known for their pride in honor. Above all else a Dark Elf will keep their word and never break it for fear of inferiority among others. Breaking their word is very dishonorable and may earn them a brand of death, marking them as an anathema. Dark Elves view themselves as superior to all other races and must be able to prove this at all times. These elves are ruled by a king who holds supreme power over all other Dark Elves. Many with leadership positions are split into great houses with minor houses serving beneath those. The King oversees that these houses are always competitive against one another to prove their worth and position, for a house without purpose is no different than a house of ghosts. Most Dark Elves prefer to live within the main settlement’s mountain or the thick forests around it.

Dark Elves are known for perfecting various fighting styles and are most adept with edged weapons. Rituals are another focus of the Dark Elves and those who have formally trained in magical dissipation can banish rituals by force. Dark Elves are very secretive and tend to keep uncommon knowledge or secrets for their houses benefit. This has spread into their social sphere as well making many Dark Elves excellent spies or informants. Thanks to their long lives their prefered course of action is to be patient and strike only when the time is right. This puts them at odds with many of the short-lived races who make hasty and rash choices. Some individuals in the Dark Elven society have spent decades planning before they make a move to secure higher positions.

Dark Elf Requirements

The makeup and costuming requirements are all visible skin must be black (makeup or clothing). Black prosthetic ear tips must be worn and any headgear that would cover them up may not be worn unless they are properly visible while doing so. Hair may be any color, but white is preferred.

**Moon Elf**

The Moon Elves are a peaceful and thoughtful race preferring the way of knowledge and wisdom through meditation. This race of elves regards themselves as an elder race, supported by their grace and purpose in every action. They show very little emotion due to their refinement in control over their body and mind. They are said to have been created by the pairing of Mother Moon and Father Elf which reflects their pale white skin and light colored hair. Many of the Moon Elves live within cities carved out of the natural peaks in the mountains which grants them access to the moon's light without obstruction. These locations are isolated and difficult to reach without the proper knowledge of the mountain. Their leadership consists of a council of twelve elders who meet each month by grace and might of the full moon. These leaders delegate positions of power among the cities.

Moon Elves are very peaceful, only fighting when they must. If a situation arises a Moon Elf will seek out the most peaceful resolution possible before resulting to violence. This pacifism is reflected in their styles and clothing as well. Metal and armor is not common but long flowing robes and vibrant colors from the mountain flowers decorate their garb. Moon elves tend to focus on magical practices branching out into the three schools of magic equally. Though much of their speech and movements appear slow at times, they are always graceful and purposeful in every way.

Moon Elf Requirements

The makeup and costuming requirements are all visible skin must be white (makeup or clothing). White prosthetic ear tips must be worn and any headgear that would cover them up may not be worn unless they are properly visible while doing so. Hair is commonly lighter in color with blond and light brown being the dominant.

**Valaran Elf**

Valaran Elves are the most common of the Elven races. They claim to be the direct descendants of the ancient Anturi and thus value their intellect and magical prowess above all else. Younger races are seen as inferior to the Valaran Elves. Their connection to the Anturi is the primary reason behind their conservative beliefs, especially concerning the art of magic. Their laws surrounding magic are strict and those who do not follow them are considered benighted. The Valaran Elves are led by a council of eight who are the architects for the future of their society. These members make up the Council of Magical Education and Training also known as COMET, the largest and most resourceful college within Valara. Many sister cities will have an established base with a nominated member of the college to act as the town leader. The town's militia will commonly be made of inquisitors from the college as well.

Valaran Elves are very paranoid of magical misuse and the intentions of other races. They will scrutinize and openly state their ideals to those around them as if to ward off any trickery or misbehavior. Many Elves prefer to live within towers or tall buildings to allow them a bird's eye view of their surrounding lands. At times they become upset if they are not able to sleep and eat near windows with a good view of the outside area. Elves share a mixture of style between a human and a moon elf. They wear more refined academic clothing with open robes, caps and glasses. While many live within the major elven city it is not completely uncommon to see an Elven professor helping to educate with other racial cities and towns.

Valaran Elf Requirements

The makeup and costuming requirements are prosthetic ear tips must be worn openly. Any headgear that would cover them up may not be worn unless they are properly visible while doing so. It is highly recommended that proper garb is worn reflecting the lifestyle or profession the character has.

### 2.2.3Hillfolk (Briarfolk, Dwarvenfolk, Goblinfolk)

Briarfolk

Dwarvenfolk

Goblinfolk

### 2.2.4 Kindred (Dragonkyn, Faekyn, Feralkyn, Florakyn)

Dragonkyn

Faekyn

Feralkyn

Florakyn

### 2.2.5 Warlings (Gearling, Ogreling, Orkling)

Gearling

Ogreling

Orkling

## 2.3 Creating an Archetype

C.A.S.T.L.E. larp presents a robust system for creating your own character Archetypes. An Archetype is not a class but an ideal or concept that the player falls into. A character that focuses on melee combat and dealing damage may be a warrior where a character that focuses on healing and light melee combat could be considered a cleric. There are three general archetypes that fall into the holy trinity: a tank, a healer and a damage dealer. However we don’t want to call them by these mechanical names so below is a list of example archetypes at 30 SP.

Hillfolk - Dwarf Warden (Tank)

30 SP

Elvenkind - Valaran Elf Essence Sage (Healer)

30SP

Mankind - Human Rogue (Physical Damage Dealer)

30SP

Mankind - Wanderer Primal Mage (Magical Damage Dealer)

30SP

## 2.4 Creating a Backstory

Creating a backstory is not always easy! This section provides some insight into the world and characters that you can play in C.A.S.T.L.E.. When creating a character think of personality traits and quirks that the character has. Develop goals for the character to follow and make their life’s story until now, realistic. Not everyone can be the king's bastard child destined to rule the country. Start small and work your way up through the living story created by all of the players and storytellers. If you wish to become a hero then do so by saving others, not by writing it into your backstory.

**Valara**

Valara is a world filled with many fantastical things. As the ages progress the people who inhabit the world have seen it thrive and fall. Much of the past was lost or blurred in the cataclysm when the Anturi’s advances in magic went terribly wrong. Over time many of the wounds left by the tragedy have healed but the scars linger. A struggle between the Fey and Fiends writhes in the air and the primal elements fight for power through their devout followers.

At the start of the new age a great mist began to roll around the world. Where it passed things began to change. Ancient creatures now called the old ones began to appear and with them came others, from worlds beyond Valara. In some cases the mist was able to encroach onto some of these worlds and consume them whole. Some of the people who cross come for refuge, some for exploration, and some for conquest.The Age of Mists is still progressing and the different cultures within Valara are adapting or fighting the change it brings.

---

The question is, are you an outsider or a native to Valara? What do you come to Valara for: adventure or refuge? If you are native then are you protecting something from the invaders or possibly the dangers on Valara herself?

### The Var’Sundé

One day a large mist formed and began to roam Valara, this was the beginning of a new age. With it came strange creatures and people from other worlds. As the years continued the strange mists had an effect on everything in Valara. One such effect was known as being a Var’Sundé. A person that has been deemed a Var’Sundé does not die when slain, but rather they are judged by a Denizen of Death who will take those whose Spirit has broken. Var’Sundé do not know how many times they can die before their time is up. After a Var’Sundé Spirit has broken he will be considered Fallen and will soon after be met by the Denizen of Death. This could take a day or two but the Denizen will appear no matter where the Var’Sundé has gone. The Denizen will take hold of that Var’Sundés remaining Vitae and deliver it to the Realm of Death.

When you create your character you can choose to be a Var’Sundé or, if you seek challenge, you can choose to be a Fa’Sundé. Choosing to be a Fa’Sundé means that you only have 1 life and a death means the end of the character (entering the Spirit State). Fa’Sundé cannot harvest Vitae crystals from corpses like the Var’Sunde. By default a PC will be made a Var’Sundé and an NC will be a Fa’Sundé. For more info on death and states see page [xx]. Valara is full of Fa’Sundé with many PCs being the majority of the Var’Sundé around.

**Birthsign**

On Valara, the Birth Sign is determined by month your character was born. Once your character’s Birth Sign is chosen, it can never be changed. A character’s birth month does not need to be the same as the player’s birth month; it can be completely random.

A character’s Birth Sign grants one Resist <Condition or Element> at no Skill Point cost upon character creation. Additional Resist <Condition or Element> can be purchased for the Birth Sign under Prestige Skills on page [xx].

|  |  |  |
| --- | --- | --- |
| Birth Sign | Month | Resist <Condition or Element> |
| Sign of the Knight | January | Berserk |
| Sign of the Soldier | February | Vulnerable |
| Sign of the Storm | March | Lightning |
| Sign of the Nomad | April | Rooted |
| Sign of the Hero | May | Weakness |
| Sign of the Sun | June | Fire |
| Sign of the Bard | July | Silence |
| Sign of the Serpent | August | Immobilized |
| Sign of the Mountain | September | Stone |
| Sign of the Totem | October | Fear |
| Sign of the Cleric | November | Curse |
| Sign of the Moon | December | Ice |

chart x-x

## 2.5 Character Resources

**Coin, Vitae Gems, Items, and the Blue Crystal Bank**

Many Valarans who seek to purchase goods do so with Coin and Vitae Gems. Coin is divided into caps, marks, crowns and dragons. Each is a division of 10; 10 caps is equal to 1 mark and 10 marks is equal to 1 crown. Vitae Gems are a form of crystalized vitae that can be found naturally or extracted from deceased creatures and humanoids. Var’Sundé crafters and ritualists have found a use for Vitae Gems as components making these gems very valuable.

All new characters will receive [10] caps and a Blue Crystal Bank lockbox at creation. The Beginner Lockbox can hold up to [100] Caps. A player may purchase a larger lockbox for a fee following Table x-x. All coin and gems **must** be turned in at the end of an event. Doing so helps to reduce the cost of maintaining coin and gems for the local branch. Players may only access their lockbox at the beginning of the event and cannot access it during the event. Tagged items cannot be placed in the lockbox and are to be managed by the player. Any leftover coin that does not fit in the lockbox can be used to upgrade the lockbox.

|  |  |  |  |
| --- | --- | --- | --- |
| Tier | Cap Maximum | Vitae Crystal Maximum | Cost (Caps) |
| Beginner Lockbox | 100 | No Limit | Free |
| Lockbox Upgrade 1 | 200 | 25 |
| Lockbox Upgrade 2 | 300 | 50 |
| Lockbox Upgrade 3 | 400 | 75 |
| Lockbox Upgrade 4 | 500 | 100 |
| Lockbox Upgrade 5 | No Limit | 250 |

Table x-x

The Blue Crystal Bank is the largest banking service in all of Valara and the only place to securely store Coin and Vitae Gems. The Goblins of Zeezak who run the Blue Crystal Bank employ a special system that is unique to them. The traveling bankers have some sort of magic taken from the mists that enables them to store and retrieve an individual's lockbox from anywhere. Many believe that the lockboxes are stored in Zeezak itself but none have ever found where the banks true location is. Lockboxes are not readily available to most, but the bank seems to choose, specific individuals as potential clients. Those who have a lockbox can access it from any banker but for security the same lockbox cannot be accessed again for a few days.

**Skill Points, Skills, and Progression**

In C.A.S.T.L.E. experience is equivalent to the amount of *skill points* (SP) a character has earned over it’s lifetime. Every Game Day the player attends is awarded *skill points* based on the chosen characters total *skill points* earned. Players may also spend Castle Coins to generate a Castle Coin Game Day or CCGD one per month. A CCGD awards 1 *skill points* regardless of the characters total *skill points* earned. *Skill point* totals are broken down into five brackets that have an in-game title to express the level of experience the character has. See Table x-x for SP progression and titles.

Skill Points can be spent on Core Skills and are capped at 200 SP. These Skill Points are rearrangeable with rituals. Skill Points can be burned on Prestiege skills and regardless of type (passive, 1x ever, etc) they cannot be recovered or respent. For more information on these skills see page [xx].

|  |  |  |
| --- | --- | --- |
| Total SP Earned | SP Per Game Day | Title |
| 30-49 | 5 | Novice |
| 50-99 | 4 | Adept |
| 100-149 | 3 | Skilled |
| 150-199 | 2 | Seasoned |
| 200+ | 1 | Veteran |
| Castle Coin | 1 | - |

Table x-x

## 2.6 Profes sions

Professions are a way to establish a character's income and quality of life. A player can choose a profession upon character creation but may choose to hold No Occupation. Players may choose their own profession as long as it falls under one of the ten categories. The profession must make sense within the world setting and be approved by logistics during character creation.

|  |  |
| --- | --- |
| Category | Example Profession |
| Academic | Professor, Researcher, Physician |
| Agriculture | Farmer, Forester, Prospector |
| Artisan | Blacksmith, Jeweler, Tailor |
| Criminal | Hired Killer, Thief, Smuggler |
| Entertainer | Artist, Courtesan, Bard |
| Mercantile | Guild Member, Inn Keeper, Auctioneer |
| Military | Soldier, Battlefield Medic, Mercenary |
| Religious | Monk/Nun, Missionary, Preacher |
| Residential | Messenger, Guide, Maid/Butler |
| No Occupation | - |

**Favors**

Working hard can reward a character with more than coin. Every 10 game days the character attends, will reward them with 1 Favor. This represents the time in between games when the character is gaining favor with others, such as peers within the same profession or leaders of the town. Favors can be spent on various benefits or to rank up the characters profession. A character with No Occupation still generates Favors.

**Profession Rank**

All professions start at Novice (1) and spending 1 favor will promote the character to the next rank in the profession. A character’s profession may only rank up once per event. This represents the time and effort it takes to gradually improve in one's profession. Increasing the rank of the profession affects the amount of income it generates and the effectiveness of its favors.

|  |
| --- |
| Rank |
| Novice (1) |
| Journeyman (2) |
| Expert (3) |
| Master (4) |
| Grand Master (5) |

**Income**

A player may collect their income at the beginning of an event they are PCing. The character that is being played is the only character that may collect income. The player will roll a d5 and multiply that by the rank of their profession to determine how many caps they were able to make between events (1d5 \* Profession Rank = Income [Caps]). A character with No Occupation cannot collect income.

**Changing Profession**

A player may choose to change a character’s profession at the beginning of an event during check-in. The characters favors will carry over to the new profession but all ranks will be lost.

**Favors**

**Friends in the Right Places** - You are friends with the local guilds, merchants, or nobles and can get access to a special list of items. This list can only be accessed before the start of the event and has limited quantities.

|  |  |  |
| --- | --- | --- |
| Rank | Cost | Description |
| Novice (1) | 1 Favor | Gain access to the early market, reduce the cost of items by 5 caps (min 1 cap). |
| Journeyman (2) | 2 Favor | Gain access to the early market, reduce the cost of items by 10 caps (min 1 cap). |
| Expert (3) | 3 Favor | Gain access to the early market, reduce the cost of items by 15 caps (min 1 cap). |
| Master (4) | 4 Favor | Gain access to the early market, reduce the cost of items by 20 caps (min 1 cap). |
| Grand Master (5) | 5 Favor | Gain access to the early market, reduce the cost of items by 25 caps (min 1 cap). |

**Competent Worker** - You excel at your work and it pays off in the end, or your efforts have rubbed off on someone else.

|  |  |  |
| --- | --- | --- |
| Rank | Cost | Description |
| Novice (1) | 1 Favor | Increase the income to d5+1 before multiplying by profession rank. |
| Journeyman (2) | 2 Favor | Increase the income to d5+2 before multiplying by profession rank. |
| Expert (3) | 3 Favor | Increase the income to d5+3 before multiplying by profession rank. |
| Master (4) | 4 Favor | Increase the income to d5+4 before multiplying by profession rank. |
| Grand Master (5) | 5 Favor | Increase the income to d5+5 before multiplying by profession rank. |

**Temporary Defense** - Your estate has a good outcome or the morale of your staff is higher than normal.

|  |  |  |
| --- | --- | --- |
| Rank | Cost | Description |
| Novice (1) | 1 Favor | Increase your Potential Defense temporarily by 1 |
| Journeyman (2) | 2 Favor | Increase your Potential Defense temporarily by 2 |
| Expert (3) | 3 Favor | Increase your Potential Defense temporarily by 3 |
| Master (4) | 4 Favor | Increase your Potential Defense temporarily by 4 |
| Grand Master (5) | 5 Favor | Increase your Potential Defense temporarily by 5 |

## 2.7 Estates

Estates are a way to establish a character’s place of living; however they are not required for creating a character. Estates can generate goods which can are exchangable at the beginning or end of an event for caps or vitae gems. Estates are an extension of the game for those who wish to take on the potential risks and benefits of the system. Whether you wish to live in a cabin or build a castle the options are there. Players have some creative control on the game space and IG world with an estate, but majority of this is minor statistical benefit and roleplaying opportunities.

**Address**

When an estate is created a code will be generated to represent the physical location of the estate. This code will be unique to the estate and marked on the character sheet of the character that owns the estate. Anyone with knowledge of this code knows where the estate is located.

**Building an Estate**

Part 1: When building an estate the player must first locate land. This is accomplished one of two ways:

* Acquire the land rights from the local region though IG roleplay (Local Staff)
* Acquire the estate from a current owner through IG roleplay (PCs & NCs)
* If the land is not located near an IG town it can be built upon, but requires a clearing fee of 100 caps (Logistics)

The town will be surrounded by specific land that the town’s staff have determined when the town was created. This list will differ per town and will determine Potential Danger and should dictate cosmetic details. For example an estate built in a desert will not be able to harvest pine trees.

|  |  |
| --- | --- |
| Land | Potential Danger |
| Forest | +2 |
| Deep Forest | +4 |
| Grassland | +1 |
| Foothills | +1 |
| Mountainous | +4 |
| Marsh/Swamp | +3 |
| Desert | +3 |
| Coastal | +2 |
| Urban | +1 |
| Subterranean | +4 |

Part 2: Next the player will choose the estate type. The estate type will determine the base Potential Defense of the estate as well as provide aesthetic and purpose to the estate.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Estate Type | Main Building (1) | First Upgrade (2) | Second Upgrade (3) | Final Upgrade (4) | Potential Defense |
| Academic | School | Academy | College | University | +1 |
| Agriculture | Small Farm | Medium Farm | Large Farm | Plantation | +1 |
| Artisan | Small Workshop | Large Workshop | Industrial Workshop | Grand Workshop | +1 |
| Caravan | Small Caravan | Large Caravan | - | - | +2 |
| Criminal | Hideout | Large Hideout | - | - | +5 |
| Entertainment | Stage | Gallery | Theater | Grand Theater | +1 |
| Mercantile | Stall | Shop | Storefront | Warehouse | +1 |
| Military | Outpost | Fort | Keep | Castle | +5 |
| Religious | Chapel | Church | Abbey | Cathedral | +1 |
| Residential | Cabin | House | Manor | Mansion | +1 |

Part 3: The player will start the construction of the Main Building by paying 100 caps. This takes at least 1 event before it is fully built. Upgrading a Main Building follows this same requirements and the current upgrade must be complete before the second one can be started.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Main Building Upgrades | Tier | Tier 2 | Tier 3 | Tier 4 |
| Costs (Caps) | 100 | 500 | 5000 | 10000 |
| Resident Space | 1 | 2 | 2 | 3 |
| Additions Slots | 1 | 2 | 3 | 5 |
| Max Goods | 100 | 250 | 500 | 1000 |

Part 4: Once the estate has been recorded and the main building has been built the player may hire Residents and/or build Additions.

Residents - A Resident takes up a Resident Space. Each Resident contributes towards the goods generated and upkeep of the estate. A Resident must be “hired” and the player may choose who the residents are. Resident characters are created by the player who owns the estate, but these characters provide no benefit outside of the above mentioned benefits. If the estate owner wishes to hire a “player” they may do so but this provides no benefit to either players and follows the same rules as a hired Resident.

Additions - An Addition is an added building or section of the Main Building. Additions provide Resident Space. A Main Building is already occupied by the estate owner. Each addition built will increase the amount of Resident Spaces based on the current Main Building Upgrade. For example a Residential estate with the First Upgrade on the Main Building would be a House (seen in table x-x. This would allow for the estate owner to build two Additions providing a total of 4 Resident Spaces (2 per Addition). The same Addition can be purchased multiple times. An Additions category, like all other categories of the estate, serve as flavor and aesthetic details.

|  |  |
| --- | --- |
| Category | Addon |
| Academic | Library |
| Agriculture | Garden |
| Artisan | Workstation |
| Criminal | Fence |
| Entertainer | Parlor |
| Mercantile | Storehouse |
| Military | Barracks |
| Religious | Shrine |
| Residential | Servants Quarters |

Part 5: The last set of options is for Estate Upgrades. Estate upgrades are minor projects that will either add to the flavor and aesthetic detail or provide minor benefits. These follow the same process for Main Building Upgrades and only one can be in construction at a time. The construction completes the next time the character checks-in at an event.

|  |  |  |  |
| --- | --- | --- | --- |
| Estate Upgrade | Cost | Benefit | Prerequisite |
| Expanded Storage\* | 100 Caps/Goods | Expand the storage and efficiency of the estate by 100. | - |
| Palisade Walls | 100 Caps/Goods | Increase the estate's Potential Defense by +2 | - |
| Stone Walls | 200 Caps/Goods | Increase estate’s Potential Defense by +4. Replaces Palisade Walls. | Palisade Walls |
| Guard Tower (4) | 75 Caps/Goods | Increase the estate’s Potential Defense by +1. Only 4 Towers may be built. | - |

\* - This may be purchased multiple times.

**Goods, Upkeep, and Danger**

Goods represent the services, materials, and general productivity of the estate. The flavor and aesthetic detail is based on the estate type and additions. The player has freedom to describe the types of goods they are generating as long as it fits with the estate type, land, and addition types. Goods are generated at the beginning of an event when a player is checking-in. The player may collect the goods or exchange the goods.

**Collecting & Exchanging Goods** - When a player is checking in they may collect goods from the estate of the character they are playing. Goods may only be collected by a player that is PCing. The player will roll 1d10 to determine the amount of goods being generated. After the amount generated has been determined the player can choose to exchange those goods for caps, items, or vitae gems. They may also choose to exchange them as a Certificate of Goods (tag) in amounts of 25. If the player does not wish to exchange the goods they can place them in storage or use them to pay upkeep. Goods generated is determined based on the equation *(1d10)\*(0.2\*Residents) rounded up*.

|  |  |
| --- | --- |
| Goods | Exchangeable Resource |
| 1 Good | 1 Cap |
| 20 Goods | 1 Vitae Gem |

**Upkeep** - Upkeep is determined after goods have been generated. Upkeep is based on the equation *4\*(0.25\*Residents) rounded up.* If you do not pay your upkeep you don’t generate any goods and the upkeep will continue to accumulate. If the upkeep reaches the cost of the estate tier the estate will be destroyed and you will have to purchase a new estate.

**Potential Danger** - Potential Danger represents the potential for something dangerous to occur in or around the estate. This number is determined based on the estates land type and any dangers that may be around the estate. Potential Danger is a number that is combated by Potential Defense. Potential Danger is always a base 3.

During checkin the player and the check-in staff will both roll a d10, adding Potential Danger to the Staff roll and Potential Defense to the Players roll. The higher number wins determining if there was a danger or if everything is safe. The staff can then storyboard what occurred so that the player has a source of roleplay. If the potential danger succeeds the goods generated are reduced by half, round down minimum of 1.

(1d10+Potential Danger) vs (1d10+Potential Defense)

**Potential Defense** - Potential Defense represents the potential for the estate to defend against Dangers. This number is determined based on the estate type and any upgrades that improve Potential Defense.

# **Chapter 3 Core Skills**

Core skills make up the bulk of what most players will spend their Skill Points (SP) on. You may only spend a maximum of 200 SP into core skills, after which all other SP must either be held onto or spent on Prestige Skills. Core Skills are broken down into three categories: General Skills, Martial Skills, and Magic Skills. Within General skills exist Crafting Recipes, Elegance, and Ritual Knowledge.

All skills are one of three types: Passive (always active), Short Rest (may be used once per Short Rest), Event (may be used once per event per purchase), and Active/Reactive (gained and used by performing specific actions in combat).

...

## 3.1 General Skills:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **General Skills** | **Page** | **School** | **Novice** | **Journey** | **Expert** | **Master** | **G.Master** | **Prereq** |
| **Aptitude** | **[xx]** |  | **4** | **6** | **8** | **10** | **12** | **none** |
| **Armor Training** | **[xx]** |  | **5** | **-** | **-** | **-** | **-** | **none** |
| **Crafting Recipe** | **[xx]** |  | **3** | **5** | **7** | **-** | **-** | **none** |
| **Create Hearth** | **[xx]** |  | **0** | **-** | **-** | **-** | **-** | **none** |
| **Elegance** | **[xx]** |  | **2** | **4** | **6** | **8** | **10** | **Create Hearth** |
| **Lock Pick Training** | **[xx]** |  | **5** | **-** | **-** | **-** | **-** | **none** |
| **Ritual Knowledge** | **[xx]** |  | **3** | **5** | **7** | **-** | **-** | **none** |
| **Triage** | **[xx]** |  | **5** | **-** | **-** | **-** | **-** | **none** |

**Aptitude**

Aptitude is a measure of your Martial and/or Magical prowess. For every purchase of Aptitude you choose either Martial or Magical. For every Martial Aptitude you have you gain one Readied Maneuver Slot and increase your maximum Resolve by one. For every Magical Aptitude you have you gain two Readied Spell Slots and increase your maximum Mana by one. See pg [xx] for a description of Maneuver and Spell Memorization. You may not have more than five total Aptitude (any combination of Marital and Magial).

**Armor Training**

You have trained to get the most out of your armor and gain more deflections based on the type of torso armor you are wearing. Instead of the normal 1x multiplier you instead gain a 2x/3x/4x multiplier to your Armor Point Rating (APR) if you are wearing Light/Medium/Heavy torso armor.

**Crafting Recipe**

Crafting recipes are a set of skills that allow you to produce/enhance items by spending times and resources. See page [xx] for a list of crafting recipes.

**Create Hearth**

You have the ability to create a personal bond with a single location. The area is specific for yourself and may overlap with other people wishing to have a Hearth in the same area. Once you set your Hearth you may not set another one for the rest of the event. Any of acts of Elegance you perform within your Hearth do not consume a use.

**Elegance**

Elegance is a broad term used to describe the act of providing Inspiration to others through the use of roleplay related actions. This includes: Playing music, performing oratory, leading prayer, cooking, telling stories, dancing, or some form of plot approved performance. For each purchase of this skill you gain a new Inspiration type, as well as an extra use of the skill per event. See page [xx] for a descripting of all the Inspirations you may choose from.

**Lock Pick Training**

You have trained long and hard with picks and gain added benefits for it. Whenever you use a set of lock picks you no longer break your picks upon successfully picking a lock, and add an extra 2 white stones to the draw bag.

**Ritual Knowledge**

You have learned the intricacies of Ritual performance and can produce fantastical effects. See page [xx] for more details on Rituals.

**Triage**

You have learned the basics of battlefield medicine and can patch up the wounded as well as diagnose what is wrong with someone. To perform battlefield medicine you must hold a bandage to the “wound” with both hands and state, “Beginning Triage, halt Dying Count.” This will pause the target’s Dying State. After 60 seconds of holding the bandage in place without being hit or using any other skills, you may call “Cure 1.” You may only perform this action when you and your target aren’t moving. If you are hit or for some reason stop holding the bandage in place you are required to state, “resume Dying Count.” To diagnose what is wrong with someone simply state “Diagnosis, what is your ailment.” The response to this is either “Injured” (indicating that the target is missing HP) and/or “[condition name(s)]” (listing all conditions that the target is currently under).

## 3.2 Martial Skills:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Martial Skills** | **Page** | **School** | **Novice** | **Journey** | **Expert** | **Master** | **G.Master** | **Prereq** |
| **Adaptive Style** | **[xx]** |  | **10** | **-** | **-** | **-** | **-** | **Minimum of 1 Martial Aptitude** |
| **Tenacity** | **[xx]** |  | **10** | **-** | **-** | **-** | **-** | **Minimum of 1 Martial Aptitude** |
| **Wounding Blow** | **[xx]** | **[Z]** | **2** | **4** | **6** | **-** | **-** |  |
| **Debilitating Blow** | **[xx]** | **[Z]** | **2** | **4** | **6** | **-** | **-** |  |
| **Premptive Blow** | **[xx]** | **[Z]** | **\*** | **2** | **4** | **6** | **-** | **At least Novice Wounding Blow** |
| **Sundering Feint** | **[xx]** | **[Z]** | **\*** | **2** | **4** | **6** | **-** | **At least Novice Debilitating Blow** |
| **Retaliating Strike** | **[xx]** | **[Z]** | **2** | **4** | **6** | **-** | **-** |  |
| **Opening Strike** | **[xx]** | **[Z]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Zeal Maneuvers** |
| **Follow Through** | **[xx]** | **[Z]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Zeal Maneuvers** |
| **Riposte** | **[xx]** | **[Z]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Zeal Maneuvers** |
| **Execute** | **[xx]** | **[Z]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Zeal Maneuvers** |
| **Sundering Strike** | **[xx]** | **[Z]** | **2** | **2** | **2** | **2** | **2** | **At least two Expert Zeal Maneuvers** |
| **Parry** | **[xx]** | **[V]** | **2** | **4** | **6** | **-** | **-** |  |
| **Guard** | **[xx]** | **[V]** | **2** | **4** | **6** | **-** | **-** |  |
| **Second Wind** | **[xx]** | **[V]** | **2** | **4** | **6** | **-** | **-** |  |
| **Fight Through the Pain** | **[xx]** | **[V]** | **2** | **4** | **6** | **-** | **-** |  |
| **Strength of Will** | **[xx]** | **[V]** | **2** | **4** | **6** | **-** | **-** |  |
| **Vigilant** | **[xx]** | **[V]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least Novice Parry AND two Expert Valor maneuvers** |
| **Protector's Devotion** | **[xx]** | **[V]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least Novice Guard AND two Expert Valor maneuvers** |
| **Endurance** | **[xx]** | **[V]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Valor Maneuvers** |
| **Glance** | **[xx]** | **[V]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Valor Maneuvers** |
| **Desperate** | **[xx]** | **[V]** | **2** | **2** | **2** | **2** | **2** | **At least two Expert Valor Maneuvers** |
| **Tactician's Mark** | **[xx]** | **[T]** | **2** | **4** | **6** | **10** | **-** |  |
| **Raise moral** | **[xx]** | **[T]** | **\*** | **2** | **4** | **6** | **-** | **At least Novice Tactician's Mark** |
| **Increase Awareness** | **[xx]** | **[T]** | **\*** | **2** | **4** | **6** | **-** | **At least Novice Tactician's Mark** |
| **Inspire Confidence** | **[xx]** | **[T]** | **\*** | **2** | **4** | **6** | **-** | **At least Novice Tactician's Mark** |
| **Instill Strength** | **[xx]** | **[T]** | **\*** | **2** | **4** | **6** | **-** | **At least Novice Tactician's Mark** |
| **Battle Plans** | **[xx]** | **[T]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Tactician Maneuvers** |
| **Press the assault** | **[xx]** | **[T]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Tactician Maneuvers** |
| **Withdraw** | **[xx]** | **[T]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Expert Tactician Maneuvers** |
| **Group Order** | **[xx]** | **[T]** | **2** | **2** | **2** | **2** | **2** | **At least two Expert Tactician Maneuvers** |

Martial Skills are a representation of your ability to wield physical objects to harm others or protect yourself/others. These are broken down into three Schools and a few miscellaneous skills. The Martial Schools are Zeal, Valor, and Tactics. Zeal is the offensive school and focuses on dishing out damage and conditions. Valor is the defensive school and focuses on survival for you and those around you. Tactics is the utilitarian school and focuses on helping out a group of people instead of themselves. These schools are not exclusive and it is actually intended that a person mix schools to form their own unique fighting style.

All Weapons may be used to deliver Uncalled Attacks without needing any special skills. Any time you “hit” with three Uncalled Attacks that are intended to do harm to the target or “block” five attacks of any type, you generate one Resolve. A “hit” is any attack that makes contact with a target or their gear. A “block” is any attack that you intercept with a weapon or shield, regardless if you take effect from it or not.

All A/R Maneuvers require you to have them “Readied” to be used. Each A/R Maneuver takes up one Readied Maneuver Slot. Short Rest, Passive, and Event Skills do not require a Readied Maneuver Slot.

To use a non-passive skill requires you to perform the appropriate “call” and then swing/shoot/throw your weapon (as appropriate for the weapon type). If at any point during the call, or the following swing/throw/shot, you are affected by something that would stop this action, you may complete it and then call any defenses or take the effects. This means that attacking someone does not interrupt weapon attacks or casting. This is intended to smooth out combat and allow you to finish what you were doing immediately. It is not intended to allow you to hold onto your action to prevent yourself from taking an effect. If you use a called attack and it is blocked or misses (or if the target doesn’t acknowledge the attack) the Resolve/Skill is still spent.

**Adaptive Style** – Martial; Passive

You have trained to be more adaptable than others. This Passive Skill allows you to memorize one extra Maneuver.

**Tenacity** – Martial; Passive

You are hardier than most and can take more punishment. This Passive Skill increases your maximum HP by an amount equal to your Martial Aptitude.

### 3.2.1 School of Zeal

**Debilitating Blow** – Zeal; A/R Maneuver

You have learned how to attack in such a way to debilitate your foe. This Maneuver allows you to spend one Resolve to call “Physical [condition]”. The condition(s) allowed are determined by your rank with this Maneuver and the style of weapon you are wielding.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Slashing | Hobble | Maim | Vulnerable |
| Bludgeoning | Delay | Pacify | Silence |
| Piercing | Vulnerable | Root | Weakness |

**Execute** – Zeal; Short Rest

Every so often you can deliver one mighty blow that could devastate your opponent. This Short Rest skill allows you to deliver a “Physical Strike 20.” If the target calls a defense vs this attack then you are afflicted with the Daze condition, but may Shake it Off with 3 seconds of role-play.

**Follow Through** – Zeal; Passive

Your swings are so powerful that when you fell an opponent your weapon continues onto the next. This Passive Skill allows you to use a skill that puts your target into the dying state again for free within 3 seconds vs another target. This Passive functions even if the target feigns falling into the Dying State.

**Opening Strike** – Zeal; Passive

You’re able to build up momentum as you engage in a fight. This Passive Skill allows you to add “Strike” to the first called weapon attack you make. You do not get to use this Skill again until you Disengage.

**Preemptive Blow** – Zeal; A/R Maneuver

Your ability to injure your foes has taken on a more complex style, allowing for weak setups but with the possibility of more potent follow-up attacks. This Maneuver allows you to spend one Resolve and call “Physical [Damage]” where the Damage value is equal to your Wounding Blow damage at one rank less. If the target calls a defense you may immediately follow up with a second attack that does an amount of damage equal to your normal wounding blow plus an extra amount determined by your rank with this maneuver. (Ex: Expert Wounding Blow + Master Preemptive Blow… Call “Physical 3”… if the target calls a defense then you may follow up with a “Physical 10”)

|  |  |  |  |
| --- | --- | --- | --- |
|  | Journeyman | Expert | Master |
| Bonus Damage | +2 | +3 | +5 |

**Retaliating Strike** – Zeal; A/R Maneuver

You have trained in causing pain to others who cause pain to you. This Maneuver allows you to spend one Resolve to call “Physical Strike [Damage]” at a target that caused you to take HP damage. The maximum amount of damage your Strike does is determined by your rank with this Maneuver.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Damage | 2 | 5 | Damage dealt to you |

**Riposte** – Zeal; Short Rest

Every so often you can turn an opponent’s attack against them. This Short Rest skill allows you to call “Rebound” vs a single melee attack that you block, once per short rest. If you would have taken effect to this attack due to it being a strike or another reason, you instead do not take effect.

**Sundering Feint** – Zeal; A/R Maneuver

Your ability to debilitate your foes has taken on a more complex style, allowing for you to set up potentially devastating Strike. This Maneuver allows you to spend one Resolve to call “Physical Fear.” If the target calls a defense vs this attack you may immediately follow up with a “Physical Strike [Effect]” from a list of effects based on your rank with this Maneuver.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| [Effect] | Vulnerable | Maim | Sunder Armor |

**Sundering Strike** – Zeal; Event

Your strength/skill has gotten to the point where you can single out a single object and make it useless. This Event Skill allows you to call “Physical Strike Sunder [item].” The item may be anything the target has on their person. You gain an extra use of this Event Skill for each rank you have in it. (Note, Plot may allow for other things to be effected by this skill for story reasons, but that is handled by the local arbiters.)

**Wounding Blow** – Zeal; A/R Maneuver

You know how to attack with weapons to cause more damage. This skill allows you to spend one Resolve to call “Physical [Damage]”. The maximum damage is determined by the rank you have in this skill and the size of the weapon you are wielding.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| One handed | 2 | 3 | 5 |
| Two Handed | 2 | 5 | 10 |

### 3.2.2 School of Valor

**Desperation** – Valor; Event

When all seems bleak you can snatch up willpower from deep within. This Event Skill allows you to (Once per event per purchase) use a Valor Maneuver for zero Resolve by adding, “Desperate” to the start of the incant. (Ex: “Desperate Guard” or “Desperate Cure Maim”)

**Endurance** – Valor; Short Rest

 Your determination is so strong that you can hold onto life even against the most dire of foes. This Short Rest Skill allows you to (once per short rest) call, “Endurance” to negate any attack that would drop you to the Dying State but leave you with one HP.

**Fight Through the Pain** – Valor; A/R Maneuver

You have trained yourself to shrug off certain debilitating effects so you can continue to fight. This Maneuver allows you to spend one Resolve to role-play (in some way) for three seconds ridding yourself of a condition and then call “Cure [Condition]”. The list of Condition(s) you can remove are determined by your rank with Fight Through the Pain.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Conditions | Hobble | Maim | Vulnerable |

**Glance** – Valor; Short Rest

Your reflexes are such that you have the ability to turn a potentially devastating attack into a mere scratch. This Short Rest Skill allows you (once per short rest) call, “Glance” to negate any one effect, but instead take one damage.

**Guard** – Valor; A/R Maneuver

Taking shots for other people is sometimes the only way you can protect someone, but at least your training has given you a little advantage when doing so. This Maneuver allows you to spend one Resolve to call “Guard [target’s name/description]” to negate an effect that hit someone, that is not yourself, within arm’s reach, but you take the effect instead. Using this maneuver also generates one “Block” towards generating Resolve. If you so desire, you may perform other skills/maneuvers/abilities to help mitigate or negate the effect that you are taking. The delivery types you can use Guard against are determined by your rank with it.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Delivery Types | Physical | Magic | Poison |

**Parry** – Valor; A/R Maneuver

Your training has allowed you to defend both yourself and others better than normal. This Maneuver allows you to spend one Resolve to negate an attack of a delivery type based on your rank with this Maneuver by stating, “Parry”. Upon reaching Journeyman rank with Parry you may also use this skill to negate any Physical effect that has hit someone nearby. To perform this you must be within hand reach and state “Parry [character’s name/description]”. Ex: “Parry Steve” or “Parry Redshirt Guy.” The intent for the extra wording after “Parry” is to notify your target that you have negated the effect that they have taken.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Delivery Types | Physical (Self Only) | Physical (Others) | Magic (Self Only) |

**Protector’s Devotion** – Valor; Passive

Through training, you have gained the ability to devote yourself to the protection of a single individual beyond even that of yourself. This Passive Skill allows you to hand out a single “Mark of Devotion” to someone you wish to protect. This “Mark” may be any symbol of your vow (Ex: a piece of jewelry, a very important item, etc). A single person may have multiple “Marks of Devotion” at a time. To change who you have marked you must collect your mark from the original target and then take a short rest before marking a new target. Using the Guard Maneuver on an individual with your “Mark of Devotion” costs no Resolve.

**Second Wind** – Valor; A/R Maneuver

Every good warrior gets caught without a healer from time to time, and you’ve trained yourself to be able to endure during those moments. This Maneuver allows you to spend one Resolve to call “Cure [Damage]” and heal yourself. The amount of damage healed is based on your rank with Second Wind.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Healing | 2 | 3 | 5 |

**Strength of Will** – Valor; A/R Maneuver

Your training has granted you control over your mind. This Maneuver allows you to spend one Resolve to role-play (in some way) for three seconds ridding yourself of a condition and then call “Cure [Condition]”. The list of Condition(s) you can remove are determined by your rank with Strength of Will.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Conditions | Fear | Pacify | Delay |

**Vigilant** – Valor; Passive

You have trained so much in defense that blocking attacks is almost second nature. This Passive Skill allows you to use the “Parry” Maneuver once for no Resolve. You regain this free use upon becoming Disengaged.

### 3.2.3 School of Tactics

**Battle Plans** – Tactics; Passive

Your knowledge of past experiences has manifested itself in a way that lets you better plan for the future. This Passive Skill allows you to gather together any number of your marks and give a quick battle planning speech. This speech should take no less than 30 seconds. All of your marks that stick around for the full speech and use no skills, don’t get hit, and don’t hit anyone, may be granted a free use of any one of your Maneuver Orders you have readied.

**Group Order** – Tactics; Event

You are so inspiring that you can occasionally grant orders to your whole group. This Event Skill allows you to (once per event per purchase) call “Group Order, [each targets’ name] [maneuver order effect]”. Using this skill costs no resolve. (Ex: Group Order, Jack, Jill, Albert, Alice, grant Avoid Poison)

**Increase Awareness** – Tactics; A/R Maneuver, Order

Your watchful eye is good at spotting the strategies your enemy favors. This Order allows you to spend one Resolve and call, “[target’s name] Grant Avoid [Delivery]” (granting the target an “Avoid [x]” Boon). The delivery types you can select from are determined by your rank with this Order.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Journeyman | Expert | Master |
| Delivery | Physical | Magic | Poison |

**Inspire Confidence** – Tactics; A/R Maneuver, Order

Your words carry with them the weight of your conviction and allow people under your command to shrug off debilitating effects. This Order allows you to spend one Resolve and call, “[target’s name] Grant Counter [Condition]” (granting the target a “Counter [x]” Boon. The conditions you can select from are determined by your rank with this Order.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Journeyman | Expert | Master |
| Condition | Hobble, Maim, Root | Fear, Pacify, Berserk | Vulnerable, Delay, Curse |

**Instill Strength** – Tactics; A/R Maneuver, Order

You words have the ability to instill great strength and precision to those under your command. This Order allows you to spend one Resolve and call, “[target’s name] Grant [x] Empower” (granting the target an “[x] Empower” Boon. The maximum bonus damage you can grant is determined by your rank with this Order.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Journeyman | Expert | Master |
| Damage | 2 | 3 | 5 |

**Press the Assault** – Tactics; Short Rest, Order

Your word carries with it so much weight it can instill prowess in even the most meager recruits. Once per short rest you may give this special order to anyone who is marked by one of your Tactician’s Marks. This order grants the target the ability to call “Physical Strike 5” three times. These attacks may be delivered via weapon or packet, but must be delivered within 5 seconds or they are lost.

**Raise Moral** – Tactics; A/R Maneuver, Order

You have the ability to raise the spirits of those under your command. This Order allows you to spend one Resolve to call, “[target’s name] Cure [damage]”. The maximum damage value you can cure is determined by your rank with this Order.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Journeyman | Expert | Master |
| Damage | 1 | 2 | 3 |

**Tactician’s Mark** – Tactics; Passive

A tactician always has a group they are responsible for, and these marks designate whom you’ve taken upon yourself to watch over. This Passive skill allows you to hand out a single “Tactician’s Mark” for each rank you have in it. A “Tactician’s Mark” may be any symbol of your leadership, and all of them should follow a similar theme (Ex: chess pieces, a single symbol on a sash, etc). A single person may only possess one “Tactician’s Mark” at a time. To change who you have marked you must collect the mark(s) from the original target(s) and then take a short rest before marking new target(s). If a person desires to remove a Tactician’s Mark they must return the mark to you. You may use your “Order” Maneuvers on anyone that possesses one of your Tactician’s Marks by calling the target’s name and then calling the effect you wish to deliver. Order Maneuvers may not be used on anyone that does not possess one of your Tactician’s Marks.

**Withdraw** – Tactics; Short Rest, Order

Your care for your comrades is strong enough to be able to grant them the ability to push aside all pain and return to your assistance. Once per short rest you may call, “[target’s name] Withdraw” on a target who possesses one of your Tactician’s Marks and is in the Dying state. This order grants the target the ability to stand up and move back towards you (or away from a fight). While this order is in effect the target is incurably hobbled and invulnerable, and these effects lasts for 15 seconds or until the target dismisses it. Ex: Jacob has just tasted the cold steel of a goblin’s sword. Sir Phillip calls out to Jacob (who possesses one of Sir Philip’s Tactician’s Marks) “Jacob Withdraw!” Jacob may now stand up and slowly move towards Sir Philip but may not use any skills while doing so. The goblin tries to stab Jacob, but he is unphased by this as he is Invulnerable. After making it to Sir Philip after 10 seconds, Jacob dismisses all of the conditions and falls back to the ground, able to be healed.

## 3.3 Magic Skills:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Magic Skills** | **Page** | **School** | **Novice** | **Journey** | **Expert** | **Master** | **G.Master** | **Prereq** |
| **Expanded Mind** | **[xx]** |  | **10** | **-** | **-** | **-** | **-** | **Minimum of 1 Magical Aptitude** |
| **Battlecasting** | **[xx]** |  | **10** | **-** | **-** | **-** | **-** | **Minimum of 1 Magical Aptitude** |
| **Heal** | **[xx]** | **[E]** | **2** | **4** | **6** | **-** | **-** |  |
| **Cleanse Mind** | **[xx]** | **[E]** | **2** | **4** | **6** | **8** | **-** |  |
| **Cleanse Body** | **[xx]** | **[E]** | **2** | **4** | **6** | **-** | **-** |  |
| **Cleanse Soul** | **[xx]** | **[E]** | **2** | **4** | **6** | **8** | **-** |  |
| **Healer's Vigor** | **[xx]** | **[E]** | **2** | **4** | **-** | **-** | **-** |  |
| **Vitae Net** | **[xx]** | **[E]** | **\*** | **\*** | **6** | **8** | **-** | **At least two Jorneyman Essence Spells** |
| **Vitae Regen** | **[xx]** | **[E]** | **\*** | **\*** | **\*** | **8** | **-** | **At least two Expert Essence Spells** |
| **Divine light** | **[xx]** | **[E]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Master Essence Spells** |
| **Dispel** | **[xx]** | **[E]** | **2** | **2** | **2** | **2** | **2** | **At least two Master Essence Spells** |
| **Bolt** | **[xx]** | **[P]** | **2** | **4** | **6** | **-** | **-** |  |
| **[element]'s Affliction of Mind** | **[xx]** | **[P]** | **2** | **4** | **6** | **-** | **-** |  |
| **[element]'s Affliction of Body** | **[xx]** | **[P]** | **2** | **4** | **6** | **-** | **-** |  |
| **[element]'s Strength** | **[xx]** | **[P]** | **2** | **4** | **6** | **8** | **-** |  |
| **Aether Burst** | **[xx]** | **[P]** | **\*** | **2** | **4** | **6** | **8** | **At least Novice Bolt** |
| **[element]'s Affliction of Soul** | **[xx]** | **[P]** | **\*** | **\*** | **\*** | **8** | **-** | **At least two Expert Prime Spells** |
| **Primal Conduit** | **[xx]** | **[P]** | **\*** | **\*** | **\*** | **8** | **-** | **At least two Expert Prime Spells** |
| **Chain** | **[xx]** | **[P]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Master Prime Spells** |
| **Elemental Stun** | **[xx]** | **[P]** | **2** | **2** | **2** | **2** | **2** | **At least two Master Prime Spells** |
| **Shield** | **[xx]** | **[W]** | **2** | **4** | **6** | **8** | **-** |  |
| **Consume Vitae** | **[xx]** | **[W]** | **2** | **4** | **-** | **-** | **-** |  |
| **Consume Speed** | **[xx]** | **[W]** | **2** | **4** | **6** | **-** | **-** |  |
| **Transference** | **[xx]** | **[W]** | **2** | **4** | **6** | **8** | **-** |  |
| **Redirection** | **[xx]** | **[W]** | **2** | **4** | **-** | **-** | **-** |  |
| **Insight** | **[xx]** | **[W]** | **\*** | **\*** | **6** | **8** | **-** | **At least two Jorneyman Wild Spells** |
| **Consume Power** | **[xx]** | **[W]** | **\*** | **\*** | **6** | **8** | **-** | **At least two Jorneyman Wild Spells** |
| **Shield Clone** | **[xx]** | **[W]** | **\*** | **\*** | **\*** | **\*** | **10** | **At least two Master Wild Spells** |
| **Sundering Blast** | **[xx]** | **[W]** | **2** | **2** | **2** | **2** | **2** | **At least two Master Wild Spells** |

Magical skills are a representation of your ability to wield mystical powers drawn from one of many sources of power. These mystical powers are categorized into three major Schools and a few minor powers. The three major schools are Prime, Essence, and Wild. Prime is focused on harnessing magical energy into a destructive force, which takes the form of elements representing the emotions or source you draw your magic from. Essence is focused on harnessing magical energy into a reparative force and is more defensive in nature. Wild is focused on harnessing magical energy to do a variety of things and can be thought of a more utilitarian set of powers. While the three schools aren’t mutually exclusive, it is more difficult to diversify than Martial Schools.

A person with at least one Magical Aptitude may conjure up small balls of energy with the aid of a Mana Focus, and throw them. These balls follow all the rules for Uncalled Attacks and generate a conduit between you and the target. If you manage to “hit” targets three times you will draw off a small portion of energy from them and generate one Mana. If you do not desire to do this you may stand in one place and use a held Mana Focus to draw in magical energies from your source of power. After 10 seconds of doing this and not being hit, using any skills, or moving from that spot, you will generate one Mana. Some traditions involve oratory, chanting, or mystical gestures into aid in this form of Mana generation.

All A/R Spells require you to have them “Readied” to be used. When you first pick up a Magical Aptitude you must select one Magic School to be your Primary School; all other Magic Schools become Secondary Schools. A/R Spells of your Primary School only take up one Readied Spell Slot while A/R Spells of your Secondary Schools take up two Readied Spell Slots.

To use a non-passive skill requires you to perform the appropriate “call” and then throw a spell packet. This is known as “Casting” and cannot be interrupted. If at any point during the call, or the following throw, you are affected by something that would stop this action, you may complete it and then call any defenses or take the effects. This means that attacking someone does not interrupt weapon attacks or casting. This is intended to smooth out combat and allow you to finish what you were doing immediately. It is not intended to allow you to hold onto your action to prevent yourself from taking an effect. If you use a called attack and it is blocked or misses (or if the target doesn’t acknowledge the attack) the Mana/Skill is still spent.

**Expanded Mind** – Magic; Passive

You have studied long and hard and in doing so you’ve increased your ability to access spells you know. This Passive Skill allows you to Ready one extra spell (regardless of school).

**Battle Casting** – Magic; Passive

Your training with spellcasting in combat has given you the ability to cast spell when others could not. This Passive Skill allows you to cast spells with one hand occupied.

### 3.3.1 School of Prime Magic

**Aether Burst** – Prime; A/R Spell

You have learned how to empty a large quantity of stored magical energy into a single, powerful blast. This Spell allows you to spend a variable amount of Mana and call, “Magic Aether [Damage]”. The Damage of Aether Burst is equal to the amount of mana spent multiplied by the maximum damage of your Elemental Bolt. The maximum amount of mana you may spend is determined by your rank with Aether Burst.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Journeyman | Expert | Master | Grand Master |
| Max Mana | 2 | 3 | 4 | 5 |

**Chain** – Prime; Short Rest Spell

You have learned how to take advantage of the small amounts of each element that exists in everything, and can link together multiple people through these minor strands. This Short Rest Spell allows you call, “Chain, [Spell Call]”. You may continue to cast this same spell for free by repeating the spell incant. However, this ability ends when you hit a single target more than once, or miss a valid target. This skill is intended to allow you to cast a spell repeatedly against multiple targets, but as soon as you miss or hit a single target more than once it ends.

**Elemental Affliction of the Body** – Prime; A/R Spell

You have learned how to tap into your connection with an elemental source to break another’s body. This Spell allows you to spend one Mana and call, “Magic [element] [Condition]”. The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell). The conditions you may use are determined by your rank with Elemental Affliction of the Body.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Condition | Hobble | Maim | Weakness |

**Elemental Affliction of the Mind** – Prime; A/R Spell

You have learned how to tap into your connection with an elemental source to corrupt the mind of your target. This Spell allows you to spend one Mana and call, “Magic [element] [Condition]”. The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell). The conditions you may use are determined by your rank with Elemental Affliction of the Mind.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Condition | Fear | Pacify | Silence |

**Elemental Affliction of the Soul** – Prime; A/R Spell

You have learned how to tap into your connection with an elemental source to twist the fabric of a target’s very soul. This Spell allows you to spend one Mana and call, “Magic [element] Curse”. The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell).

**Element’s Might**– Prime; A/R Spell

Your connection to an element has gifted you the ability to instill its power into yourself and possibly others. This Spell allows you to spend one Mana and call, “Magic Grant Physical [Element] [Damage] Attack” (granting the target an [x] Attack Boon). The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell). The maximum damage and target types are determined by your rank with Element’s Might.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Novice | Journeyman | Expert | Master |
| Damage | 2 | 2 | 5 | 5 |
| Targets | Self | Others | Self | Others |

**Elemental Bolt** – Prime; A/R Spell

You have learned how to channel your connection to an element to injure others. This Spell allows you to spend one Mana and call, “Magic [element] [Damage]”. The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell). The maximum damage is determined by your rank with Elemental Bolt

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Damage | 2 | 3 | 5 |

**Elemental Stun** – Prime; Event Spell

Having reached the epitome of Primal magic you have learned how to blast someone with so much might as to render them inept. This Event Spell allows you to (once per event per purchase) call, “Magic [element] Daze.” The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell).

**Primal Conduit** – Prime; A/R Spell

Your experience in combat has shown that it can be difficult to bypass protections. Because of this you have studied how to remove these barriers without expending many resources. This Spell allows you to spend one Mana and call, “Magic Primal Conduit”. Primal Conduit does nothing to the target, but does allow your next Prime spell cast at them to cost one less Mana.

### 3.3.2 School of Essence Magic

**Cleanse Body** – Essence; A/R Spell

Your Essence Magic has expanded to include the ability to repair damage to a person’s body. This Spell allows you to spend one Mana and call, “Magic Cure [Condition]”. The conditions you can cure are determined by your rank with Cleanse Body.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Conditions | Hobble | Root, Maim | Weakness |

**Cleanse Mind** – Essence; A/R Spell

The afflictions of the Mind are no match for those who train with this spell. This Spell allows you to spend one Mana and call, “Magic Cure [Condition]”. The conditions you can cure are determined by your rank with Cleanse Mind.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Novice | Journeyman | Expert | Master |
| Conditions | Fear | Pacify, Berserk | Silence | Daze |

**Cleanse Soul** – Essence; A/R Spell

The afflictions of the Soul may be some of the most damning, but you know how to treat them. This Spell allows you to spend one Mana and call, “Magic Cure [Condition]”. The conditions you can cure are determined by your rank with Cleanse Soul.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Novice | Journeyman | Expert | Master |
| Conditions | Vulnerable | Delay | Curse | Immobilize |

**Dispel** – Essence; Event Spell

With an understanding of how to fix people comes an understanding of how things hold to people, and how to break those ties. This Event Spell allows you to (once per event per purchase) call, “Magic Dispel All [Target].” The [Target] may be any of the following: Boons, Conditions, or Forms. (Note: Dispel may be used for specific Plot effects, but these effects would only affect non-adventurers.)

**Divine Light** – Essence; Short Rest Spell; Self Only; Form

In the darkest of times you can call upon the source of your magic to protect you from all harm. This Short Rest Spell allows you call, “Magic Divine Light” granting yourself immunity to further damage and conditions. However, you also gain incurable Root, Immobilize, Silence, and Daze. When this Form goes away you lose the immunities and conditions caused by it.

**Heal** – Essence; A/R Spell

Your studies into Essence magic have taught you how to mend the wounds of battle. This Spell allows you to spend one Mana and call, “Magic Cure [Damage]”. The maximum amount you can heal is determined by your rank with Heal.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Damage | 2 | 3 | 5 |

**Healer’s Vigor** – Essence; A/R Spell

While most Essence magic is focused on healing the wounded, you have studied how to bolster a person so they can survive longer before needing healing. This Spell allows you to spend one Mana and call, “Magic Grant Vigor” (granting the target a Vigor Boon). The types of targets you may cast Healer’s Vigor on are determined by your rank with Healer’s Vigor.

|  |  |  |
| --- | --- | --- |
|  | Novice | Journeyman |
| Target | Self Only | Others |

**Vitae Net** – Essence; A/R Spell

With your extensive study you have learned how to anchor a person’s vitae to their body. This Spell allows you to spend one Mana and call, “Magic Grant Vitae Net” (granting the target a Vitae Net Boon). The types of targets you may cast Vitae Net on are determined by your rank with Vitae Net.

|  |  |  |
| --- | --- | --- |
|  | Expert | Master |
| Conditions | Self Only | Others |

**Vitae Regeneration** – Essence; A/R Spell

Sometimes there are too many that need healing, but your studies have allowed you the ability to heal someone without needing to be there. This Spell allows you to spend one Mana and call, “Magic Grant Regeneration” (granting the target a Regeneration Boon). Vitae Regeneration may be cast on anyone.

### 3.3.3 School of Wild Magic

**Consume Energy** – Wild; A/R Spell

Having delved deep into wild magic you have learned how to steal a targets very ability to fight. This Spell allows you to spend one Mana and call, “Magic Consume One [Resource]” The type of Resource you may use is determined by your rank with Consume Power. If this spell hits a target then you are granted a Rebound [x] Boon based on the type of resource consumed.

|  |  |  |
| --- | --- | --- |
|  | Expert | Master |
| Resource | Mana | Resolve |
| Boon | Rebound Magic | Rebound Physical |

**Consume Speed** – Wild; A/R Spell

Your proficiency with wild magic allows you to manipulate time around yourself and others. This Spell allows you to spend one Mana perform a call that is dependent on your rank with the Consume Speed Spell. At Novice rank you may call “Magic Grant Haste” and grant yourself the Haste Boon. At Journeyman rank you may call “Magic Consume Delay.” If Consume Speed hits a target you are automatically granted the Haste boon without needing to make a call (this still occurs even if the target calls a defense or is immune to the spell). At Expert rank you may call “Magic Grant Haste” and grant the Haste Boon to another target.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Effect | Haste Self | Consume Delay | Haste Others |

**Consume Vitae** – Wild; A/R Spell

Your knowledge of wild magic allows you to pull the vitae from a target and funnel it to yourself. This Spell allows you to spend one Mana and call, “Magic Consume [Damage]”. If you manage to hit a target you are healed for an amount of HP equal to the damage of Consume Vitae (even if the target calls a defense, or doesn’t even take effect to the spell). The maximum Damage you can call is determined by your rank with the Consume Vitae Spell.

|  |  |  |
| --- | --- | --- |
|  | Novice | Journeyman |
| Conditions | 1 | 3 |

**Insight** – Wild; A/R Spell

You have learned how to instill the power of wild magic into someone for later use. This Spell allows you to spend one Mana and call, “Magic Grant Insight” (granting the target the Insight Boon). The type of targets you may cast Insight on are determined by your rank with the Insight Spell.

|  |  |  |
| --- | --- | --- |
|  | Expert | Master |
| Target(s) | Self | Others |

**Redirection** – Wild; A/R Spell

Your ability to protect yourself and others has taken on the ability to reflect ranged attacks. This Spell allows you to spend one Mana and call, “Magic Grant Redirection” (granting the target the Redirection Boon). The type of targets you may cast Redirection on are determined by your rank with the Redirection Spell.

|  |  |  |
| --- | --- | --- |
|  | Novice | Journeyman |
| Target(s) | Self | Others |

**Shield** – Wild; A/R Spell

You have learned how to create a protection that can stop even the mightiest of blows. This Spell allows you to spend one Mana and call, “Magic Grant Shield [Delivery]” (granting the target a Shield [x] Boon). The Delivery and targets you may cast this on are determined by your rank with the Shield Spell.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Novice | Journeyman | Expert | Master |
| Delivery | Magic | Magic | Physical | Physical |
| Target(s) | Self | Others | Self | Others |

**Shield Clone** – Wild; Short Rest Spell; Self Only

You have become so adept at shielding others that you can project a barrier through sheer force of will. This Short Rest Spell allows you call, “Shield Clone” vs a specific delivery type once per short rest. The delivery type is determined by the last shield you cast. Shield Clone may be used whenever you choose, instead of automatically being used on the first thing that hits you.

**Sundering Blast** – Wild; Event Spell

With a mastery of wild magic’s ability to build things up, you have learned to tear other things down. This Event Spell allows you to (once per event per purchase) call, “Magic Sunder [Target].” The [Target] may be any item on a target’s person. (Note, Plot may allow for other things to be effected by this spell for story reasons, but that is handled by the local arbiters.)

**Transference** – Wild; A/R Spell

Your knowledge of how wild magic can both give and take has enabled you to give of yourself instead of taking from others. This Spell allows you to spend one Mana perform a call that is dependent on your rank with the Transference Spell. At Novice rank you may call “Magic Cure [Damage]” where [Damage] is any number from 1 to 5, however, you take twice that number in unavoidable damage. At Journeyman rank you may call “Magic Cure [Condition]” where [Condition] is any condition, however, you are unavoidably afflicted with this condition. At Expert rank you may call “Magic Restore 1 Mana” (which will restore one Mana to the target). At Master rank you may call “Magic Restore 1 Resolve” (which will restore one Resolve to the target).

## 3.4 Crafting Recipes

**Tagged Items**

C.A.S.T.L.E. has two different recipe categories –Application or Kit. Application Recipes are Recipes that, upon their completion, immediately put their effect on the targeted item. The item must be with the crafter through the entire crafting time. Kit Recipes produce Tags that can be applied to a target at a later date. The tag is the Out of Game mechanic for specific types of items that exist within the world of Valara. C.A.S.T.L.E. uses what is informally known as a “partially tagless system.” Only special or consumable items require a tag for their use within the game world. Basic items and equipment (weapons, grimoires, armor, etc.) do not require tags. Items like rope, chalk, or a compass used for the purposes of extended roleplay also do not require tags. In the case of tagged items, all information relevant to the item will be on the tag: the date it was created, the expiration date, who created it, what the item is, and any special properties. One physical representation may only have one tag and one tag may only reference one physical representation. If a basic item or piece of equipment (non-tagged item) is affected by a Sunder effect or is destroyed through in-game means, that item must be taken to a craftsman who is able to repair items before it can be used again.

**Vitae Crystals, Resources, and Recipes**

The main source of fuel for recipes is vitae crystals. The crafter can use the power inside vitae crystals to fuel their crafting prowess. This power is referred to as Superior Resources, and one vitae crystal is worth 20 Superior Resources. Some recipes call for a generic resource in addition to a superior one. Generic resources can be any type of superior resource OR an equivalent exchange of Caps (1 cap = 1 generic resource). The final ingredient of any crafted item is time. Crafting time can vary based on the type and complexity of the finished product. The time required to craft an item should be spent in roleplay with the appropriate tools of the craftsman’s trade. For example, a smith might work with a makeshift forge or anvil, an apothecary might work with mortar and pestle or vials of liquid, and an artificer might work with trinkets. In order to begin the creation of a crafted item, the craftsman will need the appropriate recipe. Recipes are purchased with SP (see page [xx] for SP costs). Improved versions of basic recipes can also be purchased in order to make better and stronger effects. For example, in order to create a Whetstone, the crafter will need to purchase the *Whetstone, Basic* recipe which, when applied to a weapon, will increase the damage of the weapon for a certain amount of time. The *Whetstone, Improved* recipe will create a better whetstone that will increase the damage of a weapon for a longer time.

**The Process of Crafting**

When a craftsman is ready to sit down and perform a recipe, they should have the following items: the appropriate raw reagents for the recipe, a physical representation for the finished item, any props that the craftsman might need or want for roleplay, a Crafting Sheet and cards (minimum 2” x 3.5”) for the creation of temporary tags. The time required for a recipe must be spent in roleplay that is fitting to the type of item/effect that is being created. During this time, a crafter may use no other in game skills. Once the appropriate amount of time has passed and the item/effect has been created, the crafter must fill out a Crafting Sheet (available from logistics or the C.A.S.T.L.E. website) that will note the crafting player’s name, the crafting character’s name, the item that was created, the date it was crafted and a list of the raw reagents and coin (if applicable) that were consumed. The crafter will then use the card (minimum 2” x 3.5”) to create a temporary tag for the kit. This tag should include the name of the kit, the name of the character that crafted the kit, the date it was created and the date it will expire. All Kits have a duration of one year or until used, whichever comes first. When the crafting has been completed, the crafter will bundle the reagents and any coin in the folded up Crafting Sheet (or some other appropriate way of containing the reagents/coin) and deposit it in the Crafting Box that is normally located in the tavern. If the crafter is instead making an application, they simply need fill out the crafting sheet, bundle up the reagents, and tell the owner of the modification.

**Using Kits and Applications**

* Only one application may affect a single target at one time
* It does not take any special skill to apply a Kit and only takes 10 seconds.
* All Kits last 1 year until applied
* Once an Application Recipe (or Kit Application) is applied to an item, it will last until all event uses are used up, or the end of the event, whichever comes first).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Recipe | Rank | Page | Type | Time | Generic | Superior |
| Armor Enhancement | Novice | [xx] | [A] | 5 min | 10 | - |
| Armor Enhancement | Journeyman | [xx] | [A] | 5 min | 10 | 10 |
| Armor Enhancement | Expert | [xx] | [A] | 5 min | 20 | 20 |
| Artifice | Novice | [xx] | [A] | 15min | - | - |
| Artifice | Journeyman | [xx] | [A] | 15min | 10 | 10 |
| Artifice | Expert | [xx] | [A] | 15min | 20 | 20 |
| Elemental Resin | Novice | [xx] | [K] | 10 min | 5 | - |
| Elemental Resin | Journeyman | [xx] | [K] | 10 min | - | 20 |
| Elemental Resin | Expert | [xx] | [K] | 15 min | - | 60 |
| Healing Tonic | Novice | [xx] | [K] | 15 min | - | - |
| Healing Tonic | Journeyman | [xx] | [K] | 5 min | 5 | - |
| Healing Tonic | Expert | [xx] | [K] | 5 min | - | 10 |
| Injury Poison | Novice | [xx] | [K] | 5 min | 5 | - |
| Injury Poison | Journeyman | [xx] | [K] | 5 min | - | 10 |
| Injury Poison | Expert | [xx] | [K] | 5 min | 10 | 10 |
| Item Reinforcement | Novice | [xx] | [A] | 5 min | - | - |
| Item Reinforcement | Journeyman | [xx] | [A] | 5 min | - | 20 |
| Item Reinforcement | Expert | [xx] | [A] | 15 min | - | 60 |
| Lock | Novice | [xx] | [K] | 10 min | 10 | - |
| Lock | Journeyman | [xx] | [K] | 10 min | 20 | - |
| Lock | Expert | [xx] | [K] | 10 min | 40 | - |
| Lock Pick | Novice | [xx] | [K] | 10 min | 5 | - |
| Lock Pick | Journeyman | [xx] | [K] | 10 min | 10 | - |
| Lock Pick | Expert | [xx] | [K] | 10 min | 20 | - |
| Mana Stabilizer | Novice | [xx] | [K] | 10 min | 5 | - |
| Mana Stabilizer | Journeyman | [xx] | [K] | 10 min | - | 20 |
| Mana Stabilizer | Expert | [xx] | [K] | 15 min | - | 60 |
| Mana Vault | Novice | [xx] | [K] | 10 min | 10 | - |
| Mana Vault | Journeyman | [xx] | [K] | 10 min | 10 | 10 |
| Mana Vault | Expert | [xx] | [K] | 10 min | 20 | 20 |
| Memorization Script | Novice | [xx] | [K] | 15 min | - | 10 |
| Memorization Script | Journeyman | [xx] | [K] | 15 min | - | 20 |
| Memorization Script | Expert | [xx] | [K] | 15 min | - | 30 |
| Mutagen | Novice | [xx] | [K] | 10 min | 20 | 40 |
| Mutagen | Journeyman | [xx] | [K] | 10 min | 20 | 40 |
| Mutagen | Expert | [xx] | [K] | 10 min | 20 | 40 |
| Repair | Novice | [xx] | [A] | 5 min | - | - |
| Repair | Journeyman | [xx] | [A] | 5 min | - | - |
| Repair | Expert | [xx] | [K] | 10 min | 20 | - |
| Rune Stones | Novice | [xx] | [K] | 10 min | 10 | - |
| Rune Stones | Journeyman | [xx] | [K] | 10 min | - | 20 |
| Rune Stones | Expert | [xx] | [K] | 10 min | - | 60 |
| Shield Treatment | Novice | [xx] | [A] | 5 min | - | 20 |
| Shield Treatment | Journeyman | [xx] | [A] | 5 min | - | 20 |
| Shield Treatment | Expert | [xx] | [A] | 5 min | - | 20 |
| Slayer's Weighting | Novice | [xx] | [A] | 5 min | 10 | - |
| Slayer's Weighting | Journeyman | [xx] | [A] | 5 min | 10 | 10 |
| Slayer's Weighting | Expert | [xx] | [A] | 5 min | 20 | 20 |
| Utility Tonics | Novice | [xx] | [K] | 5 min | 5 | - |
| Utility Tonics | Journeyman | [xx] | [K] | 5 min | - | 10 |
| Utility Tonics | Expert | [xx] | [K] | 5 min | - | 60 |
| Vitae Conduit | Novice | [xx] | [A] | 10 min | - | 10 |
| Vitae Conduit | Journeyman | [xx] | [A] | 10 min | - | 20 |
| Vitae Conduit | Expert | [xx] | [A] | 10 min | - | 40 |
| Weapon Coating | Novice | [xx] | [K] | 10 min | 5 | - |
| Weapon Coating | Journeyman | [xx] | [K] | 10 min | - | 20 |
| Weapon Coating | Expert | [xx] | [K] | 15 min | - | 60 |
| Whetstone | Novice | [xx] | [K] | 10 min | 10 | - |
| Whetstone | Journeyman | [xx] | [K] | 10 min | 10 | 10 |
| Whetstone | Expert | [xx] | [K] | 15 min | - | 60 |
| Willpower Tonic | Novice | [xx] | [K] | 10 min | 10 | - |
| Willpower Tonic | Journeyman | [xx] | [K] | 10 min | 10 | 10 |
| Willpower Tonic | Expert | [xx] | [K] | 10 min | 20 | 20 |
| Master Recipes | Rank | Page | Type | Time | Generic | Superior |
| Armor Kit of the Indomitable | Master | [xx] | [K] | 20 min | - | 60 |
| Cure-All Tonic | Master | [xx] | [K] | 20 min | - | 60 |
| Magical Amplifier | Master | [xx] | [K] | 20 min | - | 60 |

**Armor Enhancement, Novice** – *Application*

Crafting Time: Five Minutes

Cost: 10 Generic

Description: This Recipe will provide the user of the targeted armor one additional use of Deflection. This effect can exceed the maximum number of deflections the user has, but deflections from this Application are used first. The affected armor must be repaired before Armor Enhancement can be applied again.

**Armor Enhancement, Journeyman** – *Application*

Crafting Time: Five Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe will provide the user of the targeted armor two additional uses of Deflection. This effect can exceed the maximum number of deflections the user has, but deflections from this Application are used first. The affected armor must be repaired before Armor Enhancement can be applied again.

**Armor Enhancement, Expert** – *Application*

Crafting Time: Five Minutes

Cost: 20 Generic, 20 Superior

Description: Description: This Recipe will provide the user of the targeted armor three additional uses of Deflection. This effect can exceed the maximum number of deflections the user has, but deflections from this Application are used first. The affected armor must be repaired before Armor Enhancement can be applied again.

**Artifice, Novice** – *Application*

Crafting Time: 15 Minutes

Cost: None

Description: This Recipe may be applied to any item, and will provide the user of the targeted item the ability to cast a “Magic [Element] 3” once ever. The elements that are available are Fire, Ice, Stone, Lightning, and Aether (chosen at time of creation). Artifices act as Enchanted items, and follow the same rules for attunement.

**Artifice, Journeyman** – *Application*

Crafting Time: 15 Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe may be applied to any item, and will provide the user of the targeted item the ability to cast a “Magic [Element] 3” twice ever. The elements that are available are Fire, Ice, Stone, Lightning, and Aether (chosen at time of creation). Artifices act as Enchanted items, and follow the same rules for attunement.

**Artifice, Expert** – *Application*

Crafting Time: 15 Minutes

Cost: 20 Generic, 20 Superior

Description: This Recipe may be applied to any item, and will provide the user of the targeted item the ability to cast a “Magic [Element] 3” five times ever. The elements that are available are Fire, Ice, Stone, Lightning, and Aether (chosen at time of creation). Artifices act as Enchanted items, and follow the same rules for attunement.

**Elemental Resin, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: Five Generic

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a Weapon or Mana Focus, that item provides the wielder the ability to add an elemental composition to a called attack, with that item, two times ever. The elemental Compositions available are Fire, Ice, Stone, Lightning, and Aether (chosen at time of creation).

**Elemental Resin, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a Weapon or Mana Focus, that item provides the wielder the ability to add an elemental composition to a called attack, with that item, five times ever. The elemental Compositions available are Fire, Ice, Stone, Lightning, and Aether (chosen at time of creation).

**Elemental Resin, Expert** – *Kit*

Crafting Time: 15 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a Weapon or Mana Focus, that item provides the wielder the ability to add an elemental composition to any called attack with that item. The elemental Compositions available are Fire, Ice, Stone, Lightning, and Aether (chosen at time of creation).

**Healing Tonic, Novice** – *Kit*

Crafting Time: 15 Minutes

Cost: None

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once “applied” to a target call, “Cure One HP”.

**Healing Tonic, Journeyman** – *Kit*

Crafting Time: Five Minutes

Cost: Five Generic

Description: This Recipe produces Kit represented by a vial able to hold at least 9ml of fluid. Once “applied” to a target call, “Cure Five HP”.

**Healing Tonic, Expert** – *Kit*

Crafting Time: Five Minutes

Cost: 10 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once “applied” to a target call, “Cure 10 HP”.

**Injury Poison, Novice** – *Kit*

Crafting Time: Five minutes

Cost: Five generic

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a Weapon or Mana Focus, that item provides the wielder the ability to call, “Poison Hobble” once ever.

**Injury Poison, Journeyman** – *Kit*

Crafting Time: Five Minutes

Cost: 10 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a Weapon or Mana Focus, that item provides the wielder the ability to call, “Poison Delay” once ever

**Injury Poison, Expert** – *Kit*

Crafting Time: Five Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a Weapon or Mana Focus, that item provides the wielder the ability to call, “Poison Silence” or “Poison Weakness” once ever. The creator of the item chooses which effect it applies at the time of item creation.

**Item Reinforcement, Novice** – *Application*

Crafting Time: Five Minutes

Cost: None

Description: This Recipe may be applied to any item, and provides the user of the item the ability to call, “Resist” against any Sunder targeted at that item. This Resist may only be used once ever.

**Item Reinforcement, Journeyman** – *Application*

Crafting Time: Five Minutes

Cost: 20 Superior

Description: This Recipe may be applied to any item, and provides the user of the item the ability to call, “Resist” against any Sunder targeted at that item. This Resist may only be used two times ever.

**Item Reinforcement, Expert** – *Application*

Crafting Time: 15 Minutes

Cost: 60 Superior

Description: This Recipe may be applied to any item, and grants the item Immunity to Sunder.

**Lock, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic

Description: This Recipe creates a lock that the user of the item can use to lock doors, windows, and containers. When using this Lock, the base amount of stones is 4 black stones.

**Lock, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic

Description: This Recipe creates a lock that the user of the item can use to lock doors, windows, and containers. When using this Lock, the base amount of stones is 6 black stones.

**Lock, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 40 Generic

Description: This Recipe creates a lock that the user of the item can use to lock doors, windows, and containers. When using this Lock, the base amount of stones is 10 black stones.

**Lock Pick, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: Five Generic

Description: This Recipe allows the user of this item to attempt to pick a Lock and does not add any White Stones. See pg. [xx] for rules on locks and lock picking.

**Lock Pick, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic

Description: This Recipe allows the user of this item to attempt to pick a Lock and adds two White Stones to the Pick bag. See pg. [xx] for rules on locks and lock picking.

**Lock Pick, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic

Description: This Recipe allows the user of this item to attempt to pick a Lock and adds four White Stones to the Pick bag. See pg. [xx] for rules on locks and lock picking.

**Mana Stabilizer, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: Five Generic

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a Mana Focus it allows the wielder of that Focus to continue Channeling when being Hit. These hits still do their normal effect, but do not interrupt Channeling. This may be used two times ever before the Mana Stabilizer ceases to function. A single person may not have more than one Mana Stabilizer effecting them at once, and you must benefit from a Short Rest before applying a new Mana Stabilizer.

**Mana Stabilizer, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Superior

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a Mana Focus it allows the wielder of that Focus to continue Channeling when being Hit. These hits still do their normal effect, but do not interrupt Channeling. This may be used five times ever before the Mana Stabilizer ceases to function. A single person may not have more than one Mana Stabilizer effecting them at once, and you must benefit from a Short Rest before applying a new Mana Stabilizer.

**Mana Stabilizer, Expert** – *Kit*

Crafting Time: 15 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a Mana Focus it allows the wielder of that Focus to continue Channeling when being Hit. These hits still do their normal effect, but do not interrupt Channeling. Expert Mana Stabilizers have no limit to number of uses and will allow a person to Channel without being interrupted until the application wears off. A single person may not have more than one Mana Stabilizer effecting them at once, and you must benefit from a Short Rest before applying a new Mana Stabilizer.

**Mana Vault, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a target person, they regain one mana. The target must benefit from a Short Rest before being effected by another Mana Vault.

**Mana Vault, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a target person, they regain two mana. The target must benefit from a Short Rest before being effected by another Mana Vault.

**Mana Vault, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic, 20 Superior

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a target person, they regain five mana. The target must benefit from a Short Rest before being effected by another Mana Vault.

**Memorization Script, Novice** – *Kit*

Crafting Time: 15 Minutes

Cost: 10 Superior

Description: This Recipe produces a Kit represented by a piece of paper at least 3”x5” with runes and/or scripture written on it. Once applied to a target person, they are granted a Form. While the Form is active the target gains one extra Readied Spell Slot.

**Memorization Script, Journeyman** – *Kit*

Crafting Time: 15 Minutes

Cost: 20 Superior

Description: This Recipe produces a Kit represented by a piece of paper at least 3”x5” with runes and/or scripture written on it. Once applied to a target person, they are granted a Form. While the Form is active the target gains two extra Readied Spell Slots.

**Memorization Script, Expert** – *Kit*

Crafting Time: 15 Minutes

Cost: 30 Superior

Description: This Recipe produces a Kit represented by a piece of paper at least 3”x5” with runes and/or scripture written on it. Once applied to a target person, they are granted a Form. While the Form is active the target gains three extra Readied Spell Slots.

**Mutagen, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic, 40 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person, they are granted a Form. While the Form is active the target gains five Resist Poison’s, an Incurable Hobble and Delay, and is Susceptible to the Berserk Condition. The target must benefit from a Short Rest before being able to be effected by another Mutagen.

**Mutagen, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic, 40 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person, they are granted a Form. While the Form is active the target gains five Resist Magic’s, an Incurable Hobble and Delay, and is Susceptible to the Berserk Condition. The target must benefit from a Short Rest before being able to be effected by another Mutagen.

**Mutagen, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic, 40 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person, they are granted a Form. While the Form is active the target gains five Resist Physical’s, an Incurable Hobble and Delay, and is Susceptible to the Berserk Condition. The target must benefit from a Short Rest before being able to be effected by another Mutagen.

**Repair, Novice** – *Application*

Crafting Time: Five Minutes

Cost: None

Description: This Recipe may be applied to any item that has been effected by a Sunder. This application restores it to full functioning order **EXCEPT** for any Enchantments or Item Effects.

**Repair, Journeyman** – *Application*

Crafting Time: Five Minutes

Cost: None

Description: This Recipe may be applied to any item that has been effected by a Sunder. This application restores it to full functioning order **INCLUDING** any Enchantments or Item Effects.

**Repair, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic

Description: This Recipe produces a Kit represented by a box of tools at least 3”x3”x5”. Once applied to a target it is effected as if having performed the “Repair, Novice” Recipe.

**Rune Stones, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic

Description: This Recipe produces a Kit represented by a set of stones, each at least 1” in diameter, with runes on them. Once applied to a Runic Circle, the next Ritual performed within it may alter up to any two Stones into any other color. This may reduce the total number of Black Stones to zero. Only one set of Rune Stones may be used per Ritual.

**Rune Stones, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Superior

Description: This Recipe produces a Kit represented by a set of stones, each at least 1” in diameter, with runes on them. Once applied to a Runic Circle, the next Ritual performed within it may alter up to any four Stones into any other color. This may reduce the total number of Black Stones to zero. Only one set of Rune Stones may be used per Ritual.

**Rune Stones, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Superior

Description: This Recipe produces a Kit represented by a set of stones, each at least 1” in diameter, with runes on them. Once applied to a Runic Circle, the next Ritual performed within it will have 10 White Stones and no others. Only one set of Rune Stones may be used per Ritual.

**Shield Treatment, Novice** – *Application*

Crafting Time: Five Minutes

Cost: 20 Superior

Description: This Recipe may be applied to any shield. This application allows the user of this shield to call, “Recoil” versus any Poison effect that hits the shield. This effect can be used once per event.

**Shield Treatment, Journeyman** – *Application*

Crafting Time: Five Minutes

Cost: 20 Superior

Description: This Recipe may be applied to any shield. This application allows the user of this shield to call, “Recoil” versus any Magic effect that hits the shield. This effect can be used once per event.

**Shield Treatment, Expert** – *Application*

Crafting Time: Five Minutes

Cost: 20 Superior

Description: This Recipe may be applied to any shield. This application allows the user of this shield to call, “Recoil” versus any Physical effect that hits the shield. This effect can be used once per event.

**Slayer’s Weighting, Novice** – *Application*

Crafting Time: Five Minutes

Cost: 10 Generic

Description: This Recipe may be applied to any weapon. This application allows the wielder of this weapon to add the “Strike” subtype to any called attack using this weapon. This effect may be used once per event.

**Slayer’s Weighting, Journeyman** – *Application*

Crafting Time: Five Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe may be applied to any weapon. This application allows the wielder of this weapon to add the “Strike” subtype to any called attack using this weapon. This effect may be used two times per event.

**Slayer’s Weighting, Expert** – *Application*

Crafting Time: Five Minutes

Cost: 20 Generic, 20 Superior

Description: This Recipe may be applied to any weapon. This application allows the wielder of this weapon to add the “Strike” subtype to any called attack using this weapon. This effect may be used three times per event.

**Utility Tonic, Novice** – *Kit*

Crafting Time: Five Minutes

Cost: Five Generic

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. When crafted, the creator chooses either Stone Skin, Anti-Magic, or Anti-Venom Tonic. When applied to a target person, the target gains one Resist related to the tonic type. A single target may be effected by multiple of these Tonics, but no more than one of each.

|  |  |
| --- | --- |
| **Tonic Type** | **Resist** |
| Stone Skin | Physical |
| Anti-Magic | Magic |
| Anti-Venom | Poison |

**Utility Tonic, Journeyman** – *Kit*

Crafting Time: Five Minutes

Cost: 10 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. When crafted, the creator chooses either Cure Mind, Cure Body, or Cure Soul Tonic. When applied to a target person, the target is cured of all Conditions related to the Tonic type.

|  |  |
| --- | --- |
| **Tonic Type** | **Conditions** |
| Cure Mind | Fear, Pacify, Berserk, Silence, Daze |
| Cure Body | Hobble, Root, Maim, Weakness |
| Cure Soul | Vulnerable, Delay, Curse, Immobilize |

**Utility Tonic, Expert** – *Kit*

Crafting Time: Five Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. When crafted, the creator chooses either Adrenaline Tonic or Liquid Heroism. When applied to a target person, the tonic grants the listed effects.

|  |  |
| --- | --- |
| **Tonic Type** | **Effect** |
| Adrenaline | Instantly gain the benefit of a Short Rest. A person must benefit from a full length Short Rest before being effected by another Adrenaline Tonic. |
| Liquid Heroism | Gain a Form. While this Form is active you gain Immunity to the Fear Condition and Greater Hex of Terror. |

**Vitae Conduit, Novice** – *Application*

Crafting Time: 10 Minutes

Cost: 10 Superior

Description: This Recipe may be applied to any weapon and allows the user of this weapon to call, “Magic Strike Consume 2”. This effect can be used once per event.

**Vitae Conduit, Journeyman** – *Application*

Crafting Time: 10 Minutes

Cost: 20 Superior

Description: This Recipe may be applied to any weapon and allows the user of this weapon to call, “Magic Strike Consume 2”. This effect can be used two times per event.

**Vitae Conduit, Expert** – *Application*

Crafting Time: 10 Minutes

Cost: 40 Superior

Description: This Recipe may be applied to any weapon and allows the user of this weapon to call, “Magic Strike Consume 2”. This effect can be used three times per event.

**Weapon Coating, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: Five Generic

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target Weapon or Mana Focus, the wielder of this target may add a material composition to any called attack made with this target. This may be done up to two times per event. The material compositions available are Gold, Silver, Iron, and any plot approved material.

**Weapon Coating, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target Weapon or Mana Focus, the wielder of this target may add a material composition to any called attack made with this target. This may be done up to five times per event. The material compositions available are Gold, Silver, Iron, and any plot approved material.

**Weapon Coating, Expert** – *Kit*

Crafting Time: 15 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target Weapon or Mana Focus, the wielder of this target may add a material composition to any called attack made with this target. This may be done unlimited times per event. The material compositions available are Gold, Silver, Iron, and any plot approved material.

**Whetstone, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic

Description: This Recipe produces a Kit represented by a small whetstone like object. Once applied to a target weapon, the wielder of this target may add two damage to any called Physical attack. This effect may be used two times per event.

**Whetstone, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe produces a Kit represented by a small whetstone like object. Once applied to a target weapon, the wielder of this target may add two damage to any called Physical attack. This effect may be used five times per event.

**Whetstone, Expert** – *Kit*

Crafting Time: 15 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a small whetstone like object. Once applied to a target weapon, the wielder of this target may add two damage to any called Physical attack. This effect has no limit on uses per event.

**Willpower Tonic, Novice** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person, that target regains one Resolve. The target must benefit from a Short Rest before being effected by another Willpower Tonic.

**Willpower Tonic, Journeyman** – *Kit*

Crafting Time: 10 Minutes

Cost: 10 Generic, 10 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person, that target regains two Resolve. The target must benefit from a Short Rest before being effected by another Willpower Tonic.

**Willpower Tonic, Expert** – *Kit*

Crafting Time: 10 Minutes

Cost: 20 Generic, 20 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person, that target regains five Resolve. The target must benefit from a Short Rest before being effected by another Willpower Tonic.

**Armor Kit of the Indomitable** – *Kit*

Crafting Time: 20 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a box of tools at least 3”x3”x5”. Once applied to a target armor, the wielder of this armor may treat all of their Deflections as the Glance ability (See School of Valor; pg. [xx]). This effect expires when the user runs out of Deflections, the armor is repaired, or the end of the event. An armor may not be targeted by another Armor Kit of the Indomitable until the target armor is repaired.

**Cure-All Tonic** – *Kit*

Crafting Time: 20 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a vial able to hold at least 9ml of fluid. Once applied to a target person call, “Cure-All.” The target is then cured of an amount of HP equal to their maximum, all conditions are removed, all Greater Hexes are removed, and the target is moved out of the Dead State.

**Magical Amplifier** – *Kit*

Crafting Time: 20 Minutes

Cost: 60 Superior

Description: This Recipe produces a Kit represented by a trinket at least 1”x1”x3”. Once applied to a target person, they gain a Form. While this Form is active the target doubles their maximum Mana and is Susceptible to the Magic Delivery Type. This Form does not increase the amount of Readied Spell Slots.

## 3.5 Elegance

### 3.5.1 The Performance

Every act of Elegance requires a Performance of some sort. The Performance must take at least five minutes and may be one of the following: Playing music, performing oratory, leading prayer, cooking, telling stories, or dancing. Any performance not listed here must be approved through the staff team and must be noted on your sheet. If your desired Performance includes something that may be potentially dangerous you may also need campsite approval (discuss with local staff to make arrangements if necessary). Local staff has the right to disallow any Performance that may be viewed as offensive or unsafe. If your Performance is cooking then you must prepare them while at the event, and only the person who eats the food gains the Inspiration.

### 3.5.2 What are Inspirations?

Inspirations are special benefits that are granted to all who attend a full Performance. The Inspiration granted is chosen by the individual giving the Performance from their list of Inspirations. Each rank of Elegance adds an Inspiration type to the list of Inspirations they may choose to give at the end of a Performance. A single individual may only ever have one Inspiration at a time. If a person gains an inspiration while having one already, they may choose to lose the old one to gain the new one, or keep the old one. All Inspirations last until used or the end of the event (whichever comes first).

|  |  |
| --- | --- |
| Inspiration | Effect |
| Inspired Boon | Gain a Boon that doesn’t take up a Boon Slot |
| Inspired Brilliance | Gain a use of an event skill |
| Inspired Heal | Heal to full next Short Rest |
| Inspired Immunity (Fear) | Immunity to fear condition until next short rest |
| Inspired Immunity (Hobble) | Immunity to hobble condition until next short rest |
| Inspired Immunity (Vulnerable) | Immunity to vulnerable condition until next short rest |
| Inspired Recovery | Restore all of your mana and resolve instantly, once |
| Inspired Resist | Resist a Condition twice |
| Inspired Rest | Reduce next Short Rest by half |
| Inspired Skill | Use any Skill you have but don't have memorized, twice |

### 3.5.3 Inspiration Descriptions

**Inspired Boon**

This Inspiration allows you to grant someone one of the following Boons: Avoid (Physical, Magic, or Poison), 5 Empower, Insight, Vigor, or Vitae Net. The granted Boon uses up the Inspiration Slot instead of a Boon Slot. The call for this is, “May you gain an inspired [Boon name].”

**Inspired Brilliance**

This Inspiration allows you to grant the recipient(s) a free use of one of their Event Skills. Until this free use is consumed, the recipient(s) may not gain another Inspiration. This may not be used to recover Event Abilities. The call for this is, “May you gain an inspired Event Skill.”

**Inspired Heal**

This Inspiration allows you to grant someone the ability to heal to full at the end of their next Short Rest. The call for this is, “May your next Short Rest heal you completely.”

**Inspired Immunity (Fear)**

This Inspiration allows you to grant the recipient(s) Immunity to the Fear condition until the end of their next Short Rest. The call for this is, “May you be Immune to Fear until your next Short Rest.”

**Inspired Immunity (Hobble)**

This Inspiration allows you to grant the recipient(s) Immunity to the Hobble condition until the end of their next Short Rest. The call for this is, “May you be Immune to Hobble until your next Short Rest.”

**Inspired Immunity (Vulnerable)**

This Inspiration allows you to grant the recipient(s) Immunity to the Vulnerable condition until the end of their next Short Rest. The call for this is, “May you be Immune to Vulnerable until your next Short Rest.”

**Inspired Recovery**

This Inspiration allows you to grant the recipient(s) the ability to restore all of their Resolve and Mana once. The call for this is, “May you gain inspired energy.”

**Inspired Resist**

This Inspiration allows you to grant the recipient(s) one resist that may be used against any condition you name. The call for this is, “May you become resistant to [Condition chosen].”

**Inspired Rest**

This Inspiration allows you to grant the recipient(s) the ability to Short Rest in half the time, once. The call for this is, “May your next rest be brief.”

**Inspired Skill**

This Inspiration allows you to grant the recipient(s) the ability to use a Maneuver or Spell they have, but don’t have memorized, twice. The call for this is, “May your memory be vast.”

## 3.6 Rituals

**Ritual Casting**

Ritual casting is a term used to describe a broad array of effects that are produced by performing some sort of ritual. These rituals are similar to Crafting Recipes in that they take Vitae Crystals, Time, and Ritual Knowledge. The main difference between Rituals and Crafting is that not all Rituals are guaranteed to succeed when performed. Ritual Casting is broken into three categories – Invocations, Thaumaturgies, and Enchantments.

Invocations are quick rituals that can be performed without needing to stay in one place, always succeed, and provide temporary benefits/effects. Thaumaturgies are very broad rituals that can be very potent, do not produce lasting effects, and are not guaranteed to work. Enchantments are rituals that make items more powerful or give them special effects, are quite pricey, and have a chance to fail.

All Rituals are performed by using some form of appropriate gestures, movements, and/or words while holding

or involving a Ritual Focus. A Ritual Focus can be any item you choose, but it should be unique to you and not offensive or out of place within the world. All Ritual Foci must be approved at check-in of every event. After completing a ritual you must (at your earliest convenience) go to the Crafting Box and fill out a Ritual Magic Record sheet and deposit

### 3.6.1 Invocations

Invocations are the easiest of rituals and as you increase your knowledge in each ritual you may perform them for longer and gain better benefits. Invocations may be performed while moving at no more than a slow walking pace, and are interrupted if you are hit or use a skill/ability. If an Invocation is interrupted it fails and the vitae crystals used are consumed.

**Tarry** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: Two Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Tarry allows you to contain the Vitae of a target and prevent it from leaving its corpse. To begin this ritual simply touch your target and call “Halt Death Count”. As long as you are performing this ritual your target’s Death Count is paused. When the ritual has ended (or is interrupted) you must call “Resume Death Count”.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | One minute | Three minutes | Five minutes |

**Remove Greater Hex** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: One Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Remove Greater Hex allows you to strip the devastating effects of Grater Hexes from one or multiple people. At the end of every minute you perform the Remove Greater Hex Ritual you may touch a target and call “Eldritch Cure Greater Hex”. This call does not interrupt the performance of the Remove Greater Hex Ritual.

**Condition Shield** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: Two Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Condition Shield allows you to build up a barrier on yourself that will nullify debilitating effects. At the end of every minute you perform the Condition Shield Ritual you may gain one resist vs a specific Condition (chosen at the start of the Ritual).

**Recharge Item** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: Two Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Recharge Item allows you to draw upon the latent magical energy of your surroundings and channel it into a magical item. At the end of every minute you perform the Recharge Item Ritual, you may restore one charge to any magical item by touch.

**Destruction** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: Three Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Destruction allows you to focus the energy of your surroundings into a powerful blast that can destroy most things. At the end of every minute you perform the Destruction Ritual you increase the power of the destruction effect by one. The amount of power required to destroy something is determined by the local staff/plot person who is responsible or by the following chart.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Power | 1 | 2 | 3 | 4 | 5 | 6 |
| Target | All boons/conditions/forms | All Greater Hexes on the target | Consecrations/damnations | Ring of power | barriers | Enchanted items |

**Retribution** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: one Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Retribution allows you build up a powerful charge of energy that will discharge into anyone who directly kills you. At the end of every minute you perform the Retribution Ritual you increase the damage dealt to anyone who successfully delivers a Killing Blow by five. The call for this is “Eldritch [Damage]”. This call may only be used once, after which you would need to perform the Retribution Ritual again.

**Mass Distortion** – Invocation

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Ritual Time | 1 Minute | 3 Minutes | 5 Minutes |

Cost: Three Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Mass Distortion allows you to channel eldritch powers to pull you, and all those physically touching you at the start of the Ritual, into the Aether. While you are performing this Ritual, you and anyone touching you are put in the Invulnerable sub-state and incurably Pacified. If anyone leaves contact with you they are instantly dropped back onto Valara and lose the Invulnerable sub-state and the Pacify condition. No one may join (or rejoin) this ritual once it has started. Everyone affected by this ritual is still visible and can still hear/see anything going on around them, but may not interact with those on Valara. Note: this Ritual can be used as a tool for certain Plot related effects outside the scope of this description, but they should be purely Role-Play/story specific.

### 3.6.2 Thaumaturgies

Thaumaturgies are a broad category of Rituals that can produce powerful effects. Thaumaturgies are performed similar to Invocations, except that they may only be performed while stationary and inside a Runic Circle (anything vaguely circle shaped with personalized runes on the circle). If you are hit or use a skill/ability while performing a Thaumaturgy it is interrupted, however no vitae crystals are consumed. Because of their complex and involved nature Thaumaturgies have a possibility of having Mishaps (or even outright failing) even if performed properly. If a Mishap results consult table [xx] to see what happens. If a Failure results then all vitae crystals used are consumed.

**Divination** – Thaumaturgy

Minimum Ritual Time: Five Minutes

Cost: Three Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 2 | 3 | 5 |

Description: Divination allows you to channel the powers of a higher being to grant you insight into a topic. Upon successful completion of this Ritual you will deliver a question about a specific topic to Plot who will then review it and give you a response some time that event. The response may not be very precise or even helpful. The specific topic that you may ask about is determined by your rank with the Divination Ritual. (Note: any attempt to use this ritual to gain information on another Player will result in no response.)

Novice – past information about a single object in your possession or a location you are at.

Journeyman – past occurrences about a person, place, object, or event

Expert – future possibilities about a person, place, object, or event

**Barrier** – Thaumaturgy

Minimum Ritual Time: Three Minutes

Cost: One Vitae Crystal

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: Barrier allows you to reinforce a structure to keep out unwanted intruders. Upon the completion of this ritual you construct a barrier attuned to you that prevents anyone from entering the structure through mundane means, unless specifically granted access by an individual attuned to the barrier. This barrier lasts until the end of the event it was cast in. In addition to this protection you may add an additional effect for each rank you have with Barrier (a single effect may be selected more than once). The following are possible additions: Attune up to 5 more people, Prevent teleportation of anyone not attuned to the barrier into or out of the barrier, a “safe” within the barrier that has the same effects as the barrier, cannot generate any Power if not attuned to the barrier, cannot generate Mana if not attuned to the barrier, cannot generate Resolve if not attuned to the barrier. A “safe” may be any container within the barrier and may not be removed from the barrier while it still exists.

**Prayer** – Thaumaturgy

Minimum Ritual Time: 15 min

Cost: Five Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 2 | 4 | 4 |

Description: Prayer allows you to call out to your patron to have them look down upon a location or person. Upon successful completion of this Ritual you may invoke the power of your patron to cause one of several effects based on your rank with the Prayer Ritual. Effects of the Prayer Ritual are permanent until removed or overwritten.

Novice – perform funerary rites that will prevent possession of the body after all its vitae is gone

Journeyman – consecrate or damn a target in the eyes of your patron

Expert – consecrate or damn an area of land in the eyes of your patron

**Ring of Energy** – Thaumaturgy

Minimum Ritual Time: 10 min

Cost: Three Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 5 | 0 | 5 |

Description: Ring of Energy allows you to infuse a small area with energy that allows you to perform various effects. Upon completion of this Ritual you construct an immobile ring attuned to you that will last until the end of the event or until destroyed. For each rank you have with the Ring of Energy Ritual you may select an effect that you may produce while inside the Ring (a single effect may only be selected once). Multiple people may perform this Ritual on the same spot, each having their own specific effects they can produce. Each effect requires you to concentrate for 60 seconds while within the ring and not be hit or perform any other calls. The following are possible effects: cure 20, Cure [any single condition], resurrect a dead spirit, Grant [any boon except {x}empower and {x}attack].

**Metamorphosis** – Thaumaturgy

Minimum Ritual Time: Five Minutes

Cost: 10 Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 5 | 5 |

Description: Metamorphosis allows you to channel eldritch power to completely alter the mind and/or body of a willing individual. Upon completion of this ritual you can change a willing target’s character choices based on your rank with the Metamorphosis Ritual.

Novice – refund up to 50% of the target’s SP spent on Core Skills

Journeyman – refund up to 100% of the target’s SP spent on Core Skills as well re-choose your Specializations and Epic Skill(s).

Expert – change the target’s race to any other race.

**Safe Journey** – Thaumaturgy

Minimum Ritual Time: 10 Minutes

Cost: Five Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 3 | 5 | 2 |

Description: Safe Journey allows you to link yourself and others to a specific location for future teleportation. Upon successful completion of this Ritual you may designate the spot of the ritual as a “Home Point”. Once, at any point during the event you may call “one I teleport out,” go out of game, and return to your Home Point. To do this you must be conscious, but may be under any conditions. If you are affected by Hex of Terror you are not required to use this ability. A single person may not be affected by more than one instance of Safe Journey at a time. Depending on your rank with this Ritual you may link others to the same Home Point with this performance.

Novice – Self only

Journeyman – Self + up to one other

Expert – Self + up to two others

**Homunculus** – Thaumaturgy

Minimum Ritual Time: 15 Minutes

Cost: Six Vitae Crystals

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: By manipulating eldritch energies you have the ability to bring a sentient being into existence. Upon successful completion of this Ritual you need to provide a sample of blood. This blood can be from you or anyone/anything else, but must be of a humanoid. The Homunculus takes on the appearance of a member of that race but does not gain any special skills or abilities from that race. The Homunculus is as intelligent as the player decides to be, but must follow any direct order from its creator (to the best of its ability). If the Homunculus survives to the end of the event it dies and rapidly decomposes. The Homunculus may only be played by a player that isn’t the ritualist. The Homunculus has a special tie to its creator and is unable to survive away from it. Because of this the Homunculus must remain within line of sight of the ritualist at all times. If the Homunculus leaves line of sight it gains an incurable Daze condition until it regains sight on its creator. If the Homunculus is destroyed the person playing it must go out of game and inform the ritualist. After that they may go NPC or wait around in an OOG area or away from players. Note: it is the responsibility of the Homunculus player to keep track of their creator and should do their best to adhere to the limitations. To create your Homunculus you must select the following: A base template (Swordsman or Archon), up to 50 SP to be spent on Core Skills, one specialization, and one special ability (Revivable, Self-Sacrifice, Specialized, Death throes, or Cloned).

Swordsman: 10 hp, 3 power, may take up to 4 martial maneuvers and 2 magic spells

Archon: 5 hp, 3 power, may take up to 2 martial maneuvers and 4 magic spells.

Revivable: The Homunculus’ body does not dissipate after its dying count and may be revived by consuming one vitae crystal or by channeling over them for three minutes.

Specialized: The Homunculus gains a second Specialization Ability

Self-Sacrifice: The Homunculus may call “[creator’s name] cure [damage or condition]” after calling this the homunculus takes that amount of damage or the condition

Death Throes: When the Homunculus is killed it may enter “Death Throes.” While in Death Throes it gains the Invulnerable sub-state, and may use five skills with the Eldritch delivery type. After one minute or using up all five charges the Homunculus dies.

Cloned: The Homunculus may create a clone of itself (requires a second npc and will have the same stats as the original).

### 3.6.3 Enchantments

Enchantments are some of the most powerful Rituals, with their effects lasting long after the ritual has completed. Enchantments are performed similar to Invocations, except that they may only be performed while stationary and inside a Runic Circle (anything vaguely circle shaped with personalized runes on the circle). If you are hit or use a skill/ability while performing an Enchantment it is interrupted, however no vitae crystals are consumed. All Enchantment Rituals infuse one or multiple charges into the target item that may be used to produce special effects. All Enchantment Rituals have a minimum Ritual time of 10 minutes and are 0/6/4 (success/mishap/fail). Because Enchantment Rituals augment items beyond the duration of the event, you must create a temp tag similar to crafting if you successfully complete the ritual. If the Enchantment was cast onto an item that already has a tag simply write on that tag and turn it in at checkout. A single item may only be the target of one ritual and may never have multiple of the same enchantment. A person may never have more than one enchanted item attuned to them at one time, but one item may be attuned to multiple people. To attune an item you only need touch an enchanted item without having one already attuned. You may decide to de-attune an item at the completion of a short rest. Enchanted items have charges that are refreshed automatically at the start of an event, but otherwise require other methods to regain their charges.

**Material Amplification** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Charge | 1 | 3 | 5 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Material Amplification allows you to infuse an item with a reserve of power that can be used to fuel the effects of crafted items applied to it. Upon successful completion of this Ritual you enchant the target item with up to one, three, or five charges (depending on your rank with this ritual). The cost of this ritual is equal to the number of charges put on the item. Any time an “[x] ever” effect of a crafted item applied to the enchanted item would be used, you may instead exhaust a charge from it.

**Well of Power** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Charge | 1 | 3 | 5 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Well of Power allows you to infuse an item with a reserve of power that can be used to fuel Spells and Maneuvers. Upon successful completion of this Ritual you enchant the target item with up to one, three, or five charges (depending on your rank with this ritual). The cost of this ritual is equal to the number of charges put on the item. While this well is attuned you may spend a charge from this item instead of spending a single point of Mana or Resolve.

**Regenerating Armor** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Charge | 1 | 3 | 5 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Regenerating Armor allows you to infuse an item with a regenerative power. Upon successful completion of this Ritual you enchant the target item with up to one, three, or five charges (depending on your rank with this ritual). The cost of this ritual is equal to the number of charges put on the item. While this armor is attuned you may choose to concentrate for 60 seconds, after which you may spend a charge from the armor to restore all of your armor’s deflections.

**Shroud** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Charge | 1 | 3 | 5 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Shroud allows you to infuse an item with a reserve of shadow power. Upon successful completion of this Ritual you enchant the target item with up to one, three, or five charges (depending on your rank with this ritual). The cost of this ritual is equal to the number of charges put on the item. While this item is attuned you may spend a charge from it to negate any Mind, Body or Soul condition (type chosen in creation). The call for this is, “Shroud.”

**Aspect** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Charge | 1 | 3 | 5 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Aspect allows you to infuse an item with a reserve of divine power that can be used to negate the effects of Greater Hexes. Upon successful completion of this Ritual you enchant the target item with up to one, three, or five charges (depending on your rank with this ritual). The cost of this ritual is equal to the number of charges put on the item. While this item is attuned you may spend a charge from it to call “Resist” versus any Greater Hex.

**Enchant Skill** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Journeyman | Expert |
| Maximum Charge | 1 | 3 | 5 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Enchant Skill allows you to infuse an item with a bit of your own prowess. Upon successful completion of this Ritual you enchant the target item with up to one, three, or five charges (depending on your rank with this ritual) and one of your A/R Maneuvers or Spells. The cost of this ritual is equal to the number of charges put on the item. While this item is attuned you may spend one charge from it to use the A/R Maneuver or Spell imprinted.

**Spirit Well** – Enchantment

Minimum Ritual Time: 10 Minutes

|  |  |
| --- | --- |
|  | Master |
| Maximum Charge | 1 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 0 | 4 | 6 |

Description: Spirit Well allows you to infuse an item with eldritch power that can be used to fuel Short Rest abilities. Upon successful completion of this Ritual you enchant the target item with one charge. This Ritual costs five vitae crystals. While this well is attuned you may spend a charge from it use any Short Rest skill/ability you possess.

# Chapter 4 Specialization and Epic Abilities

As you progress as a character in C.A.S.T.L.E. you will eventually hit landmark values of earned SP where you will choose powerful abilities. These landmark SP values are 50, 100, 150, 200, and then every 100 SP after. These choices allow you to differentiate yourself from others through the use of powerful abilities that allow you to do things not normally possible with core skills.

All Abilities are one of three types: Passive (always active), Short Rest (may be used once per Short Rest), Event (may be used once per event per purchase), and Active/Reactive (gained and used by performing specific actions in combat).

## 4.1 Specialization Abilities

Specialization Abilities are acquired at the 50, 100, and 150 SP landmarks. These choices may be taken from any of the 16 Specialization Paths. To get a more powerful Specialization Ability within a specific Path you must possess all others before it in that Path. The 16 different paths are themed around major playstyles, but may be mix-and-matched to create something unique to you.

|  |  |  |  |
| --- | --- | --- | --- |
| Path | Rank 1 | Rank 2 | Rank 3 |
| Slayer | Slayer's Gambit | Overpowering Swing | Slayer's Stance |
| Vanguard | Vanguard's Gambit | Defensive Specialist | Bulwark Stance |
| Commander | Helping Hand | Echo | Commander's Inspiration |
| Primalist | Primal Tap | Bolt Mastery | Element's Embrace |
| Shaman | Shield Versatility | Shield Mastery | Invulnerable Casting |
| Healer | Breath of Life | Heal Mastery | Revive |
| Templar | Templar's Knack | Mana Strike | Avatar |
| Assassin | Paralyzing Blow | Assassinate | Overexposure |
| Scout | Lightning Reflexes | On the Move | Mobility |
| Craftsman | Knowhow | Master Recipe | In a Pinch |
| Shadow Weaver | Shadow Step | Shadow Copy | Shadow Form |
| Dervish | Counter Attack | Blindside | Weapon Master |
| Marksman | Marksman's Patience | Pin Down | Marksman's Precision |
| Ritualist | Ritual Control | Master Ritual | Ritual Specialization |
| Berserker | Controlled Rage | Thrill of the Kill | Final Rage |
| Duelist | Versatile Blow | Improved Riposte | Scorpion Stance |

### 4.1.1 Ability Descriptions

**Slayer**

Slayers are masters of the Zeal School and favor a heavy offense over all else.

**Slayer’s Gambit** – Short Rest Ability, Form

The best defense is a good offense, and you sure have learned how to go on the offensive. Once per short rest you may activate this Form by calling “SOMETHING!!!”. While this Form is active you are incurably hobbled and vulnerable, however, whenever anyone calls a defense vs your Wounding Blow, Debilitating Blow, Retaliating Strike, or Sundering Strike, you may follow up with the second portion of Sundering Feint or Preemptive Blow for zero Resolve.

**Overpowering Swing** – Passive Ability

Sometimes an opponent’s defense is just too strong, but that is where you have an edge and can expend extra effort to break even the best defense. You may add “Strike” to any Zeal Maneuver by spending one extra Resolve. Also, the Wounding Blow A/R Maneuver also no longer takes up a Readied Maneuver Slot.

**Slayer’s Stance** – Event Ability, Form

You have trained in killing people for so long that you have learned a special stance that allows you to fight without expending much energy. Three times per event you may activate this Form by calling “SOMETHING!!!”. While this Form is active you are incurably Rooted, but all of your Zeal Maneuvers cost one less Resolve (minimum zero).

**Vanguard**

Vanguards are masters of the Valor School and favor a heavy defense over all else.

**Vanguard’s Gambit** – Short Rest Ability, Form

An unbreakable defense is the cornerstone of every Vanguard, and this is your first step towards that. Once per short rest you may activate this Form by calling, “SOMETHING!!” While this Form is active you are incurably hobbled and delayed, however you may use your Fight Through the Pain and Strength of Will without spending Resolve.

**Defensive Specialist** – Passive Ability

Your defensive training has led you to be able to transform your foe’s attacks into your own strength. This Passive Ability allows you to generate one Resolve when you block three attacks, instead of the normal five. Also, the Parry A/R Maneuver no longer takes up a Readied Maneuver Slot.

**Bulwark Stance** – Event Ability, Form

You have devoted yourself to your defense for so long that you can pull that training together to gain a burst of defensive might. Twice per event you may activate this form by stating, “SOMETHING!!!” While this Form is active you gain an incurable hobble and delay, but gain Minimal to all damage.

**Commander**

Commanders are masters of the Tactics School and have an improved ability to help others.

**Helping Hand** – Passive Ability

A good Commander needs to be able to help others while still focusing on other things. Because of this you can channel your will to force someone’s wounds to stich themselves closed, while still allowing you to fight off others and bark orders. This Passive Ability allows you to perform the Triage skill without the use of bandages, in ½ the time, and with only one hand. While you are performing this Ability on a target you may use your other hand for other things like defending yourself, fighting off an enemy, performing Triage on another target, or even carry someone while performing Triage.

**Echo** – Passive Ability

Your focus on those under your command has made you all the more inspiring. This passive ability allows you, whenever you use an Order, to use that same Order again within three seconds. This second use does not use up any Resolve and may be used on Short Rest Orders. Also your Instill Strength A/R Maneuver Order no long takes up a Readied Maneuver Slot.

**Commander’s Inspiration** – Event Ability

You have become so experienced at giving orders that your words can put the fight back into anyone under your command. Five times per Event you may give a short inspirational speech to someone that possesses one of your Tactician’s Marks. This speech should take no less than three seconds and at the end of it you may call, “[Target’s name] Grant Instant Short Rest” granting the target the benefits of having taken a Short Rest.

**Primalist**

Primalists are masters of the Prime school and have an increased connection to the source(s) Prime Magics.

**Primal Tap** – Short Rest Ability, Form

Your strength in Prime Magic has grown, and as such you can tap into that well of strength. Once per Short Rest you may active this Form by stating, “Primal Tap.” While this Form is active you are incurably rooted, but may deliver infinite “Magic [element] 3.” The element may be Aether or any one of the prime elements (chosen when you purchase your first Prime Spell). This form is dispelled if you are hit by anything, even if it does not affect you.

**Bolt Mastery** – Passive Ability

Your connection to Prime Magic allows you to better manipulate mana and have learned how to channel more than one element. This Passive Ability allows you to refund the mana spent on a Prime Spell that did not hit a legal target. You also gain the ability to use a second element that is not opposed to your original element and the Bolt Spell no longer takes up a Spell Memorization Slot.

**Element’s Embrace** – Event Ability, Form

Your devotion has allowed you the ability to bridge the gap between the source of your Prime Magic and the physical world. Twice per event you may activate this Form by stating, “[Element]’s Embrace.” [Element] may be either of the prime element’s you can cast. While this Form is active you take minimal from the chosen element, enhanced from its opposite, and when you use this element for the Bolt spell you may call double damage.

**Healer**

Healers are masters of the Essence School and have improved healing abilities.

**Breath of Life** – Short Rest Ability

Your focus in Essence Magic has granted you the ability to pull on its power to revitalize the Vitae in a target. This Short Rest Ability allows you to, once per Short Rest, call, “Magic Cure Death” and throw/touch a packet at/to a target. If a target in the Dead State is hit by this spell they are moved from the Dead State to the Alive State and have one HP.

**Heal Mastery** – Passive Ability

Your devotion had improved connection to Essence Magic ever further, improving your ability to heal others. This Passive Ability increases the maximum amount your Heal Spell can heal for by 100% and the Heal Spell no longer takes up a Spell Memorization slot. Ex: if you have Expert Heal, you could heal someone for up to 10 damage.

**Revive** – Event Ability

Your connection to the source of your Essence Magic is so strong that it can prevent you or those around you from dying. Twice per event you may call “Magic Cure-All” and touch a packet to the target. If you have a use of this ability available you may use it on yourself, even if you are in the Dead State.

**Shaman**

Shamans are masters of the Wild School and gain added benefits from the Shield Spell.

**Shield Versatility** – Passive Ability

You have devotion to Wild Magic has unlocked the hidden potential of the Shield Spell. This Passive ability changes how the Shield [x] Boon affects you. Any Shield [x] Boon on you will trigger off of the first effect, regardless of delivery type. Also, you may use Shield Clone vs any delivery type, not just the last Shield type you cast.

**Shield Mastery** – Passive Ability

Your ability to cast the Shield Spell has grown so strong that it can even shield you when you target others. This Passive Ability allows you to gain the Shield [x] Boon (if you choose to) any time you cast the Shield Spell on another. Also the Shield Spell no longer takes up a Spell Memorization Slot.

**Invulnerable Casting** – Passive Ability

Your dedication to Wild Magic has rendered you immune to things that would prevent you from casting it. This Passive Ability grants you Immunity to the Silence and Maim Conditions.

**Templar**

Templars are masters of martial and magic might, blending the two to form a new fighting style.

**Templar’s Knack** – Passive Ability

Through training and practice you have gained the ability to cast spells while wielding other items. This Passive Ability alters the Battle Casting skill to allow you to touch cast spells while both hands are wielding an item.

**Mana Strike** – Passive Ability

Training has granted you the ability to cast spells through your weapons. This Passive Ability allows you spend one Resolve in addition to the Mana used to cast a spell and deliver the spell via weapon and “Strike” to the call.

**Avatar** – Event Ability, Form

Your training with weapon and spell has enabled you to channel magical energy into yourself, transforming you into an Avatar of Martial and Magic prowess. Twice per event you may activate this form by stating, “Avatar.” While this form is active you may use Resolve to fuel Magic Spells and Mana to fuel Martial Maneuvers. Also, Mana Strike no longer requires you spend the one extra Resolve.

**Assassin**

Assassins are masters of precision and deadly arts with small weapons.

**Paralyzing Blow** – Short Rest Ability

Your study of weak spots has granted you the knowledge of how to attack someone to freeze them in their tracks. This Short Rest Ability allows you to (once per short rest) call, “Poison Immobilize.” This skill may only be delivered via a Small One-Handed Weapon (melee or ranged).

**Assassinate** – Passive Ability

Having spent time learning the ins and outs of precision killing, you have gained the ability to deliver devastating blows. This Passive Ability allows you to spend any amount of Resolve up to your current maximum available. For every point of Resolve spent this ability does five damage. The call is, “Poison [x]” and may only be delivered via a Small One-Handed Weapon. Any Resolve you spend to perform this Ability is restored upon becoming Disengaged.

**Overexposure** – Passive Ability

After training so long in the deadly art of precision killing you have learned how to protect against it. This Passive Ability grants Immunity to the Poison Delivery Type.

**Scout**

Scouts are masters of mobility and possess an amazing ability to keep moving no matter what.

**Lightning Reflexes** – Passive Ability

Your speed and keen senses have been honed to the point that you can prevent a blow that would have otherwise connected with any other person. This Passive Ability allows you to call, “Dodge” and negate any weapon or packet delivered effect that has hit you. You may not use this Ability again until you have Disengaged.

**On the Move** – Passive Ability

A good Scout is able to keep fighting while moving into and out of fights. This passive ability allows you to regain one Mana or Resolve by moving around for 10 seconds. This may be anything from pacing around to sprinting down the street. Note: You must still be holding your Mana Focus to regain Mana.

**Mobility** – Passive Ability

A truly good Scout is one who can’t be pinned down and your training allows you to do just that. This Passive Ability grants you Immunity to the Hobble, Root, and Immobilize conditions.

**Shadow Weaver**

Shadow Weavers are those who have learned how to tap into the mysterious power of The Shadows.

**Shadow Step** – Short Rest Ability

Your connection to The Shadows allows you to slip through most barriers. This Short Rest Ability allows you to (once per Short Rest) call, “Shadow Step” and pass through any Barrier created by the Barrier Ritual. (Note: Shadow Step may be used for specific Plot effects, but these effects would be determined by the local marshal responsible.)

**Shadow Copy** – Passive Ability

Your connection to The Shadows has grown and you may now tap into it to pull defenses from others and use them yourself. This Passive ability allows you to spend one Resolve or Mana and call, “Shadow Copy” any time you force a target to call a defense. When you do so you gain a copy of this defense. This copy lasts for the Boon duration and takes up a Boon slot. This ability may only be used on non-monster defenses.

**Shadow Form** – Event Ability, Form

Your connection to The Shadows has grown so strong you can become one with them. Three times per event you may activate this Form by stating, “Shadow Form” and crossing your arms across your chest. While this Form is active you gain an incurable Hobble and Daze condition, but become Immune to Damage and further application of Conditions. If someone hits you with an attack that you are immune to, state, “Shadow Form.”

**Dervish**

Dervishes are those who train with two weapons and have become very deadly with their off hand.

**Counter Attack** – Passive Ability

Your training with two weapons allows you to block an attack with one weapon and with the other, capitalize on the opening created. This Passive Ability allows you to perform an attack, for free, within three seconds of using the Parry or Retaliating Strike Maneuver. Simply call, “Physical 3.” You must be wielding two weapons to use this Ability.

**Blindside** – Passive Ability

Your training has progressed further and you are now able to push your assaults further than anyone wielding a single weapon. This Passive Ability allows you to follow any called attack from one hand, with a free attack made from your other hand. The call for this free attack is, “Physical 3.” You must be wielding two weapons to use this Ability and Blindside may not be used until another called attack, that is not Blindside, is used.

 **Weapon Master** – Passive Ability

You have trained so hard with your weapons it’s like they are extensions of your own body. This Passive Ability grants you Immunity to the Weakness and Maim Conditions.

**Marksman**

Marksmen are those who have trained long and hard with ranged weapons and now how to aim their shots to make the most of them.

**Marksman’s Patience** – Passive Ability

Your training has taught you how to land the perfect shot given enough time. This Passive Ability allows you to reduce the cost of Wounding Blow by one Resolve (minimum 0). To do this you must aim at a target for at least five seconds with your feet planted in place. This attack may only be delivered via a ranged weapon.

**Pin Down** – Passive Ability

Sometimes you can’t land a good shot, but your training has taught you how to keep them pinned down and unable to attack. This Passive Ability allows you to deliver an attack by calling, “Physical Strike Pacify” after aiming at a target for at least five seconds with your feet planted in place. This attack may only be delivered via a ranged weapon.

**Marksman’s Precision** – Event Ability, Form

The best marksmen make every shot count, and you’re no different. Twice per event you may activate this Form by stating, “Marksman’s Precision.” As long as this Form is active all called attacks made with ranged weapons may add the “Strike” subtype and any attacks that do not hit a target refund the Resolve/Mana/Skill used.

**Duelist**

Duelists are those who have practiced with a single one-handed weapon to such an extent that their skills with it are unmatched.

**Versatile Blow** – Passive Ability

You have trained so hard with your one weapon that you know how to manipulate it to produce effects that would normally only be achievable by other weapons. This Passive Ability allows you to use any Condition associated with your rank with the Debilitating Blow Maneuver, regardless of the weapon type you are wielding. You only gain the benefits of this Passive Ability when you are wielding only a single, one-handed weapon.

**Improved Riposte** – Passive Ability

Your skills with one weapon allow you to better redirect the blows of your foes. This Passive Ability allows you to spend two Resolve to call, “Rebound” vs any melee attack that you block with your weapon. If you would have taken effect to it, you instead do not. You may use this Passive Ability only when you are wielding a single, one-handed weapon.

**Scorpion Stance** – Event Ability, Form

Your training has granted you access to an ancient style that allows you to easily transform your enemies’ attacks into their own demise. Twice per event you may active this Form by stating, “Scorpion Stance.” As long as this form is active you may use Improved Riposte on both Melee and Ranged attacks, the cost of Improved Riposte is reduced to one Resolve, and every third attack you block without taking any damage or conditions grants you a free 5 Empower Boon.

**Berserker**

Berserkers are those who love the taste of battle to such an extent that it can drive them into a frenzy of death and destruction.

**Controlled Rage** – Passive Ability

While you may occasionally lose your cool in the heat of battle, it doesn’t always end terribly. This Passive Ability increases your maximum HP by five and allows you to preferentially attack enemies over allies while affected by the Berserk Condition. Also, once per Short Rest you may inflict yourself with the Berserk Condition by calling, “Berserk.”

**Thrill of the Kill** – Passive Ability

Killing a foe only emboldens a Berserker who is berserking. This Passive Ability allows you to deliver Killing Blows while affected by the Berserk Condition. Any time you Killing Blow a target all of your Resolve and Mana are refreshed. This refresh may not occur on the same target until you see them standing alive.

**Final Rage** – Event Ability

Your lust for battle has grown so strong that you can push back the tides of death itself to continue a fight. Three times per event you may activate this ability when you would be forced into the Dying or Dead State. To activate this Ability state “Final Rage,” inflicting you with the Berserk Condition. For the next minute you cannot die, are immune to healing, and may purge any condition on a three count. After this minute (or if you purge the Berserk Condition) you enter the Dead State.

**Craftsman**

Craftsmen are those who wish to focus on making things to help those around them or even just themselves.

**Knowhow** – Passive Ability

Your experience has taught you just how to make use of everyday items you may find in a marketplace to craft some of the most complex trinkets. This Passive Ability allows you to treat Caps as a Superior Resource.

**Master Recipe** – Passive Ability

You have studied long and hard with a specific branch of crafting and have learned a very potent recipe. This Passive Ability grants you access to one of the following Master Recipes: Armor Kit of the Indomitable, Cure-All Tonic, or Magical Amplifier. All of these recipes take 20 minutes to make and cost 60 Superior Resources. Armor Kit of the Indomitable is a Kit that, once applied to a suit of armor, will allow the user to use its deflections as the Glance Skill from the Valor School. Once the armor runs out of deflections, it is repaired, or the event ends (whichever comes first) this Kit ceases to function. Cure-All Tonics cure the imbiber of Death, cures all Conditions, removes all Greater Hexes, and heals them for an amount of HP equal to their maximum HP. Magical Amplifiers are Kits that are applied to your soul with 10 seconds of concentration and acts as a From. While the Form is active your maximum Mana is doubled, but you may not call **ANY** defenses against the Magic Delivery Type (this includes things that would trigger if you wanted them to or not, like Boons).

**In a Pinch** – Event Ability

A good Craftsman always has an item or two stashed away for emergencies. Twice per event you may create any recipe you could normally create however it does not require any time, Resources, or a crafting station. Items created with this ability will not last beyond the end of the event.

**Ritualist**

Ritualists are those who have decided to devote their time to the study of rituals and how to manipulate them to best suit their needs.

**Ritual Control** – Passive Ability

Your study of rituals has taught you how to cast them better than others. This Passive Ability allows you to increase or decrease the performance time of all Rituals. The amount of time you can modify them by is determined by the Ritual Type: Invocations, one minute; Thaumaturgies, two minutes; Enchantments, five minutes.

**Master Ritual** – Passive Ability

Your ritual studies in a particular branch have led to a breakthrough in that particular field. This Passive Ability grants you access to one of the following Master Rituals: Mass Distortion, Create Homunculus, or Spirit Well. See the Ritual section for a description of these Rituals.

**Ritual Specialization** – Event Ability

Your devotion to a specific branch of rituals has granted you exceptional power with them. When obtaining this Specialization Ability you must select one of the three branches of rituals: Invocations, Thaumaturgies, or Enchantments. If you select Invocations you gain the ability to (up to three times per event) perform any Invocation you know without spending Vitae Crystals, up to three times per event. If you select Thaumaturgies you gain the ability to (up to two times per event) perform any Thaumaturgy you know with no performance time and a 10/0/0 success chance (you are still required to spend Vitae Crystals). If you select Enchantments you gain the ability to (once per event) double the effect of a particular Enchantment you are performing by tripling the amount of Vitae Crystals you are using.

## 4.2 Epic Abilities

Epic Abilities are when you earn 200 SP, and every 100 SP you earn after that. A single Epic Ability may only ever be selected once, and some of them have prerequisites as they are intended to be the epic culmination of the Specialization Path.

### 4.2.1 Epic Ability Descriptions

**Dabbler** – Passive Ability

You have managed expand your studies to include the basics of another ideal. This Passive Ability allows you to select any first rank of a Specialization Path that you have not put any ranks in. This Ability may not be used to grant you more than one rank two Specialization.

**Enhanced Birth Sign** – A/R Ability

You are such an exemplary representation of your Birth Sign that you can call upon it as readily as any warrior his weapon. This A/R Ability allows you spend one Resolve or Mana to activate your Birth Sign. This is in addition to the normal times per event you may use it.

**Exceptionally Skilled** – Passive Ability

Your skills are so vast that you are able to know more than most. This Passive Ability allows you to increase the maximum amount of Core Skill you may purchase to 230. This does not grant you any extra SP and you must still earn the SP to pay for these Skills.

**Legendary Assassin** – Passive Ability

Having devoted your life to the life of an Assassin has granted you the ability to outright sever a person’s Vitae with a single strike. This Passive Ability allows you to modify your Paralyzing Blow. If you study a target for 15 seconds without being hit, hitting anyone, or using any calls, you may change the call from, “Poison Immobilize” to “Poison Strike Death.” This Epic Ability requires you to have the third rank of the Assassin Specialization Path.

**Legendary Berserker** – Passive Ability

A true devotee to the carnage of battle, your rages have become incredibly powerful. This Passive Ability alters how your Controlled Rage Ability functions. Instead of increasing your maximum HP by five while affected by the Berserk condition you increase your maximum HP by 10. Also, whenever you are affected by a Berserk you are cured of all condition, and may activate Controlled Rage any time as long as you are in the Alive State. This Epic Ability requires you to have the third rank of the Berserker Specialization Path.

**Legendary Commander** – Event Ability, Form

The best commanders can give orders when others would become winded. Once per event you may activate this form by stating, “SOMETHING!!!” While this Form is active you may use any of your A/R Orders for zero resolve, however you are incurably rooted and may not use ANY other skills (you may still use Helping Hand). This Epic Ability requires you to have the third rank of the Commander Specialization Path.

**Legendary Craftsman** – Passive Ability

The best craftsmen know how to, with enough time and effort, create things from mere scraps. This Passive Ability allows you to craft any non-master recipe you know for zero Resources, but doing so takes 45 minutes. Items created this way will not last beyond the end of the event. This Epic Ability requires you to have the third rank of the Craftsman Specialization Path.

**Legendary Dervish** – Passive Ability

A true master of the art of dual wielding, the legendary dervish can keep the pressure on unlike any other. This Passive Ability allows you to generate one Resolve when you land an uncalled attack with both (or should this be each) hand in succession. However, you no longer generate Resolve from landing three uncalled attacks. This Epic Ability requires you to have the third rank of the Dervish Specialization Path.

**Legendary Duelist** – Passive Ability

The best dualists know that fights are won by a combination of good offense and good defense. This Passive Ability allows you to add together uncalled attacks you land, and attacks you block to generate Resolve. Once you achieve a total of three you will generate one Resolve. This replaces all normal Resolve generation methods. Ex: if you block two attacks and then land an uncalled attack you would generate one Resolve. This Epic Ability requires you to have the third rank of the Duelist Specialization Path.

**Legendary Healer** – Short Rest Ability

Your studies with Essence Magic have granted you an unparalleled connection to it. This Short Rest Ability grants you a pool of 5 points. These points may be spent in place of Mana to cast any Essence A/R Spell, and you may spend all 5 to cast either Divine Light or Life’s Breath. You must have the Divine Light Short Rest Spell to use this ability with it. This Epic Ability requires you to have the third rank of the Healer Specialization Path.

**Legendary Mage** – Passive Ability

Having reached the pinnacle of magical prowess you have developed a strong bond with the energies that flow around you. This Passive Ability allows you to remove the restriction of being stationary for generating Mana. Instead you may move around at a slow walking pace. Also, being hit no longer interrupts the channeling.

**Legendary Marksman** – Passive Ability

None but the best marksmen have mastered the patience of a legendary marksman. This Passive ability allows you to continue the aiming of Marksman’s Patience beyond its normal 5 seconds. For every 5 seconds you continue to aim you may increase the damage of your wounding blow by 3. This increase of damage continues with no maximum until you are hit, attack, or move. This Epic Ability requires you to have the third rank of the Marksman Specialization Path.

**Legendary Primalist** – Passive Ability

Your connection to Prime Magic has reached its pinnacle. This Passive Ability modifies your Element’s Embrace to instead make you healed by your chosen embrace, vulnerable to the opposite of your embrace, and you may not call any defenses vs the opposite element of your embrace. This Epic Ability requires you to have the third rank of the Primalist Specialization Path.

**Legendary Ritualist** –

Your studies have unlocked ritual secrets that others can only hope to achieve. This Ability allows you to choose a second Ritual Specialization that you did not choose when you took rank three Ritualist. You may also choose to advance your previous choice, gaining new/improved abilities. If you improve Invocation Specialization you may use an Invocation for free once per Short Rest in addition to the three times per event free Invocations. If you improve Thaumaturgy Specialization all of your Thaumaturgies start off at a success change of 5/5/0 in addition to your two per event 10/0/0 instant rituals. If you improve Enchantment Specialization you may (once per event) choose to add a second Enchantment on an item as you create it. Your original Enchantment Specialization may be applied to either or both of these enchantments, but you must still pay triple cost for each. This Epic Ability requires you to have the third rank of the Ritualist Specialization Path.

**Legendary Scout** – A/R Ability

Being untouchable is the mark of the best scouts. This A/R Ability allows you to use your Lightning Reflexes ability by spending one Resolve or Mana, in addition to your once per Disengage use. This Epic Ability requires you to have the third rank of the Scout Specialization Path.

**Legendary Shadow Weaver** – Short Rest Ability

Your connection to The Shadows has become so strong that you are able to draw upon its power instead of your own. This Short Rest Ability gives you a pool of 3 “power” that can be used to fuel **ANY** A/R Maneuver or Spell. These points are refreshed when you complete a Short Rest. This Epic Ability requires you to have the third rank of the Shadow Weaver Specialization Path.

**Legendary Shaman** – Passive Ability

Your extensive studies in the art of Wild Magic have unlocked the ability to control the flow of time to a minor extent. This Passive Ability allows you to activate most Boons whenever you want, rather than them just activating on the next thing that would activate them. This Epic Ability works for all Boons except for the Vigor and Vitae Net Boons. This Epic Ability requires you to have the third rank of the Shaman Specialization Path.

**Legendary Slayer** – Passive Ability

Your focus in the Zeal School has reached its culmination and has taught you how to keep the pressure on when others would get tired. This Passive Ability allows you to gain one “hit” towards generating a Resolve any time someone calls a defense vs one of your Zeal Skills. This Epic Ability requires you to have the third rank of the Slayer Specialization Path.

**Legendary Templar** – Passive Ability

Your blending of martial and magical prowess has become so fluid that you are able to intermix the two almost seamlessly. This Passive Ability allows you to generate a Mana in place of a Resolve generated by landing uncalled hits or blocking attacks. You may also gain one Resolve from channeling with you Mana Focus for 10 seconds. In either case, you may only gain one Resolve **OR** Mana per action, never both. This Epic Ability requires you to have the third rank of the Templar Specialization Path.

**Legendary Warrior** – Passive Ability

Your will to live and fight is so strong that you have the ability to endure more than anyone. This Passive ability increases your maximum HP by five. This Passive Ability also alters your Dying State. While in the Dying State you are no longer required to fall to the ground, are effected by an incurable Hobble and Daze, you may now limp along at a slow pace in addition to being able to crawl, and use any items (magical or mundane) in a non-offensive manner. At the end of the normal 60 seconds you still fall into the Dead State. These alterations do not prevent you from taking a Killing Blow and if anyone attempts to perform a Killing Blow on you, you **MUST** stop moving and not fight it.

**Quick Rest** – Event Ability

Your long adventures have taught you how that being able to bounce back in a fight is paramount. This Passive Ability allows you to (up to five times per event) call, “Instant Short Rest” granting you all the effects of a full Short Rest instantly.

**Renewing Rest** – Event Ability

Your ability to stretch out your endurance has become so strong that it’s as if you had more than any other person. This Event Ability allows you to (up to two times per event) regain all Event Skills when you complete a Short Rest. Renewing Rest does not restore Event Abilities.

**School Focus** – Passive Ability

Having focused and trained so hard and long in one particular school has engrained it into your mind. This Passive Ability allows you to ready/memorize all of the Maneuvers/Spells of a chosen school without using up any Maneuver/Spell Slots.

# **Chapter 5 Prestige Skills**

After having spent all of your Core SP you will still continue to gain SP. This SP may be spent on Prestige Skills. Prestige Skills are designed to be the very powerful once ever skills, or passive role-play related skills. While you are not required to wait until all of your Core SP is spent, it is advised. The main requirement to purchasing Prestige Skills is that you must have attended at least two events before being able to purchase any. Some Prestige Skills also have additional requirements that must be met. Most Prestige Skills may only be purchased one at a time, while others allow you to have multiple of them at once. Prestige Skills marked with an “\*” denote ones which may have multiple at one time.

**NOTE: This section is a work in progress and is merely an example of what Prestige Skills COULD be. We are looking for lots of input for this section and have every intention on adding to it should the community decide that this version of 2.0 is what we will be going for.**

## 5.1 Prestige Skills

|  |  |  |
| --- | --- | --- |
| Skill | SP | Requirement |
| Adaptation | 20 | Human |
| Ancestors knowledge | 5 | N/a |
| Battlefield Ferocity | 20 | Orkling |
| Blessing of the Court | 20 | Faekyn |
| Breath of knowledge | 5 | N/a |
| Commune with animals | 5 | N/a |
| Commune with plants | 5 | N/a |
| Dark Legacy | 20 | Dark Elf |
| Detect Magic | 10 | N/a |
| Elemental Affinity | 20 | Dragonkyn |
| Endless Meditation | 20 | Valaran Elf |
| Feral Instincts | 20 | Feralkyn |
| Fey sense | 10 | N/a |
| Fiend sense | 10 | N/a |
| Frantic maneuver\* | 2 | N/a |
| Blood Crystal\* | 2 | N/a |
| Heavily Armored | 5 | N/a |
| Hints of Elegance | 20 | Briarfolk |
| I'm still needed\* | 5 | N/a |
| Lords of Stone | 20 | Dwarf |
| Mind Walk | 20 | Moon Elf |
| Natural Resilience | 20 | Gearling |
| Natural Roots | 20 | Florakyn |
| Paragon's Attunement | 5 | Consecration to a Paragon |
| Paragon's Blessing | 15 | Paragon's Attunement |
| Paragon's Embodiment | 5 | Paragon's Attunement |
| Paragon's Form | 10 | Paragon's True Strength & Paragon's Blessing |
| Paragon's Resistance | 5 | Paragon's Attunement |
| Paragon's Sense | 10 | Paragon's Attunement |
| Paragon's Strength | 10 | Paragon's Attunement |
| Paragon's True Strength | 10 | Paragon's Strength |
| Retribution | 2 | N/a |
| Spirit Animal | 20 | Barbarian |
| Strength of will | 10 | N/a |
| Strengthened Material\* | 2 | N/a |
| The dead speak | 5 | N/a |
| Time is of the Essence | 5 | N/a |
| Tools of the Trade | 20 | Goblinfolk |
| Toughness | 5 | N/a |
| Unbound | 20 | Ogerling |
| Viate Transfer | 5 | N/a |
| Weaken material\* | 2 | N/a |
| Words on the Wind | 20 | Wanderer |
| You shall not fall | 5 | N/a |

## 5.2 Skill Descriptions

**Adaptation** - Passive Skill

As a Human you have the ability to adapt to any situation with ease. This Passive ability allows you to temporarily learn an A/R Maneuver or Spell you do not already know. To determine which Maneuver or Spell you must train with someone at the event. This training must take no less than 15 minutes, and after the completion the person teaching you must sign your Character Sheet saying they have taught you the Maneuver or Spell. The Maneuver or Spell they train you in you gain. This may only be done once per event, and once done may not be redone until your next event. This training does not grant you any Resolve, Mana, or Readied Maneuver/Spell Slots.

**Ancestors Knowledge** – Invocation, Ever Skill

Maximum Ritual Time: Five Minutes

Cost: N/A

Description: This Invocation Ritual allows you to channel the spirits of those who have passed, allowing you to try and contact the spirits of your ancestors for guidance or assistance. For the duration of this ritual you may conjure up the spirits of your departed ancestors and ask them any questions you desire. Before performing this Invocation you must talk with your local Plot/Staff team and see if they are willing to do this for you. If they refuse it simply means that you are not able to perform this ritual, but it is encouraged that you work with the local Plot/Staff team to come to an understanding of what you are trying to do. This may only be performed once ever, after which the skill must be purchased again.

**Battle Ferocity** - Event Skill

As an Orkling you have a terrifying presence on the battlefield. Up to three times per event you may call, “Resist” vs any Fear Condition. You also have the option of using any of these three times per event uses to call, “Physical Fear” and deliver it with a melee weapon.

**Blessing of the Court** - Event Skill

As a Faekyn you have the ability to slip between the realms of Ereholme and Valara for brief moments. This Event Skill allows you to Teleport to any location you can see, once per event. This location must be on site and is self only. To perform this skill call, “One I Teleport Out” and put on a white headband. After doing this you must go directly to the location you can see. You do not need to run, but you should not go exceptionally slowly. Once you arrive at this location call, “One I Teleport In.” During your trip you can see and hear all going on around you.

**Breadth of Knowledge** - Ever Skill

You have spent a little extra time practicing and have managed to retain a little more than those who haven’t. This Ever Skill allows you to gain one extra Readied Maneuver Slot or two extra Readied Spell Slots. The choice to use this Skill is made at the beginning of an event at check-in. You must tell the person checking you in and have them sign off for it on your Character Sheet. This may only be performed once ever, after which the skill must be purchased again.

**Commune with Animals** – Invocation, Ever Skill

Maximum Ritual Time: Five Minutes

Cost: N/A

Description: This Invocation Ritual allows you to channel strange powers to grant you the ability to speak to animals. For the duration of this Ritual you have the ability to communicate with animals. This can have unknown outcomes and is not always the most reliable. If you desire to use this Invocation for a Plot reason consult your local Plot/Staff team prior to using it and you may have better luck with it. This may only be performed once ever, after which the skill must be purchased again.

**Commune with Plants** – Invocation, Ever Skill

Maximum Ritual Time: Five Minutes

Cost: N/A

Description: This Invocation Ritual allows you to channel strange powers to grant you the ability to speak to plants. For the duration of this Ritual you have the ability to communicate with plants. This can have unknown outcomes and is not always the most reliable. If you desire to use this Invocation for a Plot reason consult your local Plot/Staff team prior to using it and you may have better luck with it. This may only be performed once ever, after which the skill must be purchased again.

**Dark Legacy** - Event Skill

As a Dark Elf your bloodline has traces of Ritual tampering. As such you have an innate ability to disrupt Rituals by simply being around them. Once per event you may point at a Ritual being performed and call, “Banish Ritual!” This will cause the Ritual being cast to automatically fail and consume any resources/Vitae Crystals that were being used.

**Detect Magic** - Passive Skill

You have an innate ability to sense strange occurrences in the flows of Mana. At check-in or any time during a game an Plot/Staff person may request to know who has Detect Magic. If you do you may gain extra knowledge about strange things happening with regards to Mana and Magic.

**Elemental Affinity** - Event Skill

As a Dragonkyn the blood of the ancient beasts of power flows in your veins. As such you have the ability to call upon their power to infuse an attack. Up to three times per event you may add an elemental composition to any attack as you are making it. The element is chosen when you purchase this Prestige Skill, and is associated with your draconic heritage.

**Endless Meditation** - Passive Skill

As a Valaran Elf you have an innate resistance to sleep. As such you cannot be unwillingly put into the Asleep Sub-State. You may also call upon your vast knowledge to grant yourself the Insight Boon up to three times per event.

**Feral Instincts** – Passive Skill

As a Feralkyn you have senses and instincts that the other races do not. As such you have the ability to track people by scent and may deliver any physical melee attack with the “Strike” subtype. The strike ability may be used up to twice per event, and the tracking is entirely controlled by plot. By default, a PC is not trackable by another PC. At any point, a PC may opt to forgo this at the start of any module, but once the choice is made it may not be changed. It is the tracker’s responsibility to tell the Arbiter this at the start of the module.

**Fae Sense** – Passive Skill

Whether due to extensive study, a natural talent, or a racial heritage, you have the ability to occasionally sense Fae. At check-in or any time during a game a Plot/Staff person may request to know who has Fae Sense. If you do you may gain extra knowledge about strange things happening with regards to Fae and Ereholme.

**Fiend Sense** – Passive Skill

Whether due to extensive study, a natural talent, or a racial heritage, you have the ability to occasionally sense Fiends. At check-in or any time during a game a Plot/Staff person may request to know who has Fiend Sense. If you do you may gain extra knowledge about strange things happening with regards to Fiends and Nurholme.

**Frantic Action** – Ever Skill

You are able to dig deep within your reserves to pull up what was thought to be exhausted. This Ever Skill allows you to reduce the cost of any Maneuver or Spell by one Resolve/Mana to a minimum of zero. This may only be performed once ever, after which the skill must be purchased again, however, you may possess multiple purchases of this Skill at one time.

**Blood Crystal** – Ever Skill

You are able to collect some of your own Vitae and crystalize it. Upon purchasing this Ever Skill one Vitae Crystal is added to your bank that may be drawn out at the normal times. If you are a [x] you may not possess this skill. You may possess multiple purchases of this Ever Skill at one time, but this is mainly for book keeping.

**Heavily Armored** – Ever Skill

You know how to eke out a little extra use out of armor that others do not. This Ever Skill allows you to increase the maximum number of deflections of any armor you wear. Any armor you wear is treated as having one more deflection than it would normally for you. This Ever Skill may be expended at the beginning of an event to grant you its benefit for that event, after which its benefit is lost. This may only be performed once ever, after which the skill must be purchased again.

**Hints of Elegance** – Passive Skill

As a Briarfolk you are naturally inspiring and quick. As such, when you first purchase Elegance you gain two Inspirations instead of just one. Also, you have the ability to grant yourself the Haste Boon up to two times per event.

**I’m still needed** – Ever Skill

Your connection to your allies is so strong that you have the ability to pull yourself back from death’s doorstep to continue fighting. You may choose to expend this Ever Skill when you would normally go to seek resurrection. Instead, you may stand back up into the Alive State with full HP, full Mana, Full Resolve, All Event and Short Rest Skills renewed, have no conditions, and no Greater Hexes. This action does not save you from the pains of death and you will still need to go through the logistical process of drawing for every death you incur for using this Skill. This may only be performed once ever, after which the skill must be purchased again, however, you may possess multiple purchases of this Skill at one time.

**Lords of Stone** – Event Skill

As a Dwarf you have the ability to channel the powers of stone to transform yourself into a statue. This Event Skill allows you to (once per event) turn yourself into stone, entering the Invulnerable Sub-state and gaining incurable Immobilize, Silence, and Daze. You lose all active Boons, all active Forms all remaining Resolve and Mana, all Short Rest Skills and Abilities, and cannot Short Rest while in the Invulnerable Sub-state. You may dismiss this Sub-state at any time to remove the conditions, but you will not regain any skills/abilities lost.

**Mind Walk** – Passive Skill

As a Moon Elf you have an innate ability to connect with other individuals and attempt to help them through mental problems. As such you may roleplay with another willing individual and enter their mind in an attempt to cure mental damage. You cannot use this ability to tell if another person is being truthful or circumvent any other rule. Any person may at any time decide to cut off the connection. This interaction is entirely role-play in nature and should be treated as such. In addition to this a Moon Elf may calm down any target with a glance. You may attack a target with a packet attack up to twice per event by calling, “Physical Pacify.”

**Natural Resilience** – Event Skill

As a Gearling you are practically living armor. As such you have the ability to use that armor plating to try and protect yourself. This Event Skill allows you to call “Glance” (as per the Valor Short Rest Skill) up to three times per event. Each use of this Event skill also requires you to expend one of your Deflections. If you do not have any Deflections remaining you may not use this Event Skill. In essence you are transforming a Deflection into a Glance.

**Natural Roots** – Passive Skill

As a Florakyn you have a natural connection to Nature and the ground around you. As such you can hear the whispers of Mother Valara and may call upon her to assist you. This skill allows you to use a packet to deliver up to two “Physical Root” attacks per event. You also have the ability to sense disturbances and abnormalities of the surrounding area. At check-in or any time during a game a Plot/Staff person may request to know who has Natural Roots. If you do you may gain extra knowledge about strange things happening with regards to the natural surroundings of the area, or local flora.

**Paragon’s Attunement** – Passive Skill

Having been Consecrating to a Paragon you have decided to link yourself to that Paragon on a more personal connection. This Passive Skill allows you to gain the Boon associated with your Paragon if you spend at least a minute praying at an altar to your Paragon. Altars may be found on site somewhere, but be aware that every location may not have an altar for each of the Paragons.

**Paragon’s Blessing** – Passive Skill

Having devoted so much of yourself to your Paragon you have been gifted with their strength. This Passive Skill allows you to concentrate for 60 seconds while chanting a prayer to your Paragon. If you complete this prayer without being hit, hitting anyone, or using any Skills/Abilities, you will gain the boon associated with your Paragon.

**Paragon’s Embodiment**– Passive Skill

You have chosen to devote yourself so much to your Paragon that you have been granted an aspect of that Paragon. Your visual appearance alters in some way that represents this connection. This can be anything from flaming hair for a follower of Ra’Tol to moss covered feet for a follower of Anima. You may choose anything, but it must be approved by a World Building team member and you should choose something that can be physically represented with costuming.

**Paragon’s Form** – Event Skill

Your devotion to your paragon is unparalleled and for your services, you have the capability to call upon your Paragon in a time of need to grant you a Form. You may do this once per event, and while the Form is active you gain immunity to your Paragon’s element, may use your Paragon’s element on any called attacks, and are Susceptible to attacks that contain your Paragon’s opposite.

**Paragon’s Resistance** – Event Skill

Your exposure to the element of your Paragon, you have become resistant to the pains of it. This Event Skill allows you to call, “Resist” against any attack that contains your Paragon’s element. You may do this once per event.

**Paragon’s Sense** – Passive Skill

Your connection to your Paragon has begun to heighten your senses. This Passive Skill allows you to sense your Paragon’s element, as well as its opposite. At check-in or any time during a game a Plot/Staff person may request to know who has Paragon’s Sense, and what element it is associated with. If you do you may gain extra knowledge about strange things happening with regards to the two elements in the area.

**Paragon’s Strength** – Event Skill

Gifted with the might of your Paragon you may call upon their element to smite your foes. This Event Skill allows you to add your Paragon’s element as a composition on any called attack. This Event Skill may be used up to five times per event.

**Paragon’s True Strength** –A/R Skill

You have gained a true connection to your Paragon’s realm and can pull from it with ease. This A/R Skill allows you to spend one Resolve or Mana to add your Paragon’s element to any called attack.

**Retribution** – Ever Skill

You have infused a portion of your own vitae into yourself such that when someone delivers a killing blow they will feel its wrath. This Ever Skill allows you to call, “Eldritch 30” upon being dealt a Killing Blow. The choice to use it is entirely an Out of Game decision and will only trigger when you desire. This may only be performed once ever, after which the skill must be purchased again.

**Spirit Animal** – Passive Skill

As a Barbarian your tribal nature has linked you to a specific spirit animal which watches over you. As such you have an increased capacity to store Vitae Crystals within your soul. This increase allows you to have one extra automatic successful resurrection stored on your soul.

**Strength of Will** – Ever Skill

Your mastery of conditions are so strong that you have the ability to break through any defense possible. This Ever Skill allows you to deliver any effect via the Eldritch Delivery Type. This may only be performed once ever, after which the skill must be purchased again.

**Strengthened Material** – Ever Skill

You’re so in tune with your items that you can shrug off a Sunder without it affecting them. You may call, “Resist” against any Sunder effect that would have affected anything in your possession. This may only be performed once ever, after which the skill must be purchased again, however, you may possess multiple purchases of this Skill at one time.

**The Dead Speak** – Invocation, Ever Skill

Maximum Ritual Time: Five Minutes

Cost: N/A

Description: This Invocation Ritual allows you to channel strange powers to grant you the ability to speak to a recently dead individual. For the duration of this Ritual you have the ability to communicate with a person who has recently permanently died. You must have the target’s corpse to perform this Invocation. At the end of the Invocation the target’s soul leaves (or is destroyed) and may not be summoned again.

**Time is of the Essence** – Ever Skill

In the heat of a battle there is no time to wait around and you have the capability to spur yourself on. This Ever Skill allows you to grant yourself all the benefits of a Short Rest in an instant. You may call, “Instant Short Rest” once ever, after which the Skill must be purchased again.

**Tools of the Trade** – Passive Skill

As a Goblinfolk you have a knack for finding and identifying unique items that would be great for finishing off a complex recipe. This Passive Skill allows you to identify the materials of an item and understand how it was made by Role-Playing inspecting the item for at least 60 seconds. You also may, once per event, treat caps as a superior resource for one Recipe you know.

**Toughness** – Ever Skill

You are heartier than most other people and can take a punishment. This Ever Skill allows you to increase your maximum HP by five for one event. This Ever Skill may be expended at the beginning of an event to grant you its benefit for that event, after which its benefit is lost. This may only be performed once ever, after which the skill must be purchased again.

**Unbound** – Passive Skill

As an Ogreling you are unnaturally strong. This Passive ability allows you to break free from any non-magical bond such as chain or rope with a 10 count. You also gain the ability to use Super Human Strength (see pg. [xx]) by spending Resolve. For each point of Resolve you spend you may treat your Super Human Strength as that rating for one task.

**Vitae Transfer** – Thaumaturgy, Ever Skill

Ritual Time: Three Minutes

Cost: N/A

|  |  |  |  |
| --- | --- | --- | --- |
|  | Success | Mishap | Fail |
| Stones | 10 | 0 | 0 |

Description: This Thaumaturgy Ritual allows you to channel the Vitae of a willing target into that of a dead one. To start this ritual you must have a willing target (the Sacrifice) and the recipient within your Runic Circle and state, “Halt Death Count”. If at any point the Sacrifice enters the Dead State, or your Ritual is interrupted, the Ritual automatically fails, you lose this Event Skill, and you must state, “Resume Death Count.” If the Ritual succeeds the recipient is granted a Vitae Restoration and the Sacrifice must seek Resurrection. This may only be performed once ever, after which the Skill must be purchased again.

**Weaken Material** – Ever Skill

Either because of your precision or brute strength, you have the ability to draw upon it to Sunder a targets equipment. You may call, “Physical Strike Sunder” and attack with a wielded weapon. This may only be performed once ever, after which the skill must be purchased again, however, you may possess multiple purchases of this Skill at one time.

**Unbound** – Event Skill

As a Wanderer your stories carry from person to person so fluidly it’s like you can talk to people who aren’t even around. This Event Skill allows you to send a message to someone who is exceptionally far away up to once per event. This message may be up to 10 words in length and must be spoken to someone, who then passes it to someone else, and so on. The target of this message may be anyone, but if it is someone who is at the event they will not receive it until after the event. The amount of time it takes the message to reach your intended target is variable and may not occur within the scope of the event, but it might (this is entirely at the discretion of the local Plot/Staff team). Along with this Skill you may also deliver a terse insult to an opponent and then throw a packet calling, “Magic Curse” up to two times per event.

**You Shall Not Fall** – Ever Skill

You have an unnatural ability to inspire others such that they can shrug off the grips of death. This Ever Skill allows you to call out the name of an individual and grant them Vitae Restoration. The call for this is, “[target’s name] Cure Death.” If you do not know the target’s name then this Skill will not function. This may only be performed once ever, after which the skill must be purchased again.

# **Chapter 6 Combat**

#

## 6.1 General Rules and Etiquette

**Proper Weapon Control**

During combat a player should always be in control of their weapon to the best of their ability. Players should manipulate their weapon as if it were the real thing and swings should resemble the weight of the weapon. The below is meant to create a consistent system that resembles medieval fantasy combat. These rules and forms of etiquette are meant to allow for a safe environment so our players are able to walk away unhurt. All unsafe practices are prohibited in C.A.S.T.L.E. and not all of them may be listed. Arbiters have the authority to call out a player for unsafe combat practices at any time when they perceive that a player’s out-of-game combat circumstance are unsafe.

**Weapon Swings**

After a weapon swing makes contact the weapon should be pulled back in a 45 degree arc and the next blow should be an attempt to connect to a different location on the target (this is not always possible). Weapon attacks that are flicks of the wrist are illegal. Weapon swings should always be lightest touch, however lightest touch may differ from player to player. Use best judgement when making a weapon swing and never attempt to deal physical harm with a swing.

**Flurry**

A player may only make 3 consecutive attacks in a row before they must briefly pause for one second; this includes all forms of attacking and missing with equipment and spells. If a player briefly pauses between attacks the Flurry is reset. The brief pause does not have to be anything other than pausing, you do not have to step back or move away. Literal Blocking and Parrying does not count towards flurry.

**Literal Blocking & Parrying**

The act of literal blocking is interposing a legal weapon or shield between the target and an incoming attack. A block need not stop the entire motion of the incoming weapon - an attack that hits a weapon, slides off, and connects a to legal target location will still count as being blocked. A weapon swing that is blocked in this manner deals no damage unless the mechanics state it bypasses. Literal parries are physically interposing a legal weapon or shield and then deflecting the opposing weapon away. This is legal and follows the etiquette for blocking.

**Disarming, and Trapping**

Attempting to disarm another player’s equipment through physical skill or brute force is illegal. Accidents will occur and a player may accidentally lose grip of their weapon. Purposefully trapping or pinning a weapon is illegal and should be avoided for safety reasons. This includes attempting to pin another player’s body or attempting to trip another player.

**Charging & Bashing**

Players are meant to stay at least an arm’s length away from his or her opponent while engaging in combat. This should be measured by the combatant with the shortest arm length (fingers extended) to the opponent's torso. Weapons do not count as part of this reach. A player that is running past another player should be aware of their distance to avoid bashing the other player(s). Bashing is any movement that results in body contact with the opponent that could potentially harm, knock down, or otherwise be considered charging. Any form of bashing whether with a shield or body is considered illegal for safety purposes.

**Legal Target**

When attacking another player there are locations that are considered legal. These locations are the torso from neck to belly button, shoulder to wrist, mid thigh to feet. Any hit that does not land within these regions will be considered invalid and the effects nullified. However, attempting to use an illegal target for the sake of not taking an effect is not permitted and should never be attempted.

**Illegal Target**

When attacking another player there are locations that are considered illegal. These locations are the head, hands and groin. Any hit to these locations are considered invalid and the effects nullified. Attempting to use an illegal target for the sake of not taking an effect is not permitted and should never be attempted. Any attacks attempted toward a target that cannot be seen, such as wildly or blindly swinging a weapon around a corner, are considered illegal targets. A player must be able to see the creature or character in order to land a legal blow.

**Finishing Blow**

A Finishing blow is a counted action that will place the target in the dead state. To perform a Finishing blow the attacking player must perform the roleplay of delivering a final blow to the target. At the start of the counted action the player performing the Finishing blow should be standing within hands reach of the target. At the end of the counted action the weapon should be touching a vital point such as the chest or back. The counted action should be stated as “Finishing Blow 1, Finishing Blow 2, Finishing Blow 3.” Like all counted actions the Finishing Blow can be interrupted if the player enacting the Finishing Blow takes health damage. If the weapon performing the Finishing Blow is stopped before the count ends the Finishing Blow is interrupted.

**Engagement and Disengagement**

Anytime a player uses a skill, has been hit, or has attacked in any way they are considered to be engaged. If the player has not used a skill, been hit, or attacked they will be considered disengaged in 30 seconds. This rule is important for specific Skills and Abilities that require a disengagement before they are usable again. A player may run and make normal movements/interactions while disengaging.

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### 6.1.1 Combat & Defense Vernacular

In C.A.S.T.L.E combat will have specific vernacular or “calls” that specify what is occurring during the battle. While attacking, regardless of weapon or packet, if no call is made this will be considered an “Uncalled Attack.” All Uncalled Attacks are 1 damage. If a call is made while attacking this will be considered a “Called Attack.” Called Attacks must follow a simple string of words and numbers. Table x-x displays the order of the Called Attack.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Delivery Type1 | Subtype2 | Composition3 | Condition4 | Damage Amount5 | State Alteration6 |

Example: Physical1 Steel3 Hobble4 55 or Physical1 Hobble4 55

Example 2: Magic1 Strike2 Death6 or Poison1 Strike2 Paralyze6

**Delivery Types**

**Physical** - Any attack delivered by packet or weapon that includes “Physical” in the combat call. All uncalled attacks are considered Physical and can be blocked by equipment.

**Magic** - Any attack delivered by packet or weapon that includes “Magic” in the combat call. This type represents the magical properties of the attack most commonly derived from a spell. Magic delivered attacks bypass blocks with weapons or shields

**Poison** - Any attack delivered by packet or weapon that includes “Poison” in the combat call. This type represents deadly mixtures and natural venom. Poison can be blocked by equipment.

**Eldritch** - Any attack delivered by packet or weapon that includes “Eldritch” in the combat call. Eldritch is a rare delivery type that only the most powerful beings can unleash. Edlritch is unblockable.

**Subtype**

In addition to the delivery type, there is one subtype which can be applied to an attack. This subtype is “Strike.” If Strike is added to the combat call of an attack then the attack will bypass all attempted blocks with equipment. To defend against a strike a defense must be called that would normally stop the attack.

**Composition**

Weapons and Foci can be coated and imbued with various types of materials: Iron, Silver, Flame, Ice, Stone, Consume, Gold, Bone, Glass, or Rock to name a few.

The composition of a combat call is not required for all “called attacks.” Uncalled attacks do not carry the composition.

**Conditions**

Conditions are a form of crowd control (CC) and debuffs that add flavor to the combat mechanics. In general most conditions are soft CC but a few conditions are considered hard CC and are much more difficult to obtain. For more detailed information on Conditions see page [xx]

**Damage Amount**

The damage amount is the number that represents the force of the blow and how much damage it deals. An uncalled attack always represents 1 damage outgoing. A called attack can vary based on skill, boons, and weapon type.

**State Alteration**

A state alteration changes the state of the character or creature immediately if no defense is called. State Alterations are monster abilities. For more information see page [xx].

### 6.1.2 Defenses

Defenses are a way for a character or creature to defend against incoming attacks. A defense will negate specific attacks based on the defenses description. A defense will also have a call phrase that alerts those around the character that the attack was defended in some way.

For example the Parry Martial Skill may be improved from only negating Physical Type attacks to also negating Magical Type attacks; however the defense call for both will remain as “parry.” An opponent only needs to know that the attack was negated for mechanical purposes.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Defense Call | Physical | Magical | Poison | Eldritch | Conditions | Damage |
| Avoid | x | x | x |  |  |  |
| Dodge | x | x | x |  |  |  |
| Rebound | x | x |  |  |  |  |
| Shroud |  |  |  |  | x |  |
| Counter |  |  |  |  | x |  |
| Shield | x | x | x |  |  |  |
| Resist | x | x | x |  | x |  |
| Parry | x | x |  |  |  |  |
| Deflection |  |  |  |  |  | x |
| Glance |  |  |  |  | x | x |
| Invulnerable | x | x | x | x | x | x |

**Negating Attacks with Equipment**

Equipment is considered Physical unless stated otherwise. Equipment can be used to physically block any Physical or Poison Type attacks, unless stated otherwise.

Example: An archer fires an arrow at a target, stating “Physical 5.” The target raises their shield and the arrow packet connects with the shield. The attack was Physical Type and thus blocked by the equipment.

Example 2: A rogue throws a dagger at a target, stating “Poison 5.” The target raises their shield and the dagger connects with the shield. The attack was Poison Type and thus blocked by the equipment.

Example 3: A mage casts a spell at a target, stating “Magic 5.” The target raises their shield and the spell packet connects with the shield. The attack was Magical Type and thus was not blocked by the equipment prompting the target to take the attack.

|  |  |
| --- | --- |
| Delivery Type | Blocked by Equipment |
| Physical | x |
| Magic |  |
| Poison | x |
| Eldritch |  |

## 6.2 Armor

C.A.S.T.L.E.’s armor system provides benefit to players who choose to wear armor. Players will receive an armor point value based on the type and amount of armor worn. Deflections will help characters defend themselves from damage.

**Armor Point Rating**

A suit of armor has the ability to deflect damage a certain number of times. The number of Armor Deflections is determined by the Armor Point Rating (APR) of the armor, as determined by an Arbiter at check-in.

A suit of armor’s APR is based upon 10 different locations upon the character’s body as well as the type of armor worn on the torso. Regardless of the type of armor, each location adds one point to the APR. The torso adds a multiplier to the total APR.

|  |  |
| --- | --- |
| Torso Armor Type | APR Multiplier |
| Light | x2 |
| Medium | x3 |
| Heavy | x4 |

**Armor Deflections**

To determine the number of Armor Deflections for a suit of armor, use the following formula:

APR/4 = # of Armor Deflections

An armor Deflection will protect the character from one attack, regardless of delivery type, that includes a damage amount in the combat call.

The defense call is “Deflection.”

**Armor Training**

Every character may naturally use up to a maximum of 10 APR without any training. If you purchase Armor Training Instead of the normal 1x multiplier you now gain a 2x/3x/4x multiplier to your Armor Point Rating (APR) if you are wearing Light/Medium/Heavy torso armor respectively.

**Armor Repair**

Once the total number of Armor Deflections has been expended, the armor is rendered useless and must be repaired. To repair a suit of armor, a character can take a Short Rest and attempt to refit the suit without the aid of a smith. To fully repair a suit of armor, a character with the recipe Repair or a character with a repair kit, may spend the appropriate amount of time to repair the suit to its full number of Armor Deflections.

## 6.3 States

A character’s state is a way of determining their consciousness and their state of life.



* **Alive** - A character that is alive exists in a state where they are above 0 health points. This is the default state of a character.
	+ **Asleep** - A character that is asleep is alive but not conscious and they are unable to move their body or use any in-game Skills or Abilities. A character can be naturally asleep or forcibly asleep. If a character is forced asleep they will awaken after an uninterruptible short rest (5 minutes). The short rest can be reset if the application of sleep is reapplied before the 5 minute mark. You should roleplay sleeping.
	+ **Paralyzed** - A character that is paralyzed is alive and conscious; however they are unable to move their body, speak, or use any in-game Skills or Abilities. If a character has been paralyzed they will once again move after an uninterruptible short rest (5 minutes). The short rest can be reset if the application of paralyze is reapplied before the 5 minute mark. You should roleplay losing complete control of your body.
	+ **Invulnerable** - A character that is invulnerable is alive and not affected by the world around them. Invulnerable is not like Asleep or Paralyzed and follows the duration of the mechanic that provides the invulnerability. Immunity is a special type of invulnerability and only applies to the immunity specified in the skill, ability, or item that provided it.



* **Dying** - A character that reaches 0 health will enter the Dying state. In this state the character is conscious but can only speak as if in pain or agony and can only crawl at a slow pace. The character cannot stand, walk or run and cannot use any in-game skills or items (unless stated otherwise). A player may choose to roleplay this as unconsciousness; some characters just can’t take the pain. While in the state of Dying, the character can only be brought back to the Alive state by receiving healing, regardless of the source. A player that remains in this state for 1 minute will enter the Dead state.
* **Dead** - A character will enter the Dead state if they remain in the Dying state for one minute, receive a killing blow or a Death effect. While in the state of being Dead, a player should roleplaying being dead. No additional conditions or boons can be applied while dead but previous conditions and boons are not removed. The character is immune to all in-game effects except Cure Death and Cure-All. If the character remains in the Dead state for five minutes the body will fade and the character and all of their possessions will enter the spirit state. A Fa’Sundé character cannot move to the Spirit state and at the end of the five minutes will remain as a corpse. See page [xx] for more information on Death and Resurrection. A player may be cured from death by a Cure Death or Cure-All.
* **Spirit** - A character who reaches the Spirit state has dissipated. When this happens the player should state “The body fades one, the body fades two, the body fades three,” which then the player should pull out an electric tea candle and hold it out in front of them. The player is unable to do anything other than walk and hold the candle. The player is barely visible to other players but can be sensed. Players cannot interact verbally or physically with the Spirit. A character can attempt to interact with the Spirit, but the Spirit will never respond or be stopped. The Spirit feels a strong urge to head towards a Resurrection Circle. More information about Resurrection can be found below.

**Resurrection**

Once a character has entered the spirit state they will need to start the process of resurrection. A player that fades into spirit should pick up any of their possessions in their immediate area and equipment that were with them before they died (this does not allow you to get items that have been taken off of you while you were Dead or Dying). Then the player should first seek out the closest Arbiter to report the death and make the necessary draw from the Death Draw Bag. The Death Draw Bag will have 10 white and 10 black stones that must be shown to the player before they make the draw. Drawing a good stone signifies that the character’s vitae remains unaffected while a bad stone means that the character’s vitae cracks. The character is unable to feel this change.

After the character’s death has been recorded by the Arbiter, the Spirit must proceed to a Resurrection Circle. Some resurrection circles form naturally in the world but some can be created via rituals. The character can always sense the closest natural Resurrection Circle in their location. In most cases a Spirit will seek out this circle immediately.

Until the Spirit resurrects it must continue to move and act as described in the Spirit State. Once a Spirit has entered a Resurrection Circle they will begin their resurrection. This takes one minute to complete as the vitae slowly begins to reform the spirits physical form. When the Spirit completes resurrection they should state “I resurrect one, I resurrect two, I resurrect three” and put away the electric tea candle (in cases where a player does not have a candle they should place a white headband on their head and walk as if they had the candle).

After the body reforms the character will be in the Alive State with full Health, full Mana, full Resolve, All event and Short Rest Skills renewed, have no conditions, and no Greater Hexes.. The Spirits memory is retained up to the point of entering the Dead State.

**True Death and Fallen Spirits**

True Death occurs when a Var'Sundé’s vitae can no longer handle the strain placed upon it from previous deaths. A character with a Spirit that can no longer sustain itself is called a Fallen. When a character has Fallen they will be taken by a Denizen from the Realm of Death who will appear late in the event. The Denizen may appear with a Guardian and both are within the Invulnerable sub-state. Both beings may take many visible forms, but all players will know immediately the purpose for their visit. The Denizen will approach all characters that have Fallen and take the broken Spirits to the Realm of Death.

If a Spirit has been determined to have reached the time of permanent death, as predetermined by the character’s Death Draw, the Denizen will allow a brief moment (no more than 10 minutes) to say their final words. When the Denizen touches the Spirit of a character that has Fallen the character will be afflicted with an incurable Daze Condition.

 At check-in a Var’Sundé PC character can choose to spend 3 vitae gems and strengthen their Spirit. A strengthened Spirit will ward off the next death that would damage the Spirit of the character. The Barbarian racial *Spirit Animal* will allow for a character to strengthen their Spirit a second time for the same cost.

## 6.4 Conditions

Conditions are negative effects that can applied to any character or creature through various means. All conditions remain active until they are removed through In-Game skills, abilities, items, or a Short Rest. Entering the Spirit State will remove all conditions but conditions remain active while in the Alive, Dying, and Dead States. Conditions are manipulations of the vitae in a character's body. The physical representation of these are up to the player to imagine, but each effect is linked to the target’s vitae in some way.

**Berserk** - When a character or creature is Berserked they will not be able to tell friend from foe and are compelled to attack the closest visible character or creature with the intent to kill. Even without equipment the character will act aggressively towards others. Those who are berserked will not killing blow a target, unless otherwise stated. The effects of Berserk agitate the targets vitae closest to the mind and causes them to violently react with fits of rage.

**Curse** - When a character or creature is Cursed they will no longer receive benefit from anything that restores Health. The effects of Curse shrouds the targets vitae in a viscid essence that continually eats any beneficial healing properties applied to the target.

**Daze** - When a character or creature is Dazed they cannot perform any In-Game skills and they cannot build aptitude. The effects of Daze confuses the targets vitae throughout the entire body causes extreme lack of concentration and fatigue.

**Delay** - When a character or creature is Delayed the character or creatures Max Flurry drops to 1 instead of 3 attacks. The effect of Delay causes the targets vitae in the limbs to feel as if they have increased resistance on their movements.

**Fear** - When a character or creature is Feared they will feel frightened, refusing to approach or attack the attacker that feared them. The effect of Fear causes the targets vitae closest to the mind to have unexplainable fear from the attacker.

**Hobble** - When a character or creature is Hobbled they will be unable to run or fly. The effect of Hobble causes the vitae in the lower legs and wings of creatures to feel numb and lethargic.

**Immobilize** - When a character or creature is Immobilized they will be unable to move their body but can be moved from that location.The effect of Immobilized causes the target’s vitae in its limbs and torso to constrict as if some force was coiling around their body.

**Maim** - When a character or creature is Maimed they will lose the use of the arm that was targeted by the attacker. If one was not specified then the character or creature being effected can choose. The effect of Maim causes the target’s vitae in the arms to feel as if their muscles have been severed.

**Pacify** - When a character or creature is Pacified they will take no offensive actions. The effect of Pacify causes the target’s vitae closest to the mind to feel calmed and complaisant.

**Root** - When a character or creature is Rooted they will be unable to move their feet or legs and cannot be moved from that location. The effect of Root causes the target’s vitae in the legs to no longer be able to move as if some force is rooting them in place.

**Silence** - When a character or creature is Silenced they cannot make vocal noises, speak, use Skills or Abilities that rely on your voice. The effect of Silence causes the targets vitae surrounding the vocal cords to completely nullify sound as if something is absorbing it.

**Vulnerable** - When a character or creature is Vulnerable they will take double the damage of any incoming damage. The effect of Vulnerable causes the target’s vitae around the entire body to feel more pain than normal.

**Weakness** - When a character or creature is Weakened they cannot make use of Martial Skills. The effect of Weakness causes the target’s vitae in the arms to feel lethargic and fatigued.

## 6.5 Boons

Boons are positive effects that can applied to any character or creature through various means. A character or creature may only have three boons active at a time. The player receiving the boon may choose to deny it or overwrite one of their current boons. All Boons remain active until they are used, overwritten, or a Short Rest. Entering the Spirit State will remove all Boons but Boons remain active while in the Alive, Dying, and Dead States. Boons are dummy and react to the first effect that triggers it. .

**[x] Attack** - When a character or creature has been given the [x] Attack Boon they receive one called Attack [x] where [x] is the number given when the Boon was cast.

**Avoid [x]** - When a character or creature has been given the Avoid [x] Boon they may avoid the next called skill which delivery type matches [x] where [x] is the type given when the Boon was cast.

**Counter [x]** - When a character or creature has been given the Counter [x] Boon they may negate the next effect of type [x].

**[x] Empower** - When a character or creature has been given the [x] Empower Boon their next called skill’s damage is increased by [x] where [x] is the number given when the Boon was cast.

**Haste** - When a character or creature has been given the Haste Boon the next time they gain a Mana or Resolve they instead gain 2.

**Insight** - When a character or creature has been given the Insight Boon the next skill that uses Mana or Resolve will cost 1 less (minimum of 0).

**Rebound [x]** - When a character or creature has been given the Rebound [x] Boon they will negate the next effect of type [x] where [x] is the type given when the Boon was cast. The attacker will then take the effect instead.

**Redirection** - When a character or creature has been given the Redirection boon the next ranged effect can be negated and sent anywhere via the same incant and delivery method.

**Regeneration** - When a character or creature has been given the Regeneration Boon they can concentrate for 30 seconds to restore their health to full.

**Shield [x]** - When a character or creature has been given the Shield [x] Boon they may negate the next effect of type [x].

**Vigor** - When a character or creature has been given the Vigor Boon they gain 5 temporary health that depletes before their actual health.

**Vitae Net** - When a character or creature has been given the Vitae Net Boon they may enter the Dying State again instead of the Dead State. The character or Creature must take a short rest before this boon can be gained again.

## 6.6 Non-Combatants

This section is currently being reworked.

# **Chapter 7 Creatures**

#

Players that choose to play an NC at an event may fluctuate between characters and creatures. The below abilities are exclusively attainable by creatures and Narrative Characters.

**Control** - The Control ability represents the link between a creature and its control over other creatures or characters. When a creature is given the control ability it is designated as the Master and any subordinate creatures are designated Puppets. This must be clearly understood between all parties involved. A Puppet that is being controlled will act as they normally would but under no circumstances will they bring any harm to the Master. Unless told otherwise the Puppet will show favoritism towards the Master.

The link between the Master and Puppet is very simple; therefore the Puppet will only respond to a few commands: “Attack [Target],” “Follow [Target],” “Defend [Target],” or “Stop.” A target must be within the Master’s vision. Each command must be preceded with “Puppet…” to signify that the Master is addressing the controlled character or creature. The control ability may be removed in some cases by using [x].

Death - The Death ability will change the target’s state to Dead immediately. The Death ability will be preceded by Physical, Magical, Poison, or Eldritch. Example: “Magic Death.”

Innate Skill - The Innate Skill ability allows creatures to mimic specific skills but do not need normal pre-requisites to do so.

**Reactive Calls**

Enhanced - When a character or creature is vulnerable they should state “Enhanced” to alert those around them that the attack was twice as effective. This need only be stated at least once every 30 seconds and does not need to be repeated for every attack. The call is “Enhanced.”

Healed - When a character or creature is healed by an effect that is not normal they should sate “Healed” to alert those around them that the effect had healed them. This need only be stated at least once every 30 seconds and does not need to be repeated for every attack. The call is “Healed.”

Immunity - When a character or creature is Immune to an effect they should state “Immune”

Minimal

Reduced

Resist

Susceptible

**Claws**

The physical representation for this type of weapon will be short in size and white in color. The white color serves as an immediate indicator that the character is using a claw. Claws can never be sundered or disarmed. Like all other uncalled attacks claws deal a base 1 damage. The rep for claws are independently and individually “retractable” and do not need to be carried; however, a character using claws may never call a *Pause* in order to pull them out or retrieve them. Claws do not count as equipment but do count as being wielded.

# **Chapter 8 Additional Rules**

## 8.1 Equipment Construction

Players may choose to construct their own equipment or purchase latex equipment from approved vendors. Please see the website for more information. The below information are the Basic guidelines for equipment standards.

### 8.1.1 Weapons

Weapons must look like weapons - Earth tone and metallic tapes should be used for weapon construction. White can never be a weapon color - this color represents claws. Daggers and swords must have crossguards and should have a distinctive edge. Crossguards must be no larger than 10” in width or 5” in height. A distinctive edge needs to be defined as a way to identify the “edge” of a weapon. This can be done using a tape strip or foam inlay. Maces and axes must have heads. The head of a weapon is defined as a physically distinct striking surface apart from the shaft of the weapon. Spears must have a distinctive head that flares outward outside of the shaft of the weapon. Two inch thrusting tips are mandatory on all boffer weapons.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon Type | Head Size | Total Length | Allowed Core Size(s) | Grip Size |  Wounding Blow Damage |
| One-Handed Slashing |
| Dagger | - | <20” | ½-¾”  | 1”-7” | 2/3/5 |
| Sword | - | >20”-49” | ½-¾”  | 1”-10” | 2/3/5 |
| Axe | 6”-18” | >20”-49” | ½-¾”  | 1”-10” | 2/3/5 |
| Claw | - | >20”-35” | ½” | 1”-8” | 2/3/5 |
|  |  |  | ½-¾”  |  |  |
| One-Handed Bludgeoning |
| Hammer | 6”-18” | >20”-49” | ½-¾”  | 1”-10” | 2/3/5 |
| Mace | 6”-18” | >20”-49” | ½-¾”  | 1”-10” | 2/3/5 |
| Club | - | >20”-49” | ½-¾”  | 1”-10” | 2/3/5 |
| One-Handed Piercing |
| Spear | 6”-12” | >35”-49” | ½” | 10”-25” | 2/3/5 |
| Javelin | - | >35”-50” | NO CORE | 1”-10” | 2/3/5 |
| Thrown Weapon (Knife, Rock, Hatchet) | 0”-8” | <20” | NO CORE | 1”-7” | 2/3/5 |
| Two-Handed Slashing |
| Sword | - | >50”-75” | 1” | 1”-14” | 2/5/10 |
| Axe | 6”-18” | >50”-75” | 1” | 1”-14” | 2/5/10 |
| Polearm | 12”-24” | >50”-75” | 1” | 1”-50” | 2/5/10 |
| Two-Handed Bludgeoning |
| Hammer | 6”-18” | >50”-75” | 1” | 1”-14” | 2/5/10 |
| Mace | 6”-18” | >50”-75” | 1” | 1”-14” | 2/5/10 |
| Club | - | >50”-75” | 1” | 1”-14” | 2/5/10 |
| Staff | - | >50”-75” | 1” | 0”-9” (x2) | 2/5/10 |
| Slingshot | - | >20”-75” | ¾” | 1”-10” | 2/5/10 |
| Two-Handed Piercing |
| Spear | 6”-12” | >50”-75” | 1” | 10”-35” | 2/5/10 |
| Bow | - | >20”-75” | ¾” | n/a | 2/5/10 |
| Crossbow | - | >20”-75” | ¾” | n/a | 2/5/10 |

### 8.1.2 Shields

Shields may be constructed out of the following materials: plywood (1/4” or thicker), iron, steel, aluminum, or titanium. All shields made from these materials must be padded for safety. Alternatively, fi berglass-core latex shields may be purchased from various Larp Supply Vendors. Traditional ultra-lightweight Larp Shield materials, such as extruded polystyrene foam board insulation, are also allowed.

Shields have two size limitations: First, non-round shields may not cover an area greater than the top of the user’s shoulders to the top of their kneecap, and may not be wider than the width of his or her shoulders. Round shields may not have a diameter greater than from the top of the wielders kneecap to the top of the armpit, and may never be greater than 27” in diameter in any case. Shields cannot be longer or wider than 36” and may not have a surface area larger than 575 square inches.

Shields may have any sort of grip and arm strap combination and may include a shoulder strap. However, the shoulder strap must not extend beyond the rim of the shield while the shield is in use. A shield strapped to one’s back or not being wielded in a hand offers no IG protection; damage will take effect through the shield.

### 8.1.2 Armor

In C.A.S.T.L.E. the goal of armor is to not only look great but also provide in-game benefits. Rules and guidelines must govern the use of armor and its’ construction.

**Light Armor**

**Acceptable Materials**: Actual Leather; vinyl or other synthetic leather with a lining or backing to disguise the fact that it is synthetic. Most vinyls or faux leather have an obvious cloth backing; it’s usually white and often printed with grid lines and manufacturer's logos. A well made piece of “costume armor” can pass for real leather by being backed with fur, flannel, textured fabrics like suede cloth, moleskin, or even another piece of vinyl with the cloth sides facing one another. Such modifications are required for synthetic leather to be counted as armor. Must be at least 1/8 “ thick.

**Unacceptable materials**: Suede and suede-like cloth; physical representations that resemble articles of mundane clothing more than pieces of armor, such as leather biker pants or modern leather jacket/trench coats.

**Medium armor**

**Acceptable materials**: Metal interlocking rings; Ring-mesh; Rubber and plastic-coated rings.

**Unacceptable materials**: Pop tabs, knit fabric painted silver, cloth “chain mail” of any type.

**Heavy Armor**

**Acceptable materials**: Any rigid metal; injection-molded latex or polyurethane; hard plastic with minimum thickness of ⅛”; boiled & hardened leather, regardless of color, with a minimum thickness of ¼.” Latex and plastic must be painted or otherwise decorated to resemble metal. Any sharp metal edges must be rolled over onto themselves or covered in leather or other material thick enough to keep them from cutting through. Please do not use tape.

**Unacceptable materials**: Fabric of any type; any material that does not hold its own shape; metal that can easily be permanently dented, bent, shaped, or otherwise deformed by hand; leather that has not been boiled & hardened, regardless of thickness or rigidity.

**Armor Examples**

**Scale**: Armor composed of small overlapping plates of a given material. Scales must have a minimum thickness of ⅛.” Leather, latex, plastic, or other non-metal scale counts as Medium Armor. Metal Scale counts as Heavy Armor.

**Brigandine**: Armor composed of small plates held between 2 layers of fabric or leather. The material used will determine which armor type the physical representation is considered: Leather, latex, plastic, or other non-metal Brigandine counts as Medium Armor. Metal Brigandine counts as Heavy Armor.

**Ring Mail**: Armor composed of non-interlocking metal rings attached to a leather or synthetic leather base. Ring Mail will count as Medium so long as the following minimum standards are met: The rings must cover at least 50% of the surface at a given location, and the base material must follow the minimum guidelines for Light Armor.

**Sports Equipment**: Sports equipment must be modified to make it look like period armor. Any sports equipment with a logo showing will not be allowed. Please see the ruling on acceptable heavy armor materials for minimum modification requirements.

**No Helmet Rule**

For safety reasons, helmets are not permitted in C.A.S.T.L.E.

**Armor Safety**

Armor will be deemed unsafe by an Arbiter if it has sharp edges or spikes that might be harmful should a player or a weapon collide with it. Unsafe armor is not permitted.

**8.1.3 Packets, Foci, and Trinkets**

**Packets** - Packets are the representation of spells and arrows. For those interested in live fire arrow construction, please visit castlelarp.com. Packet construction should be composed of at minimum a 5” by 5” peice of cloth that is filled with bird seed, or a material similar in hardness and density, to create a small bulge when the corners are folded are pulled together. Any color cloth can be used for construction, but it is recommended that oranges, yellows, and blues be the primary colors.

**Mana Foci** - Those who can use mana must have a Foci to channel and regain mana. A foci must be an item that can be safely held in one hand and must be held during the channel. Good examples of Foci are charms, necklaces, books and wands. Even weapons can be Foci, however beware that if a weapon is Sundered it no longer functions as a focus until repaired.

**Ritual Foci** - Description Coming Soon!

**Mark** - Marks serve as the item that marks an alley for certain skills that require Marks. A Mark can be anything that would fit into the world setting; it must be larger than 1” by “1 and small enough to fit in the palm of a hand with the hand being able to close. The mark cannot be an item that is already a physical representation in the world such as a cap or potion vial. Good examples of trinkets would be wooden coins, chess pieces, or small strips of cloth.

## 8.2 Non-Standard Effects & Clarifications

Non-standard effects are not permitted at any C.A.S.T.L.E. event. A non-standard effect is defined as any game effect that directly contradicts the rules or mechanics laid out in the Core Rulebook. A clarification that has been implemented and approved by C.A.S.T.L.E. corporate are the only exceptions.

## 8.3 Identifying Characters and Creatures

In some larps it can be difficult to identify certain characters or creatures. In {Castle}} we ask that out of game comments be handled quietly and nonchalantly as possible. In the case that you are not able to identify something that you can clearly see you may ask “What do I see?”. It is recommended that you ask an Arbiter or the creature if it has been killed. You may not ask if you see a specific character, but you may ask in-game the name of the person in question. For example, if you see a character that looks like James you may say “Are you James?” or “Hello there James!” From there, if you are recognizing the wrong character as James it should be dealt with in-game. It is the player's responsibility to represent the character or creature they are playing as best as possible.

**Player Note**: Players should always attempt to figure out what any creature is from an in-game perspective in order to reduce the chance for any unfair statistical advantage.

**Arbiter Note**: Arbiters should manage the costuming of the creatures and NCs to the best of their ability. Be available to answer quick questions as quietly and nonchalantly as possible.

## 8.4 Counted Actions

Within a larp there are certain actions that cannot be realistically represented. In situations such as this the player is allowed to do a counted action. Some mechanics may already have counted actions built into them and will follow the counted action rule as well. By default a counted action is three seconds and all counted actions that are part of another mechanic will identify the amount of counts required to complete the action. Arbiters will explain the amount of time required for a counted action to complete in some situations. For example: If a player needs to climb a rope, but for safety reasons they are not able to do the actual climb they would state “I climb the rope 1, I climb the rope 2, I climb the rope 3.” They will then move to where they climbed if it is accessible. A player may need to use a white headband if they must move through other areas to gain access to the new location. Try to avoid counted action if they are not necessary, but place safety before attempting the real action.

**Arbiter Note**: As an Arbiter you will need to have timings pre-determined where possible. When applying a counted action for a makeshift situation be fair in determining the time limit.

## 8.5 Carrying Another

In the case a character needs to move the body of another character or creature they can perform a carry. You must have no wielded items and your hands must be placed near the shoulders. Then a three counted action stating that you are “picking up the target” must be said before you can move with the target. The player being carried must then begin to move with the player doing the carry. The carry can be a carry or a drag, however the two wish to roleplay it.

If the player performing the carry removes one or both hands the body must stop moving and return to a fallen position. If this occurs the person who had performed the carry can start again by making a three count. A player performing a carry can do so until they change states or if they are affected by a condition that would stop them from performing the carry. A character with Superhuman Strength may spend 1 strength to perform a carry with a single hand. A character cannot be safely thrown in this way.

## 8.6 Possessing an Item

Any item that a player has on his or her person is considered to be the players’ possession unless the item(s) is dropped and out of the players’ custody for at least three seconds. If an item is given to another, it is out of the giver’s possession and in the receiver's possession immediately upon contact.

This prevents dropping an item or throwing an item in the air and then catching it to avoid taking the effects of any attack which normally targets that particular item. Attempting to circumvent this rule will be considered cheating.

### 8.6.1 Weilding Items

Any in-game item held in your hand is considered to be wielded. Any out-of-game object held in your hand it considered to be wielded. A shield strapped to your arm is also considered to be wielded.

### 8.6.2 Encumbered Arms

An arm is encumbered if it has two encumbering items in it.

Encumbering Items: Non-small weapons, any shield, non-worn armor, and any other objects larger than a small weapon (dagger).

**Equipment**

Equipment is the general term used to define weapons, foci and physical shields that players are using during the game. Players need to wield equipment to perform certain skills.

## 8.7 Game Days

C.A.S.T.L.E. uses the concept of Game Days to calculate various rewards and mechanics within the game.A Game Day is defined as 12:00pm of one day until 12:00pm of the next day. A normal weekend event would consist of two Game Days starting at 12:00pm Friday and ending at 12:00pm on Sunday.

Player skills, whether activated via tagged item or purchased with skill points are reset upon short rest or event. A rest is time spent sitting, kneeling, or lying down, using no in-game skills, not getting hit, and performing non strenuous actions. It is, as it is called, a period of **rest**. A short rest is five minutes and will reset any skills or effects that are marked as SR. You can be physically resting but can choose not to take the effects of a short rest.

## 7.8 Proper Thieving

There are characters that will be interested in stealing in-game items from others, regardless of reason. When thieving players need to be aware of Personal Areas and Out in the Open. A Personal Area is a place where a player is storing not only in-game but also out-of-game items such as clothing, sleeping gear, and other personal belongings. Cabins or tents are examples of personal areas. Out in the open is any place that is public domain and common to all players. The tavern, out in a field, or the forest are all examples of Out in the Open.

Any thieving in a personal area **requires** an arbiter and must follow the Illegal Thieving Mantra, no exceptions. This ensures that no out-of-game items are being searched or moved. The Arbiter will observe the act of thieving and alert the players if they are doing something incorrectly. The arbiter is also in charge of reading the arbiter notes that may be placed upon the personal area. Always ask the arbiter if you are uncertain.

**Player Note**: Avoid under bed areas, areas clearly marked as out-of-game, and obvious containers that are not in-game. Player’s should make it easier for thieves by not leaving personal bags and containers in the open or unmarked.

Any thieving in an Out in the Open Area does not require an arbiter. However it is still expected that you avoid obvious out of game objects and items. For roleplay purposes avoid taking things that do not have in-game value such as cups. Similarly, players should not leave personal belongings or items they do not wish to be stolen in open areas.

**Evaluators**

 Evaluators are shrouded in darkness. They dress from head to toe in black robes and garments. Only their eyes are visible. These mysterious people operate as fences for thieves and alternatively merchants for those have lost basic equipment. There is no particular location that evaluators work out of, instead they will know when you are seeking them out and approach you. Evaluators are said to use some form of magic from the mist to offer their services.

**Evaluating/Retrieving Items**: For the sake of this section we will refer to the thieving player as “thief” and the player being stolen from as “victim.” After an item is stolen it must be taken to an evaluator. This serves the purpose of both identifying the items being stolen and making sure the stolen items (if they are equipment representations) are returned to the appropriate players. The items should be taken to the evaluator as soon as possible and for each item the thief wishes to have evaluated he must pay 1 cap. The thief may return once every hour to see if the evaluator has finished his evaluation of the items.

Once a player notices they have been stolen from they should seek out an evaluator as well. The evaluator will collect any tags for the items that had been stolen and return the rep to the victim. If no tag was associated with the item the victim must pay 1 cap per item to purchase a new item in it’s place. This 1 cap purchase is for the base item (rep) and not for recovering tags. Items that have no in-game use such as a wooden bowl will be returned to the player for no charge.

If a player never identifies that one of their items is taken they will be returned the rep at the end of the event during checkout. At this juncture tags will be requested before the rep is returned and if there are no tags the caps will be removed from the individual's bank per rep returned.

## 8.9 Superhuman Strength

*Superhuman Strength* is the additional strength a character may have that normal character will not. Superhuman Strength can be obtained as a Monster Ability, Ogre Racial, or Prestige. Superhuman strength is not a finite source and is meant as a roleplay only ability. In most cases Superhuman Strength will be used in situations where a large amount of muscle is needed to perform an action such as lifting, sliding, contesting, or breaking. These situations will be determined by an Arbiter. In any situation where there is a contest between two individuals with Superhuman strength the higher number wins. For example: Two individuals with *Superhuman Strength* are trying to push a rock towards the other. One of those individuals spends 3 resolve and says “Superhuman Strength 3.” The other may spend either spend 3 or 4 resolve to meet or beat the other call. The highest number stated during the contest may choose which direction to move the object, overpowering the other. A contest may continue until either side stops or is no longer able to exert *Superhuman Strength*. After a contest has been resolved the player who had won the contest should wait 3 seconds and then begin their action. In this case the second player calls *Superhuman Strength* 4 and then waits 3 seconds for a counter response. After 3 seconds and no response he pushes the rock and the other player back.

|  |  |
| --- | --- |
| Superhuman Strength | Cost (Resource) |
| +1 | 1 Power or Resolve |
| +2 | 2 Power or Resolve |
| +3 | 3 Power or Resolve |
| +4 | 4 Power or Resolve |
| +5 | 5 Power or Resolve |

Table x-x

## 8.10 Searching

When another character or creature is incapacitated a player may attempt to search that character or creature. To initiate a search the player must pantomime to the other player that they are searching. This is a hand motion of fully opening and closing the hand. The player doing the searching should then roleplay that they are rifling through the searchable locations, but should avoid touching the other player. The target being searched will then proceed to collect and hand all tags and coin over to the player doing the search. To search for Vitae Gems you must state “Harvesting Vitae” if you are a Var’Sundé. The time it takes for the player being searched to hand over the items is the amount of time it takes to search. A player being searched should neither rush nor delay the search, but move at a steady pace. If at any time the player searching is no longer “actively” searching by providing the minimum amount of pantomime and role play the player being searched may stop. If the target being searched has nothing, they should wait 10 seconds and then state, “You find nothing.”

Any character or creature that dissipates during a search will stop handing over items and will follow the process for resurrection or respawning. Narrative Characters may have a “designated” amount of treasure to hand out for each “life.” Searching does not stop a death count.

# **Chapter 9 Appendix**

TBD