The Aether LARP



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Special Thank You



This game would not exist without a single man named Larry DiGiusto. I met Larry during my first ever LARP event at Nero Ravenholt as an NPC. The entire weekend was nerve-wracking and anxiety-inducing for me because I was going completely out of my comfort zone to attend something fairly foreign to me. Friday and the bulk of Saturday I was largely just trying to make it through the weekend wracked with anxiety; it was an overwhelming experience until, during a module Saturday night, I met Larry.

Larry and I talked for about 30 minutes out of character while waiting for the players who were supposed to come into the building for the mod later on. To be honest, I don't even really remember the details of that particular small talk conversation, but just him taking the time and reaching out to talk to me was enough to bring me back down to earth, and for the first time all weekend I was able to relax. Larry gave me the stats of a big bad caster and just said, "Let 'em have it," and for the first time at a LARP, I was having fun. We later roleplayed an Imp and baby Giant in the tavern at 3:00 AM after being given the freedom to create my own NPC — this is the moment I fell in love with LARPing and roleplaying as a whole.



Larry played a large part in writing and acting out one of my very first and major plotlines for my character Alastor, even drawing a detailed sketch of a voodoo doll on parchment paper for it. Larry was there with me every step, even going out of his way to NPC a game years later where I was running plot, specifically so that he could play the NPCs I wanted him to, and to be there to hang out with his friends.

Larry and I talked shortly before he passed, and it was like no time had gone by at all. He told me to never lose that sketch that he drew for my character, and I'll be damned if I ever let that happen. Larry is the reason I continued to LARP and roleplay after that event; without Larry, this game wouldn't exist and my life would be drastically different for the worse. This game is dedicated to you, buddy. It's a shame you can't be a part of it.

Rulebook Appreciation

Thank you to the games I've attended that helped inspire this world & rulebook — especially the now-defunct The Awakening, which provided some of our general standards & early inspiration to build our own unique game.

CODE OF CONDUCT

*The Aether maintains a **zero-tolerance policy** toward real-world racism, homophobia, transphobia, sexism, harassment, discrimination of any kind, sexual misconduct, or any form of non-consensual or inappropriate behavior. This includes the prohibition of any roleplay involving sexual assault or non-consensual sexual content.*

*If staff discover, witness, or receive credible reports of such behavior, we reserve the right to take immediate action, including **removal from the event and permanent banning without refund**. When appropriate, we may also **report incidents to the proper authorities**.*

We are committed to maintaining a safe and respectful environment for all participants and will investigate reports thoroughly. Staff may collect and review any relevant information or evidence necessary to ensure the safety and well-being of our community.

Adult Themes and Player Safety

*The Aether is an **18+ game**, and adult themes may be present. Players or NPCs aged **16 or older** may attend only when accompanied by a parent or legal guardian.*

These themes may include, but are not limited to, sexual themes, in-game discrimination between fictional groups (such as Elves and Dwarves), classism, and other mature narrative elements. All such content exists solely within the context of fictional storytelling.

*If you ever feel genuinely uncomfortable with a roleplay scenario for any reason, you may use the verbal call **"Plagued"** and immediately step away from the scene. You are not required to explain your reason in the moment and your character will not suffer any negative consequences for removing yourself in this way. Player safety and well-being always take priority over gameplay.*

The stories told at The Aether may explore difficult or uncomfortable subjects as part of immersive storytelling. However, participation in such scenarios is always voluntary. Players are encouraged and fully permitted to step away from any scene at any time if they feel uncomfortable.

Alcohol

Alcohol is not permitted on site at any time during the event. If you are found to be under the influence of alcohol or other impairing substances during active gameplay, staff reserve the right to remove you from the game and, if necessary, involve the proper authorities. Possession or use of alcohol during the game will result in disciplinary action, including possible banning. Tobacco use is permitted only in designated areas. All cigarette butts and waste must be disposed of properly to maintain a safe and clean environment.

In-Character Expectations

*The Aether is an **always in-character game**, meaning that all conflict, tension, and complex themes encountered during play are strictly **in-game and in-character**. These interactions are part of collaborative storytelling and do not reflect real-world beliefs, attitudes, or intent.*

*Players are expected to remain **in character at all times during active game periods**, except while in designated out-of-game areas such as cabins, bathrooms, or other clearly defined out-of-character (OOC) spaces. This means you should avoid OOC conversations in active play areas, including casual modern discussions or reacting out of character to in-game events. For example, discussing real-world topics such as travel or breaking character to express personal frustration toward another player or NPC is not permitted in active game spaces. Players should also avoid using phones, electronics, modern items, or non-period objects in active game spaces. All reactions to in-game events should be handled in character.*

This rule exists to preserve immersion and, more importantly, to help ensure that all players feel safe and comfortable engaging with in-game conflict. When all participants remain in character, players can trust that difficult or emotional interactions are part of the shared narrative experience and not personal attacks.

Player Conduct Reminder

All players, NPCs, and Staff are expected to uphold our Code of Conduct at all times. Real-world discrimination, harassment, sexual misconduct, or any prohibited behavior is strictly forbidden and will result in immediate disciplinary action, including removal and banning.

Core Rules

Honor System

The Aether operates on an **honor-based system**. Players are responsible for accurately tracking their own hit points, abilities, spell slots, and other limited-use resources. You are expected to honestly apply damage taken, expend abilities when used, and follow all limitations on your character sheet. Honest mistakes may happen, and staff will assist in resolving them when needed. However, intentionally misrepresenting your character's status, ignoring damage, or using abilities beyond your allowed limits is considered cheating and will not be tolerated.

PvP and Player Conflict

The Aether is primarily a **PvE (Player versus Environment)** roleplaying game, but **PvP (Player versus Player)** conflict may occur when it arises naturally through roleplay. PvP should always be driven by in-character motivations and storytelling, and must remain respectful and within the rules of the game. All PvP interactions must remain strictly in character. Players are expected to separate in-game outcomes from real-world feelings. Losing a conflict is part of the shared story, and all participants are expected to prioritize safety, respect, and enjoyment for everyone involved.

Metagaming

Metagaming is the act of using **out-of-character (OOC) knowledge** to influence your character's **in-character (IC) actions, decisions, or behavior**. Your character may only act on information they have personally learned or experienced in character.
For example, if you learn important information about an enemy, plot, or event through an out-of-character conversation, you may not use or share that information in character unless your character has legitimately obtained it through in-game roleplay. Doing so undermines fair play and the integrity of the shared story.

Powergaming

Powergaming is the act of **forcing outcomes on other players**, ignoring their agency, or abusing game mechanics or abilities to gain an unfair advantage. Players may describe their actions, but may not dictate the results of those actions on another character without proper game mechanics or consent.

An example of powergaming is incessantly declaring an unavoidable injury during combat, such as saying "I stab you in the eye," in an attempt to force a permanent or specific effect without using an appropriate ability or mechanic. Another example includes disguising yourself as an NPC or misrepresenting yourself in order to deceive players outside the intended mechanics of the game. Do not abuse game mechanics for your advantage.

Enforcement

Metagaming and Powergaming are strictly prohibited. Violations will result in disciplinary action, which may include verbal warnings, suspension from play, or permanent banning, depending on the severity and frequency of the offense. These rules exist to ensure fair play, maintain immersion, and protect the integrity of the game experience for all participants.

Emergency Call

The verbal call **"Emergency!"** is used to indicate a real-world medical or safety issue. If you hear this call, you must **immediately stop all in-game actions**, drop to a knee if able, and remain in place. Do not continue roleplay or combat until the situation has been resolved.

This call is reserved strictly for **out-of-character emergencies**, including medical concerns, injuries, or unsafe conditions. All players are expected to treat this call with the utmost seriousness.

Once the situation has been resolved, a staff member or appropriate authority will call **"3, 2, 1, Lay On!"** to signal that gameplay may safely resume. No in-game actions may continue until this call has been given.

Caution

The verbal call **"Caution"** is used to warn another player of an immediate safety concern. This may include situations such as a player backing into a dangerous obstacle, uneven terrain, environmental hazards, or any circumstance where someone may be at risk of injury.

This call does not stop the game entirely, but it should prompt all involved players to immediately adjust their positioning or actions to ensure safety. Once the hazard has been avoided or resolved, normal gameplay may continue.

Physical Contact

Physical contact between players is prohibited unless **explicit consent** has been given. All in-game interactions must be conducted in a safe and non-physical manner.

If an ability requires you to deliver a **touch-based effect**, you must use a spell packet to gently touch the player's shoulder or arm. You may not use your hands or physically grab another player to deliver an effect.

Players must never grab, pull, lift, push, or otherwise physically manipulate another player's body or clothing. If an action would normally involve physical contact, you must instead **simulate the action without touching**, such as hovering your hand to indicate intent. Player safety and personal boundaries must always be respected.

GAME MECHANICS

CHARACTER SKILLS

This section describes your character's abilities and the limitations on their use. It explains how often skills may be used, how long you must wait between uses, and when expended abilities are refreshed.

At Will

At-Will skills may be used freely, provided you are not affected by any condition or effect that prevents you from acting or using skills. These skills do not require a limited resource unless otherwise specified. Some At-Will skills may be restricted to a specific ***duration****. In such cases, you may use the skill freely, but only while the duration remains active. If an At-Will skill requires* ***roleplay****, you must perform the required roleplay each time you use the skill. Failure to do so means the skill does not take effect.*

Battle-Limited Skills (X/Battle)

Any ability listed as ***X/Battle*** *may be used a limited number of times during a single combat encounter, as indicated by the value of X. Each use expends one of the available uses for that encounter. All Battle-Limited skills are fully restored after you have remained* ***out of combat for at least 10 continuous minutes****. Once this time has passed without engaging in combat, your uses of all X/Battle abilities are reset to their maximum.*

Reset Abilities (X/Reset):

Any ability listed as ***X/Reset*** *is restored at the designated reset times each day. Reset times occur at* ***12:00 AM, 10:00 AM, and 6:00 PM*** *during the event each day. At each reset, all uses of X/Reset abilities are returned to their maximum.*

Spell Slots: *All expended spell slots are fully restored at each reset time.*

Hit Points and Natural Armor: *At each reset, your hit points and natural armor are fully restored, provided you are* ***not at 0 hit points*** *at the time of the reset. If you are at 0 hit points during a reset, you do not regain hit points or natural armor from that reset.*

Day-Limited Skills (X/Day)

*Any ability listed as **X/Day** may be used a limited number of times during a single in-game day, as indicated by the value of **X**. Each use expends one available use of that ability.*

*All **X/Day** abilities are restored at the **first reset of the day (12:00 AM)**. Once expended, these abilities cannot be regained until the next daily refresh occurs, regardless of other reset times, resting, or recovery effects, unless explicitly stated otherwise.*

Day-Limited abilities represent powers that require significant preparation, spiritual focus, or physical recovery. They refresh at midnight.

Event-Limited Skills (X/Event)

*Any ability listed as **X/Event** may be used a limited number of times during a single event, as indicated by the value of X. Each use expends one available use. All X/Event abilities are restored only at the **start of a new event**. Once expended, these abilities cannot be regained until the next event begins, regardless of resets, resting, or other recovery effects, unless explicitly stated otherwise.*

Year-Limited Skills (X/Year)

*Any ability listed as **X/Year** may be used a limited number of times per real-world calendar year, as indicated by the value of X. Each use expends one available use. All X/Year abilities are restored at the start of the **first event of each real-world calendar year**. Once expended, these abilities cannot be regained until the next yearly refresh, unless explicitly stated otherwise.*

***Ever-Limited Skills (X/Ever):** Any ability listed as **X/Ever** may be used only a limited number of times in your character's entire existence, as indicated by the value of X. Each use expends one available use permanently.*

*Once all uses of an X/Ever ability have been expended, they can **never be regained**, restored, or refreshed by any means, unless explicitly stated otherwise.*

In-Game Pickpocketing

Pickpocketing *is a skill available to most classes at The Aether, the only exclusions being Guardian and Warrior. Additionally, if you are playing a species such as Titanborn, you may have reduced odds (with staff discretion). To attempt a pickpocket, discreetly attach a clothespin to an* ***NPC's*** *pouch, bag, or other obvious storage location without being noticed. Attaching the clothespin should take approximately 3 seconds of continuous interaction, representing the time required to search through the target's belongings. This ability may only be used against NPCs and may never be used on other players. Once the attempt is complete, notify a staff member as soon as possible. Staff will determine the result and provide any appropriate in-game items, information, or consequences.*

If the NPC notices the attempt before it is completed, the attempt fails and the NPC may react accordingly. ***You can only pickpocket 3× per Reset.***

Plant Item

Any character capable of using Pickpocketing may also Plant an Item, but unlike pickpocketing, ***players may also plant items on other players****. Once per Day, you may discreetly attach a colored clothespin to an NPC's or player's clothing, belt, pouch, bag, or other visible location. Attaching the clothespin should take approximately 3 seconds of continuous interaction, representing the time required to conceal the item. Once the attempt is complete, notify a staff member as soon as possible. Staff will determine the result and inform the target when appropriate. If the NPC or player notices the attempt before it is completed, the attempt fails and the item is not successfully planted.*

Cabin Raids

With the agreement of everyone staying in a cabin, players may choose to make that cabin available for staff-run raids, encounters, and additional roleplay. This is entirely optional and is meant to create extra immersion, danger, and story for groups who want a more active in-game experience.

Players may also attempt to raid another player cabin with staff approval, but only if their own cabin has also opted into cabin raids and the target cabin has opted in as well. Cabin raids must always be handled through staff and may never involve unsafe behavior, damage to property, or interference with out-of-game belongings.

Additional Out-of-Game Mechanics and Calls

Post-Event Letters (PELs)

Players are encouraged to submit a **Post-Event Letter (PEL)** after each event. PELs are a way to share what you enjoyed, what could be improved, and any constructive feedback or suggestions. They may also be used to report in-game concerns, such as excessive out-of-character behavior, phone use during play, rule issues, or Code of Conduct concerns. You can also use them to recognize NPCs, players, or staff whose roleplay, plot, or modules improved your experience. The Aether is a community-driven game, and player feedback helps us continue improving the experience for everyone.

Between Game Activity (BGA)

BGA stands for **Between Game Activity.** These skills represent actions your character performs outside of active game sessions. To use a BGA skill, you must complete and submit the appropriate **BGA form** between games. The effects of the skill occur as specified in the ability description and are resolved between events, rather than during active play.

Plagued Call

A player may call **"Plagued"** when a real-world issue prevents them from continuing play. In game, the Plague is treated as a severe, mysterious affliction that removes the character from active events. The Plague cannot be cured or affected by in-game abilities and lasts until the player chooses, out of character, to return. While Plagued, the player may safely go to their cabin or another designated out-of-game area. They are absent from the scene and may not participate in gameplay until they are ready to re-enter.

Accessibility

The Aether is built to give players more than one way to be involved. Not every player can, or wants to, take part in combat, and that is completely okay. Players can focus on roleplay, crafting, healing, alchemy, cooking, tavern scenes, court politics, religion, trade, investigation, lore, puzzles, and personal story. Some characters fight monsters. Others gather secrets, make deals, support the town, or help shape what happens next.

Out-of-Game (OOG)

A player with one hand placed on top of their head or wearing a visible white headband is considered **Out-of-Game (OOG).** While OOG, the player is not present for in-game purposes and may not be targeted, affected, spoken to, followed, or interacted with by in-game abilities or roleplay. Likewise, an OOG player may not participate in or influence in-game events. This state is commonly used for travel, staff duties, rules questions, medical needs, or other situations requiring a player to temporarily step out of play. Players should avoid remaining OOG in active game areas whenever possible and should return to play once the need has passed.

Staff Assistance

Players should resolve challenges, investigations, negotiations, and other in-game obstacles through roleplay and game mechanics whenever possible. Staff should not be consulted simply because a situation is difficult, dangerous, or inconvenient for a character.

Staff may be contacted when an out-of-character issue requires attention, a rules or safety concern cannot reasonably be resolved during play, a player wishes to attempt an action that cannot be physically represented in-game, an ability, item, ritual, BGA, or other game effect specifically instructs a player to contact staff, or a player wishes to attempt an unusual action whose outcome requires staff adjudication. Examples include infiltrating an inaccessible location, researching obscure lore, tracking a distant target, establishing a long-term project, sending agents or spies, or other actions that cannot be represented through normal gameplay. Players should continue play whenever reasonably possible while awaiting assistance.

Cabins

A cabin is a player's sleeping and personal storage space during an event. Cabins are considered primarily out-of-game areas unless all occupants have agreed to opt into cabin raids and staff-run encounters. Players should not enter another player's cabin without permission from the occupants. Out-of-game belongings, bedding, medication, food, bags, phones, and personal property may never be searched, moved, taken, hidden, or interfered with for in-game purposes.

If roleplay or combat occurs near a cabin, players should respect sleeping areas, personal space, and safety at all times. Staff may declare a cabin, doorway, or surrounding area in-game for a specific scene, but all cabin interactions remain subject to staff oversight and player consent.

COMBAT

Combat at The Aether is represented through safe, simulated methods using approved padded foam weapons ("boffers") and spell packets. Spell packets are small cloth packets filled with birdseed and may represent spells, poisons, alchemical effects, or other abilities as specified by game rules.

All combat uses the ***Lightest Touch*** *system. Strikes should use only the minimum force necessary to be felt. Excessive force, uncontrolled swings, or attempts to cause real harm are strictly prohibited. As such, all weapons must be inspected and approved by staff before use. Unsafe or unapproved weapons may not be used in play.*

Legal target areas are limited to the torso, arms, and legs. The head, groin, hands, and feet are illegal targets and may never be intentionally struck. Hits to illegal areas do not count and should be acknowledged for safety purposes.

A strike that first contacts a weapon or shield is considered a ***Dead Swing*** *and deals no damage or effects, even if the strike continues onto a legal target. Likewise, excessively forceful or uncontrolled "baseball swings" (swings exceeding roughly 180 degrees of motion) are also treated as Dead Swings.*

Players may not make more than three consecutive attacks against the same opponent without resetting. After the third contact against that opponent, their weapon, or shield, the attacker must reset by stepping outside of their opponent's immediate striking range and briefly pausing offensive action before continuing (unless the foe is fleeing, then you may only pause briefly instead). Deliberately ignoring this rule ("Machine Gunning") is prohibited. Players should also maintain roughly arm's-length spacing during combat whenever possible to ensure safe weapon control and avoid unnecessary physical contact.

TAKING DAMAGE

Your character has a number of hit points listed on your character sheet. ***Apply called damage to Armor first, then Hit Points, unless the call bypasses Armor. For example, a call of "2 Poison" causes you to take 2 points of damage. The damage type may have additional effects, but the number indicates the damage to resolve.*** *If you are struck by a weapon and no damage value or effect is declared, you take* ***1 point of damage*** *by default.*

BOFFER AND SHIELD CONSTRUCTION

Core Materials: All striking weapons must have a solid core made of PVC, fiberglass, or carbon fiber. Any weapon designed for thrusting must have a safe thrusting tip made of open-cell foam, measuring at least **2 inches in length**, and constructed to safely absorb impact. All thrown weapons must be coreless and constructed entirely of foam.

Claw Weapons
Weapons representing claws are classified as **One-Handed** and must have an **entirely red striking surface** to clearly indicate their type.

Striking Surface and Grip
Every striking surface must be covered with a foam padding layer at least **0.25 inches thick** in all areas. No rigid core may be exposed. Weapons may include an unpadded grip, but it may not exceed **half the weapon's total length**. The grip is not a valid striking surface and must never be used to strike another player.

Shield Construction: All shields must be constructed to ensure player safety and clarity in use, and must meet the following requirements:

Edge Padding
All edges of the shield must be covered with foam padding at least **5/8 inch** thick to prevent injury during contact.

Shield Face
The front of the shield must be **smooth and relatively flat**, without significant protrusions or uneven surfaces.

Prohibited Features
Shields may not have **spikes, points, or sharp projections** of any kind. Any decorative elements must be padded and must not pose a safety risk.

Item	Minimum Size	Maximum Size
One-Handed Weapon	10 Inches	48 Inches
Two-Handed Weapon	48 Inches	72 Inches
Boffer Bow	36 Inches	60 Inches
Thrown Weapon	4 Inches	36 Inches
Shield	None	900 Square Inches

STAGES OF LIFE AND DEATH

Conscious

This is the normal, healthy state of being. While you have more than 0 hit points and are not affected by any ability or condition that would render you unconscious, you may act normally. You can move, speak, take actions, and interact with the world without restriction.

Unconscious

Certain abilities can render you unconscious. While unconscious, your body falls limp, and you are unaware of your surroundings. You cannot take actions or use defensive skills, except for shields and permanent effects already in place. This status does not alter your hit points.

Bleeding Out

At **0 hit points**, you enter Bleeding **Out** for up to 5 minutes and are unconscious. During this time, your character is dying.

If you regain at least **1 hit point** at any point during these 5 minutes, you immediately return to the **Conscious** state.

Dead

If you remain in the **Bleeding Out** state for 5 minutes, you enter the Dead state.

While in the **Dead** state only an effect that explicitly cures death can return you directly to the **Conscious** or **Unconscious** state without passing through the **Spirit** phase. Only abilities or effects that specifically target the dead can affect you.

The **Dead** state lasts 5 minutes.

Spirit

After being in the Dead phase for 5 minutes, your body fades, leaving behind all of your physical possessions where you died. You become a Spirit who cannot be seen by or interact with any other characters who are not also spirits. Only calls that target Spirits affect you. Spirits cannot speak unless an ability allows them to do so. During this time you feel a strong compulsion to visit the gates of the Underworld.

Killing Blow

*If you are **Bleeding Out** or **Unconscious**, another character may deliver a **Killing Blow** to end your life.*

To deliver a Killing Blow, the attacker must clearly put the blade on the target and count aloud in a steady voice, stating: "Killing Blow 1, Killing Blow 2, Killing Blow 3." This count must be uninterrupted and clearly audible.

*If the attacker completes the count to 3 without being interrupted by damage, a skill, or any effect that would prevent them from acting, you immediately enter the **Dead** state. If the attacker is interrupted before completing the count, the Killing Blow fails and has no effect.*

Greater Killing Blow

*Some abilities require you to deliver a **Greater Killing Blow** in order to take effect. A Greater Killing Blow functions the same as a normal Killing Blow, except the count is extended to 10.*

Quick Killing Blow

*Certain abilities allow you to deliver a **Quick Killing Blow**, reducing the time required to execute a target. These abilities use a specific verbal call, as described in the skill. When using a Quick Killing Blow, you must clearly gesture toward the target and state the required call. For example, the **Executioner** skill allows you to execute a target by gesturing toward them and stating, "Ritual Execution." If the call is delivered clearly and the requirements of the skill are met, the target immediately enters the **Dead** state.*

Searching

To search a downed, unconscious, Bleeding Out, or willing target, clearly roleplay searching their belongings by hovering your hand over them and stating: "I search you." The target should then reveal any searchable game items, tags, packets, coins, keys, or other carried game materials. Players should allow a reasonable amount of time for the target to locate and present these items. A conscious and capable character may not normally be searched unless willing, restrained, or otherwise unable to resist.

DELIVERY SYSTEMS

Damage and other effects may be delivered through a variety of in-game methods, depending on the ability, weapon, or skill being used.

Area of Effect (AoE)
An Area of Effect ability affects all valid targets within a ***5-foot radius*** *of the user, as though each target had been struck by a spell packet. The user is not affected by their own Area of Effect ability. You must call out* ***"Area of Effect"*** *before the call.*

Ambient
Ambient effects are delivered by the environment itself rather than by a physical strike, packet, or gesture. These effects automatically apply to valid targets as specified by the ability or effect description. Ambient effects may be defended against using abilities such as ***Reduces, Shields, and Resists****, unless otherwise stated. Ambient may also be used for* ***self-targeted abilities*** *that require no gesture, packet, or roleplay. In these cases, the effect is activated by making the appropriate verbal call, and the effect applies immediately to the user.*

Chain
A Chain effect begins with a Packet. If the packet successfully affects a valid target, the user may immediately Gesture at a second valid target within 5 feet of the original target. The second target suffers the same effect. A Chain effect may only jump once unless otherwise specified.

Gaze
A Gaze delivery affects a target who meets the caster's eyes, leaving them vulnerable to the declared effect. The caster must clearly indicate the target and deliver the call with the prefix ***"By My Gaze"*** *while maintaining eye contact.*

Gesture
A Gesture delivery affects a single target designated by the user. To use a Gesture, the user must clearly gesture at the intended target and deliver the appropriate verbal call with the prefix "By My Gesture." If delivered correctly, the effect applies as though the target had been struck by a spell packet.

Packet
A Packet affects the first valid target it strikes. Unless otherwise specified, all packets are considered ***Magic*** *and affect a target if they contact any part of the body, clothing, carried items, weapons, or shields.*

Packets delivered from a physical bow prop with the ***Physical*** *modifier only affect a target when they strike a legal body location and may be blocked by weapons or shields. Packets with the* ***Piercing*** *modifier ignore these restrictions and affect a target on contact, just like a Magic packet. A packet that strikes the ground or scenery before reaching its intended target has no effect, and the skill may be taken back to use again.*

Spray
Spray effects are similar to AoE but different in delivery. Spray effects are delivered by throwing multiple packets at once in a cone or wide spread, representing effects such as breath weapons, elemental blasts, or clouds of alchemy. Any target struck by one or more packets suffers the effect. If struck by multiple packets from the same Spray effect, the target takes all damage from each packet hit, but only suffers non-damage effects such as Agony, Fear, Weakness, or Slow once. All Spray packets must be thrown simultaneously as part of a single attack or effect. ***OOC Safety Warning:*** *Players using Spray effects must exercise caution and maintain safe packet throws at all times. Packets should be thrown lightly in a controlled spread and never directly at another player's face or with excessive force.*

Touch
A Touch delivery uses a spell packet that must be ***held in the hand and gently pressed*** *against the target. The packet may not be thrown. The effect applies once proper contact is made with a valid target area.*

Voice
A Voice delivery affects all valid targets who clearly hear the verbal call with the prefix ***"By My Voice."*** *Each affected target takes the effect as though they had been struck by a spell packet.*

Weapon Strike
A Weapon Strike affects the first valid target struck by a boffer weapon. The strike may be blocked or deflected by other weapons or held shields according to normal combat rules.
Some weapon skills specify a weapon type:

Melee: *The weapon must be physically held and swung using one or two hands.*
Ranged: *The attack must be delivered using a physical bow representation or a thrown packet, as specified by the ability.*

CALLS & EFFECTS

Words or phrases spoken during gameplay that carry defined mechanical meanings or effects. Players and NPCs are expected to recognize and correctly respond to these calls, as they communicate rules effects, abilities, spells and other important in-game information. The Aether is designed around dangerous combat, limited resources, high-impact calls, and strong roleplay consequences. Not every fight is meant to be fair, and not every threat is meant to be solved by combat.

LESSER AND GREATER EFFECTS

Many negative and roleplay-driven effects are modified by ***Lesser*** *or* ***Greater****, which determines their duration.*

Lesser effects *last for* ***10 seconds****, representing a brief but disruptive influence.*
Greater effects *last for* ***60 seconds****, representing a more powerful or sustained version of the same effect.*

Some effects (such as Charm, Control, or Command) may last longer as defined in their own rules. Unless otherwise specified, roleplayed effects and calls will include a Lesser or Greater modifier to indicate duration.

OFFENSIVE CALLS & EFFECTS

Agony
You are overwhelmed with intense pain. You may not attack or use offensive calls. You may still move and use defensive calls unless otherwise restricted.

Banish
The target is forcibly returned to their plane of origin. The character immediately leaves the area and may not interact with the current scene unless an ability or rule specifically allows their return. All items held by the character will be left behind.

Berserk
You are consumed by uncontrollable rage and lose all tactical judgment. You must immediately move toward and attack the nearest person, whether friend or foe, using your available attacks and abilities. You may not willingly retreat, defend others, or choose a different target unless no valid target is present or an effect specifically allows you to do so.

Bind
Your arms become bound to your body and must stay pressed against your sides for the duration.

Blight
Your blood is corrupted, leaving you weak and frail. You cannot run, attack, use skills or spells, and can only move at a normal walking pace. Those without a metabolism are unaffected.

Calm (5 minutes)
Your mind, body, and spirit are soothed, removing effects that negatively alter your emotions or mood.

Charm (5 minutes)
A target *perceives the caster as a trusted and close friend. They will naturally remain near the caster and are inclined to follow reasonable suggestions, though they will not willingly act completely against their nature unless strongly persuaded. The target is unaware they have been Charmed and does not remember the casting of the spell until the effect ends or is cured. Charm only affects creatures with a mind.*

Cleave
A devastating physical blow strikes you. Your Hit Points and Armor are immediately reduced to 0, and you enter the ***Bleeding Out*** *state.*

Create
Through powerful magic, you form a being from raw materials, such as golems, undead, or similar constructs.

Coil
Your arms and legs are bound by constricting force. Your arms must remain pressed to your sides, and you may not move. You may not attack, cast spells, or activate skills requiring movement or free hands. You may still speak and use defensive calls unless otherwise restricted.

Command: X (5 minutes)
You impose your will upon the target, compelling them to perform a specific task to the best of their ability.

Control (5 minutes)
You seize control of the target's mind, forcing them to act according to your commands and do your bidding. ***Control affects NPCs only, never players.***

Curse
A wicked affliction settles upon your spirit. You take double damage from all sources for the duration.

Death
The target is immediately reduced to 0 hit points, bypasses the Bleeding Out state, and enters the ***Dead*** *state.*

Destroy
An item or creature hit with the destroy effect is destroyed unless defended.

Detect X
Detect X has multiple uses and may be used to detect game modifiers, items, people, Ancestries, Species, or other valid descriptors.
When cast with a description, if that description accurately applies to the target character or to any item in their possession, the target must make an audible noise so the caster knows the detection was successful.

Detect Magic: *When used on a magic item, the target must reveal the item's class of magic. When used on a person, the target must reveal any magic items, runes, and components they are carrying, as well as the magic class of those items. OOC tags are not revealed.*

Disarm
The target must immediately drop the held weapon and may not retrieve it until it has come to a complete stop. Alternatively, they may hold the weapon behind their back for 10 seconds.

Dispel
Removes ongoing magical effects from a target person or item, including lasting spells such as Sleep, Bind, and Charm, as well as active magical structures like Circles of the Arcane.
All magic items carried by the target become inert for ***1 minute****, including effects that would grant immunity to Shatter. Dispel cannot be defended against with defensive calls, but the casting may be interrupted through combat before completion.*

Drain
Your life force is siphoned away. The caster heals for an amount equal to the damage inflicted on the target.

Euphoria (5 minutes)
You are overwhelmed by an unnatural sense of joy and contentment. While affected, you may not take hostile actions, including attacks or harmful abilities. You may still move, speak, and roleplay freely, but your demeanor should reflect a relaxed or blissful state. This effect ends if you take damage.

Fear
You are overcome with terror and must flee from the source of the effect. If you cannot flee, you must roleplay fear and may not take offensive actions against the source of the effect.

Fleeting Memory
This effect causes the afflicted target to immediately lose all memory of the previous 15 minutes. This effect otherwise follows the same rules as Memory Fade.

Hallucinogen (5 minutes)
You experience vivid hallucinations for the duration, perceiving unreal sights and sensations that distort your understanding of the world around you.

Entomb (5 minutes)
A solid magical prison forms tightly around you or another, locking them completely in place. They may not move, speak, cast, or activate abilities requiring physical movement. They remain conscious and aware of everything around them.

The effect may be ended early only by the original caster, who must touch you and state "Entomb Down." This game call functions even if the caster is Silenced or currently Entombed themselves.

While Entombed, you are immune to all damage, movement, and outside effects, and cannot be interacted with physically. Only the original caster may deliver a Killing Blow to you after completing the normal count.

Inflict
Applies a harmful effect to a person or item.

Knockback
You are driven backward by force. Immediately move 10 paces away from the source, or until you can no longer safely continue moving back.

Knockout
You are rendered unconscious by a staggering blow. Enter the ***Unconscious*** *state and retain your current hit points.*

Maim
One of your limbs becomes withered and unusable. The limb cannot be used until it is repaired or you receive 5 points of healing for each Maim affecting you. If a specific limb is called, that limb is maimed regardless of where the strike lands on your body.

Memory Fade
This effect clouds the target's recent memories, causing them to forget all events from the previous hour immediately upon being affected. The target remains unaware that their memories were altered. The effect may be cured within 10 minutes by an appropriate antidote or a Purify effect. If not cured within that time, the lost memories are considered permanently erased.

Paralyze (5 minutes)
You are frozen in place and cannot move or speak. You may not use any calls, except for shields already active on you.

Paranoia
You are overcome with intense paranoia and must roleplay distrust and suspicion toward those around you for the duration.

Pin
One of your legs is fixed in place. You cannot move from that spot but may pivot around the pinned leg.

Shatter
A violent force splinters the targeted item, rendering it unusable until repaired with proper components by a character with the appropriate skill. Mundane weapons and armor are restored at the start of the next event, but magical items and Death Tokens struck by this effect are permanently stripped of all magic and cannot be restored.

Siphon X
Your life force and magic are drained. You lose the stated number of Hit Points or Spell Slots, and your maximum Hit Points/spell slots are reduced by that amount (to a minimum of 1) until the next Reset. If X is a skill name, you cannot use that skill for the duration.

Silence (5 minutes)
Your voice is stolen by magic, leaving you unable to speak. You cannot perform incantations, verbal roleplay, or use any skills or spells.

Slay
A lethal force strikes you down. You are reduced to 0 Hit Points, bypass Bleeding Out and Dead, and immediately enter the ***Spirit*** *state.*

Sleep
You fall unconscious and are unaware of your surroundings. You may not move, speak, or take any actions while affected. This effect ends if you take damage or are hit with an "Awaken" effect.

Slow
You are hindered by force or magic. You may move no faster than one step per second for the duration.

Stricken
Your condition rejects aid as if the world itself has turned its back on you. No healing, boon, or blessing may take hold unless it directly removes Stricken — call ***"No Effect"*** *to all other beneficial abilities used on you.* ***First Aid*** *may apply* ***Stabilize*** *as normal.*

Stun
You are dazed and locked in place, unable to move. If you are struck by damage or another offensive effect while stunned, the stun immediately ends and you may use a defensive call against the triggering attack.

Stupify (5 minutes)
Your mind is dulled to a near-primitive state for the duration, leaving you barely capable of coherent thought or reasoning.

Tomb Curse
A dreadful curse is delivered as a Killing Blow by counting: "Tomb Curse 1, Tomb Curse 2, Tomb Curse 3."

If the count is completed uninterrupted, your essence is utterly destroyed. Your character suffers permanent death, their soul cast into the underworld beyond recovery or return.

Vertigo
The world spins violently around you. You must sit or kneel and cannot use skills or spells for the duration.

Vulnerable: X
The specified source tears through your defenses. When struck by damage or an offensive effect from that source, you must call ***"Increase to Double"*** *before any other defenses, unless the attack already has a Double or Triple modifier.*

Waste
When affected by Waste, a specific skill, ability, spell, or spell slot will be named as part of the call. You immediately lose the listed number of uses of that resource. If no amount is specified, lose one use. If you do not possess the named resource, Waste has no effect.

Weakness
Your melee attacks are reduced in effectiveness. You cannot deliver any called effects with melee attacks. This does not affect uncalled strikes or abilities delivered by other means.

BENEFICIAL CALLS

Awaken
You snap a target back to clarity, ending Sleep, Silence, Calm, Charm, Fear, and Control/Command effects, provided the target possesses a mind.

Diagnose
A trained healer assesses your condition. When affected, you must clearly state your life state (Conscious, Unconscious, Bleeding Out, or Dead) and list all active effects on you. This information must be given even if you would not normally be able to speak.

Heal
Restorative power mends your body. You regain the stated number of Hit Points or Natural Armor.

Indestructible
The item is reinforced by powerful magic and cannot be broken. It is immune to Shatter and Destroy effects, except those created intentionally by a Ritual.

Identify
A knowledgeable character reveals the nature of an unknown item. The user learns the item's basic game information, and may read any short description attached to it once the identification is complete. ***Identify Magic*** *also works on people. A person must reveal all spells on them, including Ancient Magic, and all magic items they carry and their properties. For a transformation, only the nature of its magic is revealed.*

Greater Identify
Some items conceal deeper secrets. Uncovering them requires special roleplay or additional steps beyond a normal Identify before their full properties are revealed.

Purify
Cleansing power washes through your body, removing all poison and alchemical effects.

Regeneration
Vital energy knits your wounds over time. Recover the first number of Hit Points once per minute for the second number of minutes, even while Unconscious or Bleeding Out. You may only benefit from one Regeneration effect at a time.
Example: Regeneration 2 for 5 minutes.

Soulbound
The item binds to your soul for 3 days or longer. It cannot be taken from you and accompanies you even into the Spirit state. Weapons affected by this gain ***Immune: Disarm****.*

Stabilize
You secure a mortally wounded creature's life. Call ***"Heal 1 and Knockout"*** *on a target who is Bleeding Out, bringing them to a stable unconscious state. Any Stabilize effect marked* ***"to Self"*** *may be used while Bleeding Out.*

DEFENSIVE CALLS & EFFECTS

Anchor
Anchor *is a self-applied defensive state. While Anchored, you are rooted in place and may not move from your spot, though you may still pivot and fight normally.*
Lesser Anchor *grants* ***10 Armor****,* ***Physical Damage Reduction 1****, and* ***Inflict Pin to Self*** *for the duration.*
Greater Anchor *grants* ***15 Armor****,* ***Physical Damage Reduction 2****, and* ***Inflict Pin to Self*** *for the duration.*

Circle of the Arcane
A clearly marked circle such as rope, cloth, or another visible boundary becomes a magical barrier for 5 minutes. Nothing may cross the boundary; even the caster cannot pass through it unless they create an Arch or Rift. Those inside the Circle may still speak and use abilities on others within the Circle normally, but nothing may pass between the inside and outside. Once created, the Circle is fixed in place and cannot be moved. The caster may dismiss the Circle at any time by stating: "Circle Down." This call may be made while Silenced or otherwise unable to speak in-game.

Extended Circles of the Arcane:
Some powerful magics allow you to extend a circle of the Arcane beyond its normal limit. Extended circles may be left and entered voluntarily by the caster and those invested. Investiture is a Magic effect cast within the Circle.

To enter or exit, you must be ***recognized*** *by an invested member. They must clearly gesture, touch, or name you and say:* ***"The Circle recognizes you."*** *This call may be made while Silenced. You must immediately enter or exit upon recognition. If you do not, the recognition is lost. Invested members may freely enter and exit. Unconscious or unwilling members cannot pass unless recognized by another. You must be fully inside or outside the Circle to use abilities. You cannot begin an action on one side and complete it on the other. Magic users invested in an Extended C.O.A. may cast "Identify Magic" on a person or item at will (See Identify).*

X Damage Reduction
You resist the specified type of harm. Each instance of the chosen damage type is reduced by the stated amount. Multiple Damage Reduction effects may be active at once, but only the most beneficial one applies to each hit.

Focus
When interrupted while casting, you may call ***"Focus."*** *The spell continues and can only be stopped if you enter the Unconscious, Bleeding Out, Dead, or Spirit state. Any effect that would have broken the casting instead applies after the spell is completed.*

Grave Ward
Dark protection shields you from all non-ranged attacks made by living creatures. Thrown weapons and other ranged attacks still affect you. The protection lasts as long as you keep your hands crossed over your chest and take no body damage.

Immune: X
The effect cannot touch you. Call ***"Immune"*** *when struck by X to negate it completely. This represents total, ongoing invulnerability to that specific effect or mechanic.*

Reduce
The incoming effect is weakened. The target takes the replacement damage or effect specified instead of the original.

Reflect
Arcane energy turns the spell back upon its source. The first magical attack that strikes you is negated and returned to the attacker by calling ***"Reflect Magic."***

Repel
A force drives you away from the caster. While the caster maintains a gesture toward you, you may not approach within 10 feet of them, though you are not forced to retreat if they move closer.

Resist
You steel yourself against the effect. You may choose to ignore a single qualifying effect that strikes you. Call ***"Resist"*** *to negate it; the ability is optional and does not trigger automatically. If the Resist specifies a type, it only works against that type (e.g., Resist Fire against Fire effects, Resist Stun against Stun).* ***Resist Any*** *may negate any single instance of damage or effect except Arcane calls.*

Sacred Ground
Holy protection surrounds you while your hands remain clasped overhead and you take no body damage. While maintained, the recipient is immune to all non-ranged attacks from undead creatures.

Shield
A protective shield springs to life at the moment of impact, automatically negating the first qualifying effect whether you wish it to or not. Shields do not trigger on attacks that deal only 1 damage. If more than one Shield is active, you choose which one is expended.

Sigil of Protection
This effect seals a single room, building, or stationary container with a powerful protective sigil. The target must remain fixed in place after casting. While active, no person, object, or effect may pass through the protected boundary except through Investiture. Anyone who remains inside the protected area for the full casting becomes ***Invested****; Invested characters may enter and leave freely and may allow another person to pass by stating,* ***"The Sigil recognizes you."*** *This otherwise follows the rules for* ***Extended Circles of the Arcane****. The caster must keep one hand on the primary door, entrance, lid, or access point for the full casting time. Anyone inside is aware of the casting and is awakened if asleep. The protected area must be visibly marked with a large sigil on the primary entrance. This effect cannot be thrown and is not affected by* ***Dispel****.*

Threshold
Your defenses ignore lesser blows. You are immune to any instance of damage lower than the stated number.

Volley
You turn the strike aside and send it screaming back along its path. Functions as Resist, except instead of negating the call, it rebounds onto the original attacker as though they had been hit by their own effect.

CALL MODIFIERS

These words can be added on to other calls in order to modify the effect of the call.

All
A call with the All qualifier affects every applicable part of the target simultaneously. This is most commonly used for broad healing effects that remove multiple conditions at once, or effects that apply to every valid location (for example, Maim All affects all limbs). A single appropriate defensive ability may negate the entire All effect.

And
Both listed effects are applied together as a single combined strike. The target suffers each effect in full, but expending one appropriate defensive ability negates the entire call at once.

Any
When an ability specifies ***"Any,"*** *it applies universally to all types of damage and effects without restriction. For example,* ***Resist Any*** *allows you to negate a single instance of any damage or effect, while* ***Vulnerable: Any*** *causes all damage and effects you suffer to be treated as* ***Double****, including uncalled 1-damage strikes.*

Arcane
A raw surge of untamed magic. Arcane effects cannot be stopped by normal defensive calls and may only be prevented by an ***Arcane Shield*** *or* ***Arcane Resist****. The Arcane call itself serves as the incantation, and Arcane spells do not follow the spell-centering system.*

Backstab
Calls with this modifier only take effect if they strike the back of the torso, and may only be negated by Shield or Reduce-type defenses. The attacker must be at least 75% behind the target to use this modifier.

Burst
Abilities with Burst unleash a rapid volley — the listed number of packets may be thrown at the same time. Each packet is resolved individually and delivers the stated effect on impact.

Body
The strike slips past plate and padding alike, ignoring all Armor and cutting straight into Hit Points.

Channel
You anchor yourself as power pours through you. Your feet must remain planted and unmoving for the entire duration of the skill or spell.

Cure X
Purging energy sweeps through the target, removing the specified effect entirely, even if the effect was delayed or waiting to trigger, except for a "Slay" effect (unless otherwise stated).

Delayed (5 Minutes)
The power lies dormant instead of striking immediately. It activates later, either after 5 minutes or when the listed condition is met. When it resolves, the effect is treated as having the ***Arcane*** *modifier.*

Double/Triple
The strike lands with overwhelming force, counting as two or three separate hits respectively. Each hit must be defended against individually; any that are not stopped are taken in full.

Grant
Power is bestowed upon the target, giving them one use of the additional call to spend before the next reset. Any unused granted benefits fade when the reset occurs. If the Grant provides Hit Points or Armor, those points increase the current maximum rather than restoring lost ones. They are lost first when damage is taken and cannot be healed back except through another Grant, though they otherwise follow all normal rules for that point type. If the Grant provides a modifier, the target may apply that modifier to any one call. Grants of the same type do not stack; a stronger version replaces the weaker one.

Imbue
Magic is woven into a person or item, granting a lasting beneficial effect that can persist across resets. The effect remains until the stated condition ends (most often a set duration). If the Imbue grants Hit Points or Armor, those points function as normal and may be healed or repaired while the Imbue remains active.

Massive
The force behind this effect is overwhelming. Even if the strike is blocked by a weapon or shield, the power still carries through and the target suffers the damage or effect.

Piercing
Commonly used by Ranger bow abilities, this attack slips past shields as if it were a spell packet. The effect is taken the same way you would take a spell packet — the shield does not stop it.

Spellstrike
The caster channels a spell through their weapon, turning the blow into living magic. The strike is treated as a packet for hit location and defenses, and the Spellstrike call replaces the normal incantation of the spell.

To
This modifier restricts the effect so it only applies to the specified type of target and has no effect on others.

Examples: "To Spirit" affects only characters in the Spirit state, "To Mage" affects only those with the Mage class, and "To Starborn" affects only characters with the Starborn Ancestry.

Damage and Effect Sources

Damage and effects may have a specific ***Source****, representing the nature of the energy, material, or force affecting your character. Certain abilities, defenses, or vulnerabilities may interact differently depending on this source.*

If a call is made without a listed source, apply the following defaults: Weapon-delivered effects are considered ***Physical****, and packet-delivered effects are considered* ***Magic****.*

Some elements may be described with alternate wording depending on the creature or flavor. Water may be called as Ice or Steam, and Earth may be called as Stone. Regardless of the wording used, it is always treated as the original damage or effect source.

Recognized sources include:
Magic *— Pure, unaltered mystical energy*
Air *— Kinetic force drawn from wind, motion, and unseen currents*
Earth *— Soil and stone, and the ground beneath your feet*
Fire *— Heat, flame, and burning*
Water *— Water, Ice, Steam, Fog*
Storm *— Elemental fury born from the violent convergence of multiple elements*
Holy *— Divine power granted by gods or sacred forces*
Nature *— The life force of plants and beasts*
Blood *— Bodily fluids and flesh*
Physical *— Cutting, stabbing, or blunt impact*
Poison *— Venoms, toxins, and putrefaction*
Destruction *— Entropic annihilation energy*
Essence *— Raw spiritual or existential power of Life*
Order *— Structured, stabilizing force*
Chaos *— Unpredictable, destabilizing force*
Dream *— Effects originating from the dreaming mind or unreality*
Reason *— Rational or mental clarity made manifest*
Nightmare *— Fear and shadow made manifest, drawn from the depths of the mind*
Lumen *— Radiant illumination and purity*
Umbra *— Shadow, gloom, concealment, and deception*
Disease *— Sickness, corruption of the blood, and decay*
Rot *— Necromantic power drawn from the grave*
Cosmic *— Power drawn from the stars, constellations, and the celestial sky*

If these modifiers are used without any other call, they signify 1 damage of the called type.

Character Creation



All characters begin play with:

† *50 Character Points*

† *1 Ancestry*

† *1 Species*

† *1 Class*

† *1 Specialty Class*

† *The ability to wield one-handed weapons OR a shield*

† *The ability to wear light armor*

† *The ability to have up to five active magic items or ritual effects bound to their spirit at one time (including Soulbound items)*

Character Points

Character Points are the primary way your character advances. Every ability has a listed or standard ***CP cost****, which must be paid to learn it. Characters begin play with 50 CP available to* ***spend****. Unless an ability states otherwise, a skill may only be purchased once. Some abilities may be purchased multiple times depending on your Character Rank. You gain 25 Character Points for attending a full event at The Aether.*

Unless otherwise stated, all skills and spells without a listed Character Point cost use the following costs: Rank 1, 2, and 3 skills and spells cost 10 CP, Ranks 4-5 cost 15 CP, and Rank 6 costs 20 CP.

The third and later purchases of any skill, beginning when additional purchases become available at Rank 6, cost double the skill's original CP cost.

Species Abilities:
Each playable species has access to ***unique abilities*** *that may be purchased using CP.*

Character Rank
Your ***Character Rank*** *determines which skills and spells you are eligible to purchase. All characters begin at* ***Rank 1****.*

You gain higher ranks based on the total Character Points you have spent:

† *Rank 2 at 200 CP spent*

† *Rank 3 at 300 CP spent*

Additional ranks continue following this progression.

Hit Points

All characters begin with **3 Hit Points**. Hit Points represent your ability to endure injury and remain conscious. Additional Hit Points may be gained through abilities, ancestry abilities, or other character advancements. Your class grants additional Hit Points per Character Rank, including Rank 1:

Guardian, Rogue, Warrior: +2 Hit Points per rank
Cleric, Druid, Mage, Runecrafter: +1 Hit Point per rank

Armor Points

All characters may wear armor unless an ability states otherwise. Armor provides **Armor Points**, which protect you from damage before your hit points are affected.

Armor may be worn on five locations: **Front Torso, Back Torso, Arms, Legs, and Head**. Each type of armor gives a different number of points for coverage: **Light Armor — 1 point per location, Medium Armor — 2 points per location, Heavy Armor — 3 points per location.**

Multiple armor types may be mixed across locations, but each location only grants the value of the **highest quality armor** covering it. Your total Armor Points equal the sum of all protected locations. Damage is subtracted from your total Armor Points regardless of where the strike lands.

Costume Requirements

Light Armor: Cloth armor, costume armor, light leather, and lightweight chainmail.
Medium Armor: Hardened leather, studded leather, bone armor, heavy chainmail, and lamellar.
Heavy Armor: Plate, brigandine, and other metal armors.

Natural Armor

Natural Armor functions as normal armor with additional rules. It may be restored by healing effects while you are at full Hit Points, and it cannot be combined with worn armor unless the granting ability states otherwise.

Physical representation such as scales, shells, or bone is encouraged, but not required unless specified by the ability.

Refitting Your Armor

You may refit damaged armor by performing ***60 seconds of uninterrupted roleplay****. This roleplay cannot include combat, rapid movement, or skill use. Once completed, all non-shattered armor is restored to its maximum Armor Point value. Some skills allow you to quickly refit your armor at an extremely accelerated pace, forgoing the 60-second count.*

You may only refit your own armor unless otherwise specified.

MAGIC



Spellcasting

Spells are powerful learned abilities gained through training and study, distinct from innate magical talents. Unlike innate abilities, spells require a limited resource known as ***Spell Slots*** *in order to be cast. All spells have a cost in Spell Slots, which are restored at a* ***Reset****. Spell Slots are most commonly gained by purchasing your Cleric, Druid, or Mage class's Spell Slot ability. Unless otherwise specified, you may purchase this ability up to* ***three times per character rank*** *you have attained.*

Spells are learned by spending character points from class spell lists unlocked through your chosen class. Once learned, a spell remains available to you whenever you have sufficient Spell Slots to cast it. Each spell has a level from ***1 to 6****. You must be at least the same rank as the spell's level to learn it. When casting a spell, you must expend a number of Spell Slots equal to the spell's level.*

Centering

Centering Overview: *To cast most spells, you must "Center" via* ***3 seconds*** *of obvious, non-combat roleplay focus (like chanting or gestures). Once centered, you may deliver up to 3* ***spell effects****, with every delivered spell counting toward this limit. After the third spell, you become uncentered. You can re-center at any time to reset your limit. You must explicitly center for either* ***Packet-Delivered*** *or* ***Melee-Delivered*** *spells — never both at once — though beneficial spells can always be delivered as Touch effects. You cannot center while affected by Silence, Paralyze, Agony, or any skill-preventing effect.*

Position & Requirements: *While centering, your primary hand must be at your forehead, over your heart, or raised above your head. This hand must be empty, holding a packet, or holding a weapon, and cannot be used to attack, block, or point at enemies. Your off-hand functions normally, but if you are centering for packet spells, any missile-weapon prop held in the off-hand must stay lowered or completely behind you.*

Interruptions: *When centering for* ***Packet Spells****, any melee hit, blocking a melee attack, or active melee pressure will interrupt your focus. When centering for* ***Melee Spells****, only a direct melee hit to your body interrupts you; blocking with an off-hand weapon or shield does not.*

Ancient Magic

Ancient Magic is a once-lost, now rare and powerful form of spellcasting that relies on physical magical components rather than the standard centering and spell slot system. Practitioners use these components to cast ***Cantrips*** *or perform lengthy* ***Rituals*** *capable of producing rare and extraordinary effects.*

Magic Components

Magic Components are small tokens or ingredients that contain stored ancient power. They are consumed when casting Ancient Spells or performing Rituals. Components may be found throughout the world, such as on enemies or in areas saturated with latent magic.

Components exist in several types:
Might (M), Genesis (G), Arcane (A), Time (T), Null (N), Destruction (D), and Essence (E).

Each component has a value of 1, 2, or 3, representing the amount of magical energy it contains.

Ancient Spells

Ancient Spells are potent spells that do not use the normal centering system. Instead, they require a spoken incantation and the destruction of one or more Magic Components to cast.

Ancient Spell access becomes available at ***Rank 5 to all magic classes.*** *You may cast Ancient Spells a number of times equal to how many times you have purchased the Ancient Awakening skill. The number of components required depends on the spell's level (Levels 1–5).*

There are three Ancient Spell traditions: ***Cleric, Druid, and Mage****. All Ancient Spells must be discovered in game and are not listed in the rulebook.*

Ritual Magic

Rituals are complex magical workings that take an extended period of time to perform and produce effects beyond the limits of modern spellcasting. Rituals require Magic Components, often multiple types in specific amounts. All Rituals must be discovered in game and are not listed in the rulebook.

For example, a ritual requiring ***M5 & D4*** *would need a total of 5 Might and 4 Destruction energy. This may be fulfilled using any combination of component values, such as one M3, one M2, and two D2 components.*

Most rituals require approximately ***five minutes of focused performance****. This performance is typically quiet and deliberate, though some practitioners — such as bards — may incorporate music, chanting, or song. The style of performance is unique to your character, and players are encouraged to be creative and roleplay the casting. All rituals succeed upon completion of their uninterrupted performance, provided the proper components — both the correct types and quantities — are present and expended in the casting, and the caster has the required rank.*

Runes and Talismans

Runes are ancient, mystic crafted symbols that can only be shaped by a practiced Runecrafter. The energy they are formed from lies dormant in the world — drifting through the air, or, as some believe, bleeding in from the Null itself. Once crafted into a rune, that power may be invoked by the Runecrafter to cast a spell.

Each rune corresponds to a single unique spell and must be Identified by someone with the proper skill before its power can be understood. Runes are marked with a rank from 1-6, and only a character of equal or higher rank may cast the spell contained within. To most scholars, runes remain deeply mysterious, as only their creators can wield them. Many suspect the bond between Runecrafter and rune is not learned, but inherited from whatever answers them beyond the veil.

Some runes are forged under rare and potent circumstances (see Crafting). These ***Empowered Runes*** *contain far greater mystic force than a common etching. They are marked with a* ***(P)*** *beside their rank and symbol, and any spell cast through an Empowered Rune gains the* ***Double*** *modifier.*

Talismans *are ancient powerful enchanted objects that grant lasting magical benefits. Magical charms are created by* ***Artificers*** *with the help of Runecrafters and Potion brewers through the fusion of runic magic and alchemical substances.*

CRAFTING



Alchemy & Apothecary

Alchemists and Apothecaries craft a wide array of brews, tonics, and toxins, each with its own method of delivery. Ingredients for these arts are scattered throughout the plane of Nethra and may also be gathered from particular locations, but are always clearly labeled so they are never mistaken for ritual or magical components.

Simple brewing requires two parts: one or more ***Base Ingredients*** *and a* ***Delivery Ingredient****. Base ingredients are marked* ***B1–B6****, indicating the rank required to safely work them, and they determine the brew's actual effect. Delivery ingredients are marked* ***D1–D3****, determining how that effect manifests: Brew (1), Packet (2), or Spray (3).* ***All Delivery ingredients can be used by ANY rank.***

For example, a Blue Mushroom (B2) combined with Crystal Water (D1) requires Rank 2 and produces a drinkable brew whose effect comes from the mushroom and whose delivery is a potion or poison.

More advanced concoctions may require even more base ingredients. Some formulas are common knowledge among trained practitioners, while others must be discovered through careful experimentation. Anyone with the appropriate skill and rank may Identify a base ingredient to learn the effect it carries before brewing.

Brews are created using Brew Points (BP) gained through the relevant specialty class. BP from Alchemist and Apothecary form one combined pool, restored to its maximum at each Reset. The BP cost equals the combined values of the two highest-ranked ingredients used. For example, combining B5, B2, and D2 costs 7 BP. Some substances are marked X/Event, meaning they may only be crafted once per Event.

Plague Doctor crafting uses are separate from BP. They allow the listed number of brews per Reset without spending BP; all other crafting rules still apply.

To physically craft a substance, you must have a physical prop laboratory (flasks, tubes, pestle, bowls, or similar equipment appropriate to the art). Begin with one minute of roleplay preparing your lab, then spend five minutes to complete the crafting session.

If you are experimenting or using ingredients with unknown effects, you must record the ingredients used on a paper or card and submit it with the ingredients to the tavern plot box. Staff will return a plot card detailing the results of your experiment. Otherwise, if all ingredients are identified, the recipe is known, and the above rules are followed, the crafted substance automatically succeeds.

All Offensive substances carry the Poison damage source. Non-offensive substances carry the Nature effect source. Examples include "Euphoria by Poison" and "Heal 2 by Nature."

Alchemical Satchel

Finished brews are carried in a specialized container known as an ***Alchemical Satchel****. This satchel protects fragile vials and volatile mixtures from breaking during travel or combat.*

Characters may only carry a limited number of prepared brews at one time.

Brew Capacity

Rank	Maximum Brews
Rank 1	**5**
Rank 2	**8**
Rank 3	**10**
Rank 4	**12**
Rank 5	**14**
Rank 6	**16**

If a character creates or receives a brew while already at capacity, they must ***immediately discard one brew of their choice****.*

Satchel Requirement

All finished brews must be stored in a ***clearly visible pouch, bandolier, or container*** *representing the Alchemical Satchel.*

If the satchel is lost, stolen, or removed in-game, the character ***cannot access their brews*** *until it is recovered.*

Using Brews

To use a brew:

1. Remove the brew from your satchel.

2. Deliver the effect using the brew's listed delivery method.

Once used, the brew is ***consumed and discarded****.*

Cooking

Cooking may be practiced by any player. Ingredients are found throughout the world in three categories: **Proteins, Fats, and Carbs.** A proper meal requires one of each.

Preparing a meal takes roughly **one hour**. You must roleplay **two separate three-minute cooking scenes** — one at the start of preparation and one at its completion. If you do not perform this roleplay, or are inexplicably late for the final scene, your food burns and you automatically fail. When a meal fails, players are encouraged to roleplay the culinary disaster — burnt stew, dropped pots, over-salted broth, or other mishaps that turn the attempt into a memorable moment rather than a silent failure.

A first-time cook has a **50% chance of success**, assuming the correct ingredients and roleplay time are met. After successfully preparing 25 **full meals**, cooking becomes second nature and **succeeds automatically**, provided the requirements above are met.

In addition to the ingredients and roleplay required to cook, you must also have appropriate cooking props such as bowls, pans, utensils, or a clearly represented kitchen or workspace (it does not have to be your own).

A standard **three-ingredient meal** grants the eater **+2 Maximum Hit Points until the next reset**. Each additional ingredient (up to five total) increases this bonus by **+1**.

Players are encouraged to **name the dishes they create and keep recipe books** based on the ingredients used. While this has no mechanical effect, it adds flavor and personality to tavern culture within the game.

Fresh Meal

A meal must be eaten **within 30 minutes of being cooked** to gain its full benefit. If eaten later, the meal still functions but grants **half the normal bonus** (rounded down).

Spices

Spices may occasionally be found or purchased. Examples include salt, pepper, garlic, cinnamon, paprika, or wild herbs.

A cook may add **one spice** to a meal. A spiced meal grants an extra effect that can be identified on the spice itself. Spices do not count toward the ingredient limit.

Communal Cooking

Multiple players may work together to cook a meal. Each participating player must assist in the cooking roleplay scenes.

*If the meal succeeds, the **primary cook** receives the full meal bonus. All **other participating cooks** receive **half of the meal's bonus** (rounded down). If each player supplies their own 3 ingredients, they not only gain the full effect of the bonus, but also a communal bonus that is +1 Shield Physical.*

*A player may benefit from **Communal Cooking only once per Day**.*

Feasts

*If **five or more meals are served together in a tavern setting**, players may declare a **Feast**.*

*A Feast grants everyone who eats **+1 additional Maximum Hit Point** on top of the normal meal bonus until the next reset.*

Feasts represent celebrations, gatherings, and shared moments of community within The Aether.

Runecrafting

Runes are magical symbols that act as spellcasting tools. Skilled Runecrafters can craft, store, and inscribe them onto objects to release magical effects. Runes formed in areas of strong magic — or near powerful magical creatures — may become ***Empowered****, producing stronger effects than ordinary runes.*

Crafting runes requires ***3 minutes of uninterrupted roleplay*** *as you draw magical energy from the world.*

If you are struck by a weapon, affected by a spell, distracted, or forced to move, the crafting attempt ***fails immediately****.*

Successful Crafting:

A successful crafting session produces ***5 random runes****.*
You may attempt ***5 runecrafting sessions per Reset****, whether they succeed or fail.*

Rune Rank

Each rune has a ***Rank from 1–6****. A rune may only be used by a character whose rank is* ***equal to or higher than the rune's rank****.*

Obtaining Runes

After completing a crafting session, go to the ***tavern rune bag*** *and draw* ***5 runes****, representing the runes you successfully created.*

Empowered Runes

Runes crafted in powerful magical environments may become ***Empowered****.*

To attempt this, submit a note to the ***tavern plot box*** *describing where the crafting occurred and the magical conditions present. Staff will review the request at Reset.*

Empowered runes are marked with ***(P)*** *beside their symbol and rank.*
Any spell cast using an Empowered rune gains the modifier ***Double****.*

Rune Satchel

*Runecrafters store their rune tokens in a pouch called a **Rune Satchel**, which limits how much magical energy they can safely carry.*

Rank	Maximum Runes
Rank 1	5
Rank 2	10
Rank 3	12
Rank 4	15
Rank 5	18
Rank 6	20

*If a rune is crafted while already at capacity, the Runecrafter must **immediately discard one rune of their choice**.*

Satchel Requirement

All runes must remain in a visible pouch representing the Rune Satchel. If the satchel is lost, stolen, or removed in-game, the Runecrafter cannot access their stored runes until it is recovered.

Rune Inscription

Runecrafters may carve runes onto equipment or surfaces to create triggered magical effects. Inscribed runes are more stable than loose runes but require preparation.

To inscribe a rune, the Runecrafter must possess the rune and roleplay one minute carving or marking it. The rune token is consumed; the inscription remains active until triggered or destroyed.

A single item may hold only one rune at a time, and a Runecrafter may inscribe up to three runes per Reset. Attempting to inscribe an item that already contains a rune causes the inscription to fail and the rune token is lost.

Types of Rune Inscriptions

***Weapon Runes** – Modify the **next successful weapon strike**.*

***Armor or Shield Runes** – Trigger the **first time you are struck in combat**.*

Talismans

*Artificers are capable of crafting **Talismans**, ancient magical charms created by binding runes and alchemical reagents into a stable artifact. These talismans grant powerful magical benefits that last for the duration of an event.*

*To craft a talisman, an artificer must combine the required **Runes**, **Alchemical Ingredients**, and a **physical talisman prop** such as an amulet, charm, small token, etc. Some talismans may also require the assistance of a **Runecrafter** to properly bind the rune magic.*

*To begin crafting, the artificer must spend **1 minute roleplaying the preparation of their workstation**, arranging tools, runes, and reagents. This is followed by **5 minutes of uninterrupted roleplayed crafting**. If the artificer is struck or otherwise interrupted during this time, the attempt fails and the materials are lost.*

*Talismans may only be **activated by the Artificer who created them**. Once activated, the talisman becomes **Soulbound** to the chosen target for the remainder of the event. The Talisman's effects last the duration of an event.*

*A character may only benefit from **one talisman per Event**. At the end of the event, the talisman's magic fades and the object **crumbles into dust.***

*Those who offer **Runes** or **Alchemical Ingredients** and help with the crafting roleplay gain the effect of the Talisman once activated, but **only for the reset.***

ANCESTRIES



Ancestries

Ancestries are potent inherited traits carried through generations, sometimes centuries old, though they may also arise from divine or celestial blessings, or other supernatural origins. They represent lingering power tied to your essence and may exist independently of your chosen species (such as an Arcane-Ascendant Half-Ogre). Each character selects one Ancestry for free and automatically gains its listed abilities as they advance in rank. Ancestry costuming helps represent its nature in play. It is optional except while transformed and for the Keepers of the Dead Ancestry, whose requirements are mandatory.

Arcane-Ascendants

Magic surges through your veins like a river in flood, eager to answer your call. Your connection to the mystic arts is deeper than most, granting you a greater ease and capacity when shaping spellcraft. Optional costume includes shades of blue, purple, and red, with matching arcane markings upon visible skin.

Arcane-Ascendants — Lineage Abilities	
Rank 1	Your veins swell with raw sorcery. Gain 5 additional Spell Slots.
Rank 2	Elemental Storm — 3× per Reset, call 5 Damage with a chosen element Air, Earth, Water, or Fire.
Rank 3	Your reservoir deepens. Gain 5 additional Spell Slots, and Elemental Storm increases to Double 3 Damage.
Rank 4	Once per Event with required components, you may instantly complete a Ritual of up to Rank 3 difficulty.
Rank 5	Your tempest answers eagerly. Elemental Storm becomes 5 per Reset, call Triple 3 with your chosen element.

Rank 6

You may assume the form of a powerful mystic magus for one hour, once per Event. Upon reaching this rank, staff will provide an enhanced stat card representing the transformation.

Blood of the First Men

After the ancient beings faded, the First Men carved their will into the world — and that will still clings to your spirit. Their stubborn endurance runs in your veins, unyielding and unbroken by time.

Optional Costuming includes dressing yourself in a tribal, barbarian-styled aesthetic. Those bearing this blood often feel an instinctive pull toward the Tribesmen specialty class.

Blood of the First Men — Lineage Abilities	
Rank 1	The endurance of the First Men lives within you. Gain +2 permanent Hit Points.
Rank 2	Your ancestors' strength answers your call. Gain First Men's Strength — 3× per Reset, Double 2 Damage.
Rank 3	Once per Event you may perform feats of mythic might, moving objects normally impossible to budge (sealed stone lids, great boulders, and similar burdens). You also gain +2 additional permanent Hit Points.
Rank 4	Your blows grow heavier with legend. First Men's Strength becomes 5× per Reset, Double 3 Damage.
Rank 5	Your body remembers the harsh world of the ancients. You gain resistance to water, cold, and ice. Additionally, 2× per Battle, one use of First Men's Strength gains the Piercing modifier.

Rank 6

Your ancestral blood surges to its peak. Gain +2 permanent Hit Points and +2 permanent Natural Armor.

First Men's Strength evolves to 5× per Reset, Triple 3 Damage.

Chosen of the Divine

Your lineage carries a spark of divine favor. It is said the Twelve Gods each dwell within their own elemental plane, and at some forgotten moment one of them marked your ancestry with a blessing. You do not yet know which deity claims you, but as you grow in rank and experience, signs of your patron may reveal themselves. Optional Costuming includes white and yellow face makeup and matching costuming to reflect the divine mark upon you.

Chosen of the Divine — Lineage Abilities	
Rank 1	You carry a fragment of divine mercy within you. Gain a pool of Holy Healing equal to 5 × your character rank. This pool may be delivered by Packet in any increments and refreshes at each Reset.
Rank 2	The gods mark your hand. You may apply the Holy modifier to all skills, spells, and weapon strikes. Once per Event you may Channel an Area of Effect Holy Heal 2, repeating every 10 seconds for 2 minutes and as long as you continue channeling.
Rank 3	Your miracle deepens. The pool increases to 10 × your character rank, and it may now be spent as either healing or Holy damage, drawn from the same shared reserve.
Rank 4	Twice per Event you may deliver "Holy Cure Death" by Touch.
Rank 5	Your divine reservoir grows again. The pool increases to 15 × your character rank.

Rank 6

2× per Event — Your lineage shields you with unquestioned favor. For 60 seconds you may call "No Effect" to all incoming damage sources other than "Arcane." You may move and act normally, and these strikes do not break your focus or concentration.

Keepers of the Dead

The lineage of the eldest beings to ever tread this plane runs through your veins. Its presence cannot remain hidden. After nightfall, the blood stirs and demands purpose — you must don a jackal mask, for the ancient power within calls you to walk as a guide to the dead beneath the darkened sky. Golden, hieroglyphic-like sigils are optional.

Keepers of the Dead — Lineage Abilities	
Rank 1	Quick Strike — 5× per Reset, call "3 Destruction" by Weapon.
Rank 2	Quick Strike grows stronger. It becomes 5× per Reset "5 Destruction" by Weapon.
Rank 3	You awaken the shadowed inheritance of your ancestors. You may now use the Darkness weapon and spell modifier. Mark of the Guide: Guiding death for so long, you no longer fear it. 3× per Day — "Resist Fear."
Rank 4	Claws manifest as natural weapons, and the dead recognize your blood as a guide — you may speak with spirits innately. Guardian of the Gate: Your ancestral duty protects you from the grasp of death. 1× per Reset — "Resist Death."
Rank 5	Quick Strike evolves again: 3× per Battle, call "Double 5 Destruction" by Weapon.

Rank 6

Once per Event, you may assume your true ancient death jackal form for one hour. Upon reaching this rank, staff will provide an enhanced stat card representing the transformation.

Starborn

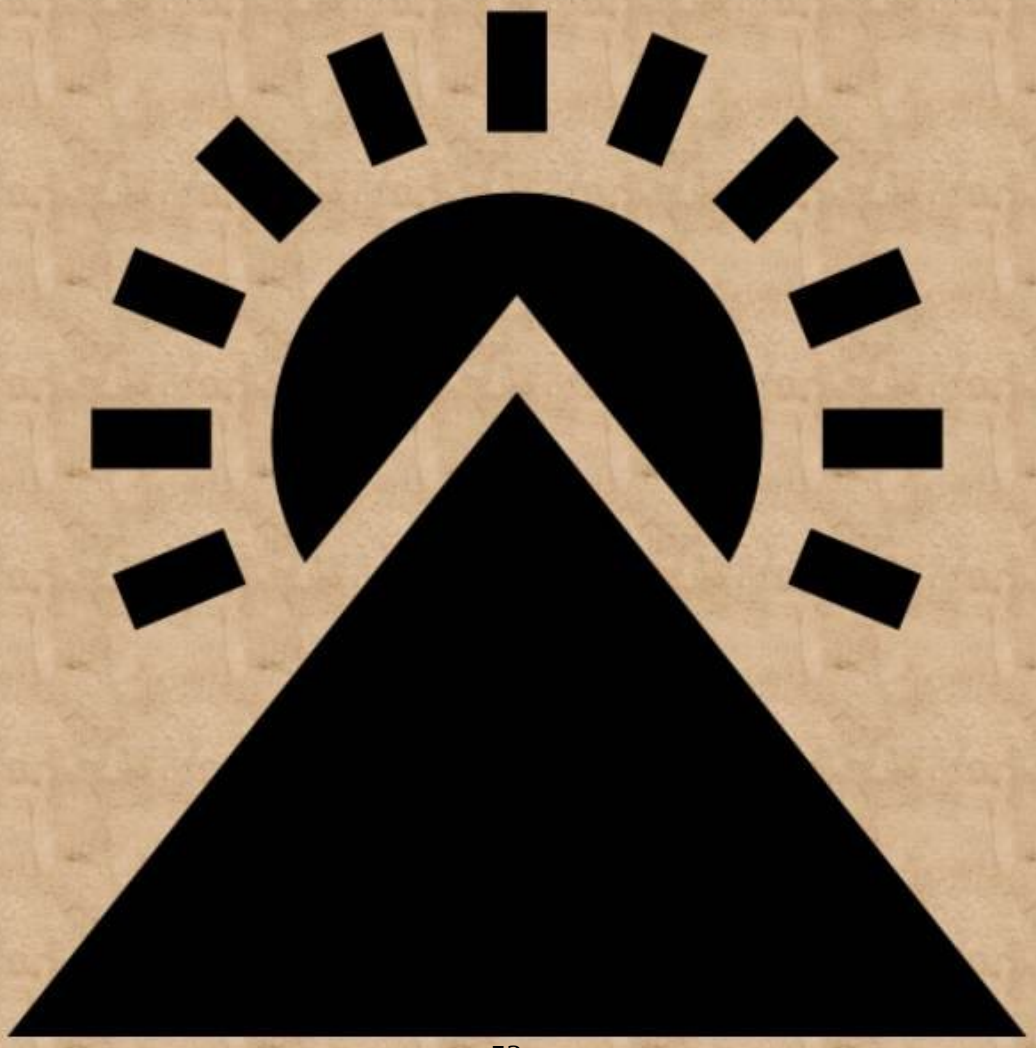
At some distant point in the ages, celestial magic touched your lineage. The Sky, Moon, Stars, and Constellations are said to be the works of your ancestors, and their radiance still empowers you through your blood. Optional Costuming includes wearing black and gold eye makeup reminiscent of ancient pharaohs.

Starborn — Lineage Abilities	
Rank 1	2× per Reset you may call "Reduce to Heal" to a single incoming call. The prevented damage instead restores Hit Points equal to the amount it would have dealt.
Rank 2	Power of the Constellations. 2× per Event while beneath the night sky, spend 10 seconds in roleplay drawing strength from the stars to call Grant 10 Hit Points to yourself.
Rank 3	Starlight fortifies your form. Whenever you benefit from armor, you gain +2 additional Armor of that same type. You also gain 2× per Reset "Resist Any."
Rank 4	Your bond to the heavens deepens. Power of the Constellations now grants 15 Hit Points instead and increases to 1× per Day.
Rank 5	Once per Event, at night, you may surrender to your celestial nature and immediately enter the Spirit State for up to 5 minutes. You follow all normal Spirit rules except the compulsion to travel to the Underworld. You may exit this state at any time and return to your corporeal form.

Rank 6

You assume your true celestial form for 1 hour. Upon reaching this rank, staff will provide a special stat card representing the transformation.

Species and their kindred



Species and their Kindred

Species and Kindred within The Aether represent the many peoples who walk the plane, each shaped by their origin, culture, and place in the world. You may choose one Species and gain its listed free ability. ***Drawbacks*** *are* ***mostly optional*** *flaws available to characters of that species. Most are roleplay-focused and* ***strongly encouraged****. If you accept any drawback, you gain the associated skill (costing 10–15 CP) at* ***no cost****.* ***Mandatory drawbacks exist but are always clearly labeled.***

Animari

The Animari are among the most varied peoples in Nethra, shaped by traits drawn from beasts, birds, insects, reptiles, and creatures of river and sea. While many dwell within the Verdant Concord, their kind can be found across nearly every corner of the world. Some live as wandering hunters, tribal clans, deep-swamp dwellers, coastal nomads, or city scavengers, while others remain closely tied to the wilderness from which their lineages emerged. Though wildly different in appearance and temperament, most Animari share a strong connection to survival, balance, and nature.

Animari Kindred

Aquatic † Avian † Insectoid † Mammalian † Reptilian

Costuming Requirements

Your appearance must clearly evoke the chosen creature at a glance. Distinctive features such as ears, tails, muzzles, scales, wings, chitin, or similar traits should make the theme immediately recognizable. Stylized interpretations are welcome, and unusual creature concepts are generally permitted so long as the overall theme reads clearly during play.

Shared Animari Ability

Natural Claws: *All Animari may use* ***Claws*** *as weapons. If a claw strike would be affected by* ***Shatter****, it is instead* ***Reduced to Maim****.*

Animari Kindred

Aquatic

Description *Creatures of river, sea, and rainwater currents, moving with fluid grace.*

Optional Drawback *Drying Out: After 1 hour without touching natural water, you suffer Slow (10 seconds) at the start of the next combat.*

Skill Tidal Grace (10 CP): 3× per Day — While standing in natural rainfall, call "Reduce Any to Healing."

Avian

Description *Sky-born wanderers whose spirits follow wind and cloud.*

Optional Drawback *Wind-Watched: During heavy wind or storm effects, you must roleplay distraction and uneasiness and cannot benefit from Calm effects.*

Skill Wind's Escape (10 CP): 3× per Day — Count to three and call "Ambient Physical Cure Pin and Heal 2 to Self."

Insectoid

Description *Strange chitinous folk whose instincts mirror the quiet logic of the hive.*

Optional Drawback *Light Fixation: When a bright light source (lantern, spell, or obvious glow) is nearby, you must take 3 seconds of roleplay distraction.*

Skill Silk Snare (10 CP): 3× per Day — "Greater Pin by Nature" by Packet.

Animari Kindred

Mammalian

Description *Furred and instinct-driven, Mammalian folk embody the raw vitality of the wild hunt.*

Optional Drawback *Predator Instinct: When an enemy flees from your territory, you must attempt to pursue or attack them for at least 5 seconds before retreating or changing targets.*

Skill Predator's Feast (10 CP): 3× per Day — Perform a Greater Killing Blow and call "Ambient Physical Heal 5 to Self."

Reptilian

Description *Scaled Reptilian folk descend from creatures of marsh, desert, and jungle. Often viewed as cold by outsiders, their patience and survival instincts are renowned.*

Optional Drawback *Cold Blooded: Your body struggles to maintain energy in extreme cold. After suffering Ice damage, you gain Lesser Pin.*

Skill Predator's Ambush (10 CP): 3× per Day — "Piercing 5 Physical" by Weapon.

Dwarven People

The Dwarven peoples are ancient folk shaped by mountain, forge, and the deep places beneath the world. Though most still claim Khar Dumak as their ancestral homeland, centuries of isolation, harsh environments, and distant settlements have given rise to many distinct kindreds. From the vast halls of the Stonehall clans and the endless depths of the Kharden, to the volcanic Cindervolk, crystal-touched lineages, and eccentric surface-dwelling Lutin, Dwarven peoples have adapted wherever stone, fire, and perseverance endure.

Though often private and slow to trust outsiders, their mastery of craftsmanship, engineering, mining, and stonework is respected across all of Nethra.

Dwarven Kindred

Kharden † Lutin † Stonehall Dwarf † Cindervolk Dwarf †
† Crystalvein Dwarf †

Free Shared Ability

Forge-Honed Blow: *Strength born of forge and stone guides your strike.*

3× per Day — "5 Physical" by Melee Weapon.

Kharden

Description *Born in the endless dark beneath the world, the Kharden are ancient subterranean dwarven peoples shaped by pressure, silence, and stone.*

Costuming Requirements *Light gray skin with large beards and/or braided hair.*

Optional Drawback *Sun-Blind: After 10 minutes in direct sunlight, your next skill use requires 3 additional seconds of roleplay before it functions.*

Skill Precision Hammer (10 CP): Generations of stonecraft guide your strikes. 3× per Day — "Double 2 Physical" by Weapon.

Dwarven Kindred

Lutin

Description *Smallish tinkerers and inventors who are clever and endlessly curious. Lutin live closer to the surface and interact with the world more freely than their deeper kin.*

Costuming Requirements *Large rounded ears with tools, goggles, pouches, alchemical gear, or mechanical trinkets encouraged.*

Optional Drawback *Overload: When affected by Control, Charm, or similar mental effects, duration increases by 10 seconds.*

Skill Temper Ignition (10 CP): A flash of alchemical spark leaps from your hand. 3× per Day — "5 Fire" by Packet.

Stonehall Dwarf

Description *The most visible of the dwarven peoples, Stonehall Dwarves build great halls and fortresses carved into the bones of the world. Honor, craft, and clan loyalty guide their lives.*

Costuming Requirements *Large beards and/or braided hair, stone motifs, and clan symbols.*

Optional Drawback *Grudge Keeper: If another character openly insults or challenges you, you must confront them before leaving the area.*

Skill Stoneward (10 CP): You harden your resolve like living bedrock. 3× per Day — "Resist Any."

Dwarven Kindred

Cindervolk Dwarf

Description *The Cindervolk descend from ancient clans of the Isle of Ash, shaped by volcanic lands. Generations beneath smoke and fire altered them, hardening their bodies and giving them a natural connection to flame and forge. While most still hail from the Isle of Ash, small communities have begun settling within Khar Dumak among their distant kin.*

Costuming Requirements *Large beards, braided hair, with ember-colored and/or soot facial marks, metallic jewelry, volcanic stone accents, and faint red magma-like cracks around the eyes or hands.*

Optional Drawback *Deep Heat: Your body struggles with bitter cold. After suffering Ice damage, you gain Slow (10 seconds).*

Skill Molten Strike (10 CP): 3× per Day — "5 Fire" by Weapon.

Crystalvein Dwarf

Description *Crystalvein Dwarves descend from certain ancient caverns rich with magical crystal formations and rune-carved stone halls. Generations surrounded by resonating crystal and ancient runic energy altered them, leaving crystalline growths, glowing markings, and an unusually strong connection to magic.*

Costuming Requirements *Large beards, braided hair, with crystal growths, glowing rune markings, and crystalline veins around the eyes, hands, or skin.*

Optional Drawback *Resonant Body: Powerful magic causes painful vibrations through your body. The first harmful Magic-source effect with a finite duration you suffer each Battle lasts 5 seconds longer.*

Skill Runic Ward (10 CP): 3× per Day — "Reduce to 1."

Elves

Elves are a long-lived people, some reaching five centuries of age. With such time comes patience, and with patience comes mastery. Many Elves devote themselves to crafts, studies, arts, or traditions until their skill borders on perfection. Though united by ancient lineage, centuries of separation and adaptation have gradually shaped them into distinct kindreds. The majority of Elven society resides within the nation of ***Elarion****, where elegant cities and ancient traditions continue to flourish.* ***Aurellian Elves*** *dwell within the radiant oasis-city aptly named* ***Aurelith****,* ***Deepwood Elves*** *remain closely tied to the wilderness,* ***Ivory Elves*** *live quietly among their kin,* ***Shadow Elves*** *exist on the fringes of the province, navigating the deep prejudice held against them most strongly from the Aurellian Elves themselves, and isolated Kindred such as the* ***Frost Elves*** *of the* ***Frostspire Peaks*** *have adapted to harsher lands far from their roots.*

Elven Kindred

Shadow Elf † Aurellian Elf † Ivory Elf † Deepwood Elf † Frost Elf

Shared Elven Ability

Ageless Line

Your people measure life in centuries, granting perspective few others possess. Gain ***+5 Character Points.***

Shadow Elf

Description *Shaped by exile and shadow, Shadow Elves endure a world that rarely welcomes them. Accustomed to suspicion, they move quietly through the world and possess cunning survival instincts.*

Costuming Requirements *Full purple, gray, and/or black makeup with white accents around the eyes and pointed ears of any length.*

Optional Drawback *Light Sensitivity: In direct sunlight or intense artificial light, your first harmful effect with a finite duration each Battle lasts 5 seconds longer.*

Skill Veilbound Rites (10 CP): Reduce the time required to complete a ritual by 1 minute per ritual tier.

Elven Kindred

Aurellian Elf

Description *Keepers of tradition, art, and refined culture. Aurellian Elves pursue mastery in nearly everything they attempt — whether scholarship, magic, diplomacy, or war.*

Costuming Requirements *Long pointed ears matching your natural skin tone.*

Optional Drawback *Arcane Feedback: The first time each battle you suffer Shatter or Dispel, you must pause for 3 seconds as arcane shock ripples through you.*

Skill Serene Focus (10 CP): 1× per Reset — "Resist Command."

Ivory Elf

Description *Reserved and contemplative, Ivory Elves value patience above all things. They endure like stone, speak only when necessary, and often try not to draw attention to themselves.*

Costuming Requirements *Full white makeup, black lips, and long pointed ears.*

Optional Drawback *Distant Demeanor: You must roleplay a detached and reserved personality.*

Skill Arcane Aptitude (10 CP): Gain +5 Spell Slots.

Deepwood Elf

Description *Children of the living world, Deepwood Elves move in rhythm with the wilderness rather than ruling over it. Their loyalties lie with the land more than any crown.*

Costuming Requirements *Yellowish skin with green facial markings and pointed ears.*

Optional Drawback *Beast Sympathy: You may not willingly deliver a Killing Blow to an animal or beast-like creature unless it has already struck you.*

Skill Trueflight (10 CP): 3× per Day — "Piercing 5 Physical" by Ranged Weapon.

Frost Elf

Description *Born among the brutal winds and frozen cliffs of the Frostspire Peaks, Frost Elves descend from ancient Elven settlers who endured generations beneath eternal winter. Their culture is one of endurance, resilience, and stubbornness.*

Costuming Requirements *Full pale blue, or white and silver makeup with frost-like facial markings and long pointed ears.*

Optional Drawback *Winter Bound: Heat and intense warmth leave you sluggish and uncomfortable. After suffering Fire damage, you gain Slow (10 seconds).*

Skill Frozen Heart (10 CP): 3× per Day — "5 Ice" by Packet.

Humans

Humans are resilient and ambitious peoples who have carved out their place through adaptability rather than ancient power or inherited gifts. Most Human civilization is centered within the vast nation of Valenreach, though smaller communities and travelers can still be found beyond its borders. Compared to many older peoples, Humans are often seen as short-lived, and quick to change, yet that same drive has allowed Valenreach to grow into one of the largest powers in Nethra.

Human Skills

Stubborn Pulse (Free): *A stubborn refusal to fall, the body clinging to life through sheer will.* ***1× per Event — "Ambient Physical Stabilize to Self."***

Iron Constitution (10 CP)	*Bronze Will (10 CP)*	*Devastating Strike (5 CP)*
Hardiness earned through survival in a dangerous world strengthens your body.	*Your resolve hardens like tempered metal, turning aside lesser harm.*	*You commit fully to a single crushing blow, meant to break defenses outright.*
Gain +2 Hit Points.	*Gain +2 Natural Armor.*	*3× per Day — "5 Physical."*

Orc-Kind

The Orc-Kind are peoples forged by hardship, violence, and survival in some of the harshest regions of Nethra. Most trace their roots to Drak'thar, where strength is respected above nearly all else — whether earned through battle, endurance, leadership, or sheer force of will. Clan loyalty, personal honor, and overcoming weakness remain central to Orc-Kind culture. Centuries of brutal living and isolated territories have shaped many distinct kindreds. From the industrial Ironjaws and scavenging Scraplings to the giant-blooded Titanborn and savage Bloodtusk clans of the Northern Wilds, Orc-Kind have adapted to survive wherever hardship endures. Though many now build settlements and strongholds instead of waging endless war, the blood of conquerors still runs strong through Drak'thar.

Orc Kindred

Scrapling † Ironjaw † Titanborn † Half-Orc † Bloodtusk

Shared Orc-Kind Ability

Warforged Blow

Years of brutal survival have hardened your fighting style into something direct and effective. 3× per Day — ***"5 Physical" by Melee Weapon.***

Scrapling

Description *Small, sharp, and unsettlingly resourceful. Scraplings thrive on cunning rather than strength. Living among ruins, battlefields, and torn settlements taught them to survive by adapting quickly and finding value in scrap.*

Costuming Requirements *Greenish gray skin with pointed ears and improvised or patchwork gear. Pouches, tools, salvaged trinkets, and scrap decorations encouraged.*

Optional Drawback *Frozen by Fear: Your nerve breaks when true terror sets in. Whenever you suffer a Fear call, you also suffer Lesser Stun. Witnessing an ally enter the Dead state also triggers this effect.*

Skill Scrapling Ingenuity (10 CP): 1× per Day — "Ambient Physical Heal 3 and Grant 3 Armor to Self."

Orc Kindred

Ironjaw

Description *Shaped by generations of relentless labor, harsh industry, and lives spent beneath smoke and steel, Ironjaws are broader and denser than most Orc-Kind. Their thick jaws and heavy features are often said to resemble carved stone more than flesh. They value endurance and resilience above all else.*

Costuming Requirements *Gray, dark green, or iron-toned skin with heavy tusks, metal piercings, thick braids, and jaw markings, or other industrial and forge-inspired features.*

Optional Drawback *Honor Bound: You may not refuse a direct challenge of strength, duel, or contest when clearly issued.*

Skill Iron Hide (10 CP): Gain +2 Natural Armor.

Titanborn

Description *Towering and broad-shouldered, Titanborn carry traces of ancient giant-blooded lineages within them. Their overwhelming presence and immense strength make subtlety difficult, whether they become gentle protectors or living battering rams.*

Costuming Requirements *Orange, brown, and gray skin with large physiques and oversized features such as ears, hands, feet, etc., with heavy brow makeup, broad facial markings, war paint, wrapped limbs, or other giant-inspired styling.*

Mandatory Drawback *Titanic Momentum: Your immense frame struggles to stop once committed to motion. After using a skill with the Massive modifier, you suffer: "Inflict Slow to Self, 5 Seconds." (This drawback is mandatory.)*

Skill Colossus Might (15 CP): Gain +2 Natural Armor. 2× per Day — "Massive 5 Physical" by Melee Weapon.

Orc Kindred

Half-Orc

Description *Balanced between brutality and adaptability, Half-Orcs walk the line between worlds. Many become warriors simply because few other paths feel natural.*

Costuming Requirements *Blue or gray-blue skin with green markings around the eyes. Tusks encouraged but not required.*

Optional Drawback *Bloodlust: You cannot willingly leave combat unless affected by Fear or all allies have fallen.*

Skill Battleborn Resolve (10 CP): 3× per Event — "Ambient Physical Stabilize to Self."

Bloodtusk

Description *Bloodtusk clans descend from ancient Orc-Kind tribes of the Northern Wilds, where generations spent hunting massive beasts shaped both body and culture. They believe strength is carried in blood, and many perform ritual hunts and consume portions of their kills to inherit the spirit and power of the fallen beast. Scars, trophies, and spilled blood are seen as marks of honor among their people. Bloodtusk are often feared by even the strongest of Orc-Kind.*

Costuming Requirements *Tusks required. Large physiques, bone jewelry, ritual scars, trophies from beasts, furs, or tribal markings encouraged.*

Optional Drawback *Savage Temper: Insults are remembered as challenges. You must confront someone who openly and directly insults you before willingly leaving the area.*

Skill Predator's Frenzy (10 CP): 3× per Day — "Double 3 Physical" by Weapon.

Undead

The Undead are perhaps the most varied peoples within The Aether — after all, nearly any living creature can become one under the right, or terribly wrong, circumstances. Most organized and sentient undead now gather within the nation of Velkaris, where a shadowed Undead Council rules over lands once held by Human kingdoms. Across Nethra, the Undead are feared and distrusted. Necromancy is outlawed in nearly every nation, and many view the disturbance of a soul's rest as a fate crueler than death itself: a spirit denied its rightful passage beyond. Centuries of undeath, strange curses, dark rituals, and unnatural transformations have given rise to many recognized forms of civilized undead. From the lingering Veilbound and decaying Remnants to the vampiric Bloodbound and fungal Blighted, undeath twists each soul differently. Though many undead seek purpose, survival, or even peace within Velkaris, others embrace the horrors that created them. ***All undead drawbacks are mandatory, not optional.***

Types of these Undead

Blighted † Bloodbound † Ghoul † Veilbound † Remnant

Non-Human ***Ghouls, Bloodbound and Remnants*** *must still visibly represent the species they possessed in life.*

Shared Undead Ability

No Metabolism: *Your body no longer processes toxins in any meaningful way; what would sicken the living passes harmlessly through dead flesh.* ***Immune: Poison***

Blighted

Description *Your body has been claimed by rot not of death, but of growth — fungus, spores, or creeping corruption, animating your form.*

Costuming Requirements *Fungal growths, vines, or rot effects (bark, fungus, growing discoloration). Appearance should suggest nature reclaiming the body.*

Mandatory Drawback *Spreading Rot: Healing effects restore 1 fewer Hit Point (minimum 1) as your body resists unnatural restoration.*

Skill Spore Burst (10 CP): 2× per Day — AoE "5 Nature and Lesser Pin."

Undead Forms

Bloodbound

Description *Sustained not by flesh but by stolen vitality, your existence is bound to the flow of blood. Whether through curse or ritual, you persist by feeding on life itself.*

Costuming Requirements *Pale or desaturated skin with visible veins (paint or effects), blood markings, or ritualistic sigils. Fangs are required.*

Mandatory Drawback *Crimson Dependence: If you have not used an ability that restores your health through another creature since your last Reset, your maximum Hit Points are reduced by 2.*

Skill Sanguine Draw (10 CP): 3× per Reset — Packet. Call "Blood Drain 2."

Ghoul

Description *Normally feral horrors driven by endless hunger, yet through strange happenings you have restrained the bloodlust and retained your mind.*

Costuming Requirements *Darkened, sunken eyes combined with the visible features of your former species.*

Mandatory Drawback *Ravenous Recovery: You do not mend well without feeding. The first healing effect you receive each combat is halved (rounded down).*

Skill Grave Sense (10 CP): At check-in each event, you receive a plot card indicating whether powerful undead are nearby.

Undead Forms

Veilbound

Description *You drift between the material world and the unseen, a lingering echo of existence that refuses to fade.*

Costuming Requirements *Pale or translucent white skin with blue or ghostly accents; attire should appear ethereal and faded.*

Mandatory Drawback *Unphased Essence: After passing through a gate, door or archway, you cannot make weapon attacks for 5 seconds.*

Skill Phase Defiance (10 CP): 1× per Reset — Expend a Resist or Shield to call "Double/Triple Resist."

Remnant

Description *You are what remains after death should have claimed you. Flesh decays, body stiffens, yet the mind endures, incomplete and distant.*

Costuming Requirements *Visible rot (gray/green pallor, wounds, stitching, decay effects) while still showing known features of your former species.*

Mandatory Drawback *Anemia: While in the Bleeding Out state, all healing you receive is halved (rounded down).*

Skill Satiation (10 CP): 3× per Day After consuming the raw flesh of a recently killed creature, you gain 5 Temp Hit Points.

Wild-Kin

The Wild-Kin are beings deeply tied to the living world — not merely dwellers of nature, but often expressions of it. Some take form from bark and root, others from river mist, swamp growth, wandering fog, or flickering soul-light. Though many loosely claim the Untamed Expanse as common ground and gathering place, Wild-Kin are scattered across the wilderness of Nethra and rarely form large permanent settlements. Most avoid cities and heavy civilization, believing stone and industry dull the voice of the land itself. Still, some choose to walk among other peoples — to observe, guide, wander, or better understand the changing world.

Not all Wild-Kin share the same origin. The elusive Faelorn in particular are said to differ greatly from the more commonly encountered kindreds, following strange paths and ancient powers that remain poorly understood.

Wild-Kin Forms

Verdant-Kin † Mireborn † Fogwalker † Faelorn † Luminari

Shared Wild-Kin Ability

Earth Stillness
*Gain **2 Natural Armor** and **1× per Event** may call "Channel, Immune: Knockback, 1 Minute."*

Verdant-Kin

Description *Beings shaped by ancient forests and primal magic. Bark, vine, leaf, and flower may appear in their bodies.*

Costuming Requirements *Plant-like makeup and/or natural earth tones with visible vines, leaves, bark textures, or floral elements.*

Drawback *Fire Fear: You instinctively recoil from consuming flame. You must hesitate before willingly approaching large open fire.*

Skill Verdant Sustenance (10 CP): 3× per Day "Grant 5 Natural Armor and Greater Pin to Self."

Wild-Kin Forms

Mireborn

Description *Beings formed from swamps, bogs, and stagnant wetlands where decay and life exist together. Moss, fungal growth, drifting spores, reeds, and creeping swamp vegetation cling to their forms, and many seem strangely calm and patient even in dangerous situations.*

Costuming Requirements *Dark green or brown smudge makeup with swamp textures, and fungal or moss accents, mud tones, drifting spore effects, wetland plant elements, or damp marsh-like features.*

Drawback *Sun-Baked: Long exposure to dry heat cracks your marsh-born body. After extended time in hot, dry conditions, your next skill requires 5 seconds of roleplay focus before it functions.*

Skill Mire Grasp (10 CP): 3× per Day "Greater Pin and Bind by Disease" by Packet.

Fogwalker

Description *Beings of living mist and drifting vapor turned to corporeal form. Their physical being constantly shifts like low fog rolling across the ground.*

Costuming Requirements *Gray, silver, or pale makeup with swirling mist patterns. Layered translucent fabrics, obscured features, mist-like flowing clothes, or drifting vapor-inspired designs.*

Drawback *Dispersed Form: Your misty body struggles to hold together when completely halted. When affected by Stun or Paralyze, the duration is increased by 10 seconds.*

Skill Fog Terror (10 CP): 1× per Day — Packet "Paralyze by Fog."

Wild-Kin Forms

Faelorn

Description *Beings touched by the strange magic of the fae realms. Their presence carries the subtle influence of unseen courts and ancient pacts, and they often follow rules only the fae themselves fully understand.*

Costuming Requirements *Ethereal or whimsical makeup with unnatural colors, shimmering accents, asymmetry, or other fae motifs.*

Drawback *Cold Iron Aversion: Cold iron burns your essence. You may not willingly touch or wield iron objects unless absolutely necessary.*

Skill Unbreakable Deal (10 CP): 1× per Event — A signed agreement becomes mystically binding, and terrible unseen consequences befall the one who breaks it.

Luminari

Description *Beings born from twilight and the magic that creates luminescent light in nature. Their bodies hold faint glowing embers of soul-light beneath shadowed skin, as though a lantern burns somewhere inside them.*

Costuming Requirements *Twilight-toned makeup (purples, blues, blacks) with soft glowing accents, lantern-like markings, and faint internal glowing light effects.*

Drawback *Dimming Glow: Your inner lantern fades when surrounded by darkness. After taking Darkness damage, you cannot call Heal to Self for 10 seconds. Further Darkness damage restarts this duration.*

Skill Twilight Resilience (10 CP): Your body is made of both light and shadow. 2× per Battle you may call "Resist Umbra or Lumen."

Elemental Born

The Elemental Born are living manifestations of primal elemental force shaped into mortal form. Some arise from frozen wilderness, others from burning ruin, violent storms, or endless shifting deserts. Their bodies often carry visible signs of the environments that created them, and many struggle with the tension between mortal identity and elemental instinct.

Unlike the Wild-Kin, who are tied to the balance of the living world, the Elemental Born embody raw environmental force itself. Many are restless by nature and feel drawn toward unstable places, dangerous frontiers, and moments of dramatic change.

Zaruun † Abyssal † Ashborn † Tempestra

Shared Elemental Born Ability

Elemental Surge

Gain Resistance to your associated Elemental Damage type. 1× per Battle may call "Resist" against a matching Elemental Effect or Damage type tied to your elemental form.

Zaruun

Description *Elemental beings shaped from living dunes and desert winds. Their forms constantly shift with drifting grains and swirling dust.*

Costuming Requirements *Tan or desert-toned makeup with wind-swept markings, dune patterns, or drifting sand textures.*

Drawback *Shifting Form: Heavy rain or deep water destabilizes your body. After being soaked, you suffer Slow (10 seconds) at the start of the next combat.*

Skill Dune Grasp (10 CP): 3× per Reset — Packet "Lesser Stun by Earth."

Elemental Born

Ashborn

Description *Elemental beings born from scorched lands consumed by great fire. They carry the heat of burned forests, ruined battlefields, and smoldering earth within them, with drifting ash and faint embers ever present.*

Costuming Requirements *Dark gray makeup with blackened accents, ember-like cracks, ash textures, or charred patterns, and faint orange internal glow effects.*

Drawback *Fragile Ash: Heavy rain or soaking water weakens your body. After being soaked, at the start of the next combat, the first strike that hits you gains the "Double" Modifier.*

Skill Cinder Burst (10 CP): 3× per Day: "5 Fire" by Packet.

Abyssal

Description *Abyssal are elemental beings born from the deepest oceans, and frozen black waters drifting beyond the reach of sunlight.*

Costuming Requirements *Deep blue, or sea-green makeup with bioluminescent markings and unnatural abyssal features such as glowing veins, dark glacial-like growths, darkened eyes, or other strange pressure-warped traits.*

Drawback *Unsettling Presence: Your strange nature creates unease. You must roleplay difficulty with casual social interaction or prolonged eye contact.*

Skill Drowning Silence (10 CP): 1× per Reset — Packet "Silence by Water."

Elemental Born

Tempestra

Description *Children of Elemental wind and storm, Tempestra are restless wanderers who rarely stay in one place for long.*

Costuming Requirements *Yellow and blue makeup in electric or lightning-like patterns with storm-colored attire.*

Drawback *Sky-Bound Nature: You long for the open sky. While indoors or under the ground, you cannot use abilities that deal Air damage.*

Skill Call the Storm (10 CP): 3× per Day: "Shatter Shield" by Packet.

General Skills

These skills are available to any character. Character Points spent here count toward your total spent CP for determining Character Rank. Each skill may only be purchased once unless otherwise noted.

5 Character Points

First Aid
Spend 1 minute roleplaying tending wounds.
At Will: "Physical Stabilize" by Touch.

Weapon Style
Each purchase grants proficiency in one combat style:
† *One-Handed Weapon* ***OR*** *Shield*
† *Ranged Weapon*
† *Two-Weapon Fighting*
† *Two-Handed Weapon*

Iron Grip
Your control over your weapon is difficult to break.
2× per Reset — Self
"Resist Disarm."

10 Character Points

Diagnose
You examine a creature's condition through brief assessment.
At Will: "Diagnose" by Touch.

Nightmares
At check-in you may receive troubling dreams — fragments of omen and dread hinting that a powerful foe, looming danger, or fate itself may soon involve your character.

Steady Hands
Your precision allows you to perform delicate actions under pressure.
3× per Reset
You may perform First Aid in half the normal roleplay time.

Omen Marked
At check-in, you may receive a sign, symbol, or subtle omen tied to upcoming events involving your character.

Known to the World
At check-in, your name or deeds gain recognition across the mainland.
You may receive recognition, reputation, or consequences tied to this.

15 Character Points

Field Repair
You can quickly restore damaged equipment.
3× per Day — Touch
"Quick Armor Refit."

Hard to Kill
You cling to life stubbornly.
The first time ***each day you enter the Bleeding Out state****, you may call* ***"Hard to Kill"*** *and remain conscious for 5 additional seconds to act or speak.*

Pickpocket Expert
Your practiced hands can steal more frequently than others.
Gain 1 additional use of Pickpocket or Plant Item per Reset.

Field Pack
You are well-equipped for travel.
You may carry ***one additional consumable or crafting item beyond normal limits****.*

20 Character Points

Second Wind
You know how to push past your limits.
1× per Event — Self
"Arcane Refresh."

Strange Patron
Once per Year, at check-in, you will receive a task, request, or message from an unseen or distant force.
Completion may lead to future benefits, especially if all parameters are met.

CLASSES



Seven classes are available:

† Cleric † Druid † Guardian † Mage † Rogue † Runecrafter †

† Warrior †

Each class advances alongside your Character Rank, and you may only purchase or use skills of your current rank or lower. Some abilities may be purchased only a limited number of times per rank. You may only have ***one*** *Class.*

All skills with a "#× per X" limit (unless otherwise noted) may be purchased twice, except for Rank 6. Skills from Ranks 1–5 gain one additional purchase at Ranks 6, 10, 15, 20, etc. These additional purchases of any skill after the second purchase cost double the character points.

Skills gained at Rank 6 may only be purchased once at Rank 6, and then follow the same progression, becoming available again at Ranks 10, 15, 20, etc.

Unless otherwise stated, all skills without a listed Character Point cost use the following costs: Rank 1, 2, and 3 skills and spells cost 10 CP, Ranks 4–5 cost 15 CP, and Rank 6 costs 20 CP.

The ***third and later purchases of any skill****, beginning when additional purchases become available at Rank 6,* ***cost double the skill's original CP cost.***

Class Benefits

At the beginning of each class description is a list of benefits you gain upon taking that class.

Class Restrictions

Any restrictions tied to the class will be clearly listed alongside its benefits.

Prerequisite Skills

If a skill lists another skill as a prerequisite, you must already possess the prerequisite before purchasing the new ability.

Cleric

Clerics are chosen vessels of the divine, mortals whose faith is answered with power. Through prayer, rite, and unwavering devotion they channel the will of higher beings, shaping the boundary between life and death itself.

They mend shattered bodies with radiant grace, steady wandering spirits, and guard the living from forces beyond the veil. When fate proves cruel, a Cleric may even call a soul back to its vessel — and in rare, sacred moments, kindle life where none remained.

Yet divinity is not mercy alone. The same sacred power that restores can also judge. Clerics wield searing light and holy wrath against the profane, burning corruption from the world with devastating force. They are healers when hope lives — and executioners when it must be defended.

Benefits ✧ Gain 5 Spell Slots ✧ May wear Medium Armor

Restrictions ✧ May not wear Heavy Armor

Skills

Rank 1 (10 CP)

Divine Calling (FREE)
You formally devote yourself to the divine path.
Gain access to the ***Divine Spell List.***

Essence of Life
Your faith focuses on preserving life and spirit.
Gain access to the ***Essence Spell List.***

Expanded Spellcasting
Your connection to the divine deepens.
Gain ***5 additional Spell Slots.***
May be purchased ***3 times per*** *Character* ***Rank.***

Sacred Touch
You focus divine energy through your hands to steady the dying.
At Will — Touch
After ***5 seconds of prayer****, call "Holy Stabilize."*

Minor Mending
A brief prayer allows you to mend wounds.
5× per Reset — Touch
"Physical Heal 3."

Consecrated Strike (5 CP)
Your weapon carries a trace of divine judgment.
3× per Battle — Weapon
"3 Holy."

Speak with Spirits
You may commune with the recently departed.
At Will — Self
"Ambient Imbue Ability to Speak with Dead to Self, 5 Minutes."
The dead are not required to answer.
Requires: Essence of Life

Rank 2 (10 CP)

Divine Gesture
Through extended prayer you may empower a healing spell. After ***30 seconds of prayer****, your next healing spell may be delivered* ***by Gesture****.*
Requires: Minor Mending

Martyr's Offering
You sacrifice a portion of your own vitality to invoke divine power.
1× per Battle — Self
"Holy Cure X" & "Inflict Arcane X to Self."
(X may be any non-damage call)
Requires: Divine Calling

Friend of Life
You are able to calm animals with ease.
3× per Day
"Magic Calm Animal."

Radiant Protection (10 CP)
Your faith shields an ally from supernatural harm.
3× per Reset — Touch
"Grant Shield Magic."

Radiant Nova
You unleash a burst of holy power.
1× per Battle — Burst 4 Packet
"3 Holy."

Rank 3 (10 CP)

Divine Ritualist
You are capable of performing ***Divine Rituals.***

Sacred Ward
You invoke a powerful divine barrier.
1× per Reset
Activate a Circle of the Arcane.

Death Token Creation
Your divine authority allows you to craft sacred death tokens.
1× per Year you may create a Death *Token.*
1× per Year — Touch
"Holy Soulbound" a Death Token.
Requires: Essence of Life

Holy Confine
You seize a foe with holy power.
3× per Day
"Holy Greater Coil."

Font of Healing
Your divine power fuels a reservoir of restorative magic.
Holy Healing Pool: Character Rank × 3.
Delivery: ***Packet. Recovery: each Reset.***
Requires: Divine Calling

Rank 4 (15 CP)

Favor of Death
Your relationship with Death allows you to challenge fate.
1× per Event — Gesture
"Arcane Command: Let me draw again" to Reaper.
(Only affects your own draw)

Voice of Mercy
You may project healing through divine proclamation.
2× per Day
You may change the delivery of a healing spell to ***By My Voice.***
Requires: Minor Mending, Sacred Touch

Spirit Recall
You call a departing spirit back toward the living world.
1× per Reset — Touch
"Holy Cure Death."

Greater Font of Healing
Your divine power deepens further.
Upgrade Font of Healing to ***Character Rank × 5.***
Delivery: Packet. Recovery: each Reset.
Requires: Font of Healing

Rank 5 (15 CP)

Prayer of Renewal
Through extended devotion you restore your magical reserves.
1× per Day — Self
After ***5 minutes of prayer****, call "Ambient Imbue X Spell Slots to Self." (X = half your maximum Spell Slots, rounded up; cannot exceed maximum)*
Requires: Expanded Spellcasting

Ancient Awakening
You tap into forgotten magic that predates modern spellcraft.
Gain ***1 Ancient Spell Slot.***
Can be purchased once per Character Rank (from Rank 5).

Divine Resurrection
Through overwhelming devotion you return a fallen soul to life.
1× per Event — Touch
"Holy Cure Death and Heal All."

Rank 6 (20 CP)

Avatar of Faith (20 CP)
You become a vessel of divine power for a brief moment.
1× per Event — Packet
For ***30 seconds****, call "5 Holy."*

Master Font of Healing
Your divine power reaches its peak.
Upgrade Font of Healing to ***Character Rank × 10.***
Delivery: Packet. Recovery: each Reset.
Requires: Font of Healing

Druid

Druids are keepers of the wild covenant, mystics who do not command nature so much as speak its language. They walk where roots whisper and storms listen, drawing power from fang, leaf, claw, and sky alike.

Some take on the savage aspects of beasts, their bodies echoing the creatures that roam the world. Others weave creeping fungi and choking spores through the battlefield, while the eldest among them call thunder and rain as readily as breath.

To a Druid, the world is not a tool — it is an ally. And when roused to anger, that ally answers with a fury deeper than any blade can match.

Benefits

✧ **Gain 5 Spell Slots** ✧ **May wear Medium Armor**

Restrictions

✧ **May not wear Heavy Armor or use held Shields**

✧ **May not fight with Two Weapons except while using Claws**

Skills

Rank 1 (10 CP)

Circle of Nature (FREE)
You begin your journey as a guardian of nature's magic.
Gain access to the **Deep Nature Spell List.**

Circle of the Beast
You learn the ancient magic of transformation.
Gain access to the **Wild Spell List.**

Natural Reservoir
Your connection to nature deepens your magical reserves.
Gain **5 Spell Slots.**
May be purchased **3 times per** Character **Rank.**

Poison Hardened
Years among venomous plants and creatures have strengthened your body.
2× per Reset
"Resist Poison."
Requires: Circle of Nature

Purity of the Grove
Natural energy purges toxins from the body.
2× per Reset — Touch
"Cure Poison by Nature."
Requires: Circle of Nature

Stormward
Storm energy shields you from harm.
3× per Reset — Touch
"Grant Shield Magic."
Requires: Circle of the Beast

Stormbolt
You unleash small bursts of natural energy.
5× per Battle — Packet
"2 Nature."
Requires: Circle of the Beast and Stormward

Friend of the Wilds
You are able to calm animals with ease.
3× per Day
"Magic Calm Animal."

Rank 2 (10 CP)

Beastform
You assume the form of a primal creature of the wild.
1× per Reset — Self
"Ambient Imbue Beast Form to Self, 1 Hour."
While transformed:
You cannot speak in-game or cast spells.
You may still make game calls.
Gain ***+5 Hit Points and +5 Natural Armor****, gain* ***Claws****, and are* ***Immune: Shatter and Disarm****.*
3× per Battle — Weapon "5 Nature."
2× per Battle — Weapon "Nature Shatter."
1× per Battle — Weapon "Double 3 Nature."
5× per Transformation "Resist Physical."
Requires: Circle of the Beast

Blessing of the Wild
You empower an ally with the strength of nature.
3× per Reset — Touch
"Grant '5 Nature' by Weapon or Packet."

Soulbound Weapon
You bind a weapon to your spirit through natural magic.
1× per Event — Touch
"Imbue Soulbound to Self, Until End of Event."

Living Bark
Nature hardens your body against venom.
2× per Reset — Touch
"Imbue 5 Natural Armor and Immune: Poison, 5 Minutes."
Requires: Circle of Nature

Rank 3 (10 CP)

Thornburst
You unleash violent bursts of natural force.
3× per Reset — Weapon
"Knockback by Nature" or "Greater Pin by Nature."

Verdant Rituals
You learn the sacred rites of the natural world.
You may perform ***Druid Rituals****.*

Sacred Ward
You invoke a powerful natural barrier.
1× per Reset
Activate a Circle of the Arcane.

Volcanic Tempest
You summon violent eruptions of fire and stone.
2× per Day — Spray 3 Packet
"5 Fire."

Lightning Spear
You hurl bolts of lightning with deadly precision.
3× per Reset — Packet
"5 Nature and Lesser Stun."
Requires: Circle of the Beast

Rank 4 (15 CP)

Wild Meditation
You restore magical power by drawing strength from the land.
1× per Event — Self
*After **5 minutes of roleplay**, call "Ambient Imbue X Spell Slots to Self." (X = half your total Spell Slots, rounded up)*

Heart of the Wild
Your bond with the natural world sustains your body through battle.
1× per Day — Touch
"Grant Nature Regeneration 3, 5 Minutes."

Greater Beastform
Your transformation becomes far more powerful.
When using Beastform, you may instead assume the following form:
*Gain **+10 Hit Points and +10 Natural Armor**, gain **Claws**, and are **Immune: Disarm and Shatter**.*
***5× per Battle Massive modifier to any** called damage.*
5× per Battle — Weapon "5 Nature."
***4× per Battle — Weapon "Nature Shatter** and Maim."*
3× per Battle — Weapon or Packet
***"Double 5** Nature."*
2× per Battle — Voice
"Nature Knockback"
or "Nature Fear."
5× per Transformation "Resist Physical."
3× per Transformation "Resist Magic."
2× per Event — Greater Killing Blow:
"Ambient Heal All and Grant 5 Armor to Self by Nature."
Requires: Circle of the Beast, Beastform

Rank 5 (15 CP)

Tempest Ascendant
Storm energy surrounds and empowers you.
1× per Day — Self
"Ambient Imbue Immune: Pin, Bind, Stun, and Paralyze to Self, 30 Seconds."
*During this time, you may deliver spells from the Wild Spell List by **Gesture.***

Ancient Awakening
You tap into forgotten magic that predates modern spellcraft.
*Gain **1 Ancient Spell Slot**.*
Can be purchased once per Character Rank (from Rank 5).

Rank 6 (20 CP)

Avatar of Nature
You briefly become an embodiment of primal natural power.
1× per Day — Weapon or Packet
*For **30 seconds**, call "5 Nature."*

True Wildform
Your mastery of transformation becomes complete.
*You may **speak normally and cast spells while in Beast Form.***
Requires: Circle of the Beast, Beastform, and Greater Beastform

Guardian

Guardians are the unyielding wall upon which chaos breaks. Trained soldiers, tacticians, and disciplined defenders, they fight not for glory but for the ground they refuse to surrender. Where others advance, a Guardian holds.

Shield raised and stance rooted, they weather blows that would fell lesser warriors, placing themselves between danger and those under their protection. Every movement is deliberate — a step to intercept, a strike to control space, a command that steadies allies and disrupts foes.

Their endurance borders on legendary, their aim steady, their judgment precise. A Guardian is not merely a combatant, but a bulwark — the living promise that the line will not break while they yet stand.

Benefits ✧ May wear Medium and Heavy Armor

Skills

Rank 1 (10 CP)

Guardian's Rebuke
You punish those who threaten your allies.
3× per Reset — Weapon
"5 Physical."

Rooted Defender
You brace yourself against the battlefield's chaos.
1× per Reset — Self
*After **3 seconds of bracing**,*
"Lesser Anchor to Self, 3 Minutes."

Guardian Strike
Your disciplined strike lands with practiced precision.
5× per Battle — Weapon
"3 Physical."

Stand Firm
You lock your stance and refuse to be moved.
2× per Reset
"Resist Knockback."

Shield Slam
You slam your shield into your enemy.
3× per Battle — Weapon
"Lesser Stun."

Disarming Guard
You catch your opponent's weapon and wrench it free.
3× per Reset — Weapon
"Disarm."

Steadfast Mind
Your resolve shrugs off supernatural influence.
3× per Day
"Resist Fear."

Sentinel's Awareness
Your training keeps you alert to danger from every direction.
2× per Reset — Weapon
"Knockback."

Rank 2 (10 CP)

Shield Guard
Your shield catches blows that would strike true.
2× per Reset — Self
"Reduce to 1 Damage."

Armor Crush
A heavy strike crushes armor and bone alike.
3× per Reset — Weapon
"Double 3 Physical."

Defensive Stance
You root yourself in place and become a living wall.
1× per Battle — Self
*After **3 seconds of bracing**, call "Ambient Lesser Anchor to Self, 5 Minutes."*

Rank 3 (10 CP)

Hold the Line
Your presence steadies allies fighting beside you.
1× per Event — Voice
"Heal 3 to Allies."

Shield Wall
You extend your shield to protect those beside you.
3× per Reset — Touch
"Grant Shield Physical."

Shield Crush
A heavy shield strike crushes the enemy.
3× per Reset — Weapon
"Massive 5 Physical."

Rank 4 (15 CP)

Aegis of Protection
You channel protective power into an ally.
3× per Reset — Touch
"Grant Shield Any."

Knight-Commander's Challenge
Your commanding presence forces enemies to turn their attention toward you.
3× per Day — Voice
"By My Voice, Greater Fear to Enemies."

Shield Bash
You slam forward with crushing force, driving your enemy back.
3× per Day — Weapon
"Triple 4 Physical and Knockback."

Iron Fortress
You plant yourself like a fortress against the tide of battle.
1× per Battle — Self
*After **5 seconds of bracing**, call "Ambient Greater Anchor to Self, 5 Minutes."*

Rank 5 (15 CP)

Shieldbreaker
Your devastating strike shatters defenses.
3× per Reset — Weapon
"Massive Double 5 Physical."

Rank 6 (20 CP)

Defender of the Realm
Your presence protects all allies nearby.
2× per Day — Voice
"By My Voice, Grant Shield Any to allies."

Living Bastion
You are the ultimate defender on the battlefield.
1× per Event — Self
*For **30 seconds**, you may call "Reduce to 0 Damage" to any weapon strike or packet that hits you.*

Unbroken Citadel
You become the immovable heart of the battlefield, a fortress no lesser blow can breach. ***1× per Day — Self***
After 5 seconds of bracing, call:
"Ambient Greater Anchor and Threshold 2 to Self, 1 Minute."

*While this is active, you gain all benefits of **Greater Anchor**, and you are also immune to any instance of damage lower than 2.*

Mage

Mages are scholars of the unseen laws, wielders of disciplined arcana who bend the elements through knowledge rather than instinct. Fire, frost, storm, and force answer their will, shaped through study, focus, and practiced incantation.

Some remain distant artillery, hurling devastation across the field, while others walk the razor's edge — blade and spell moving as one — weaving sorcery through steel with lethal precision. Beyond battle, they lace objects and allies alike with wards, enchantments, and lingering power.

Where a Mage stands, reality grows thin… and bends just enough for them to decide the outcome.

Benefits ✧ Gain 5 Spell Slots

Restrictions

✧ May not wear Medium or Heavy Armor, or use held Shields

Skills

Rank 1 (10 CP)

Arcane Initiate
You begin formal study of the arcane arts.
Gain access to the ***Mystic Magic Spell List.***

Elemental Attunement (FREE)
You bind your magic to the primal forces of the world.
Gain access to the ***Elemental Spell List*** *and choose a* ***Primal Element: Air ✧ Earth ✧ Fire ✧ Water.***

Spell Slot Expansion
Your magical reserves deepen.
Gain 3 ***Spell Slots.***
May be purchased 3 times per Character Rank.

Arcane Boltstorm
You unleash a rapid barrage of magical bolts.
5× per Battle — Packet
"2 Magic."
1 purchase per Character Rank.

Mystic Deflection
Your magical instincts deflect hostile spellcraft.
1× per Battle
"Resist Magic."
1 purchase per Character Rank.

Elemental Ward
Elemental force shields you or an ally.
2× per Reset — Touch
"Grant Shield (Primal Element)."
Requires: Elemental Attunement

Protective Charm
You store magical power in a protective charm.
2× per Reset — Gesture
"Grant X."
(X may be the call of any spell you know, the spell slot(s) are also consumed)
Requires: Arcane Initiate

Arcane Identification
Through careful examination you uncover magical properties.
*After **1 minute of roleplay examining an item — 1× per Day — Touch***
"Identify Magic."

Rank 2 (10 CP)

Arcane Missiles
You unleash a more potent volley of magical projectiles.
5× per Reset — Packet
"3 Magic."
Requires: Arcane Boltstorm

Mass Abjuration
A wave of protective magic shields your allies.
3× per Day — Voice
"Grant Shield Magic to Allies."
Requires: Arcane Initiate

Arcane Dispelling
You unravel magical effects with practiced ease.
2× per Reset — Packet
"Dispel Magic."

Rank 3 (10 CP)

Ritual Adept
You learn the art of complex magical rites.
*You may perform **Arcane Rituals.***

Elemental Storm
You unleash a volley of elemental projectiles.
5× per Reset — Packet
"Double 4 (Primal Element)."
Requires: Arcane Boltstorm

Elemental Cloak
Elemental magic forms protective armor around your body.
*Gain **+2 Natural Armor.***

Arcane Ward
You erect a powerful magical barrier.
1× per Reset
Activate a Circle of the Arcane.

Rank 4 (15 CP)

Elemental Catastrophe
You unleash overwhelming elemental destruction.
2× per Reset — Packet
"Double 5 (Primal Element)."
Requires: Elemental Attunement

Rank 5 (15 CP)

Arcane Rejuvenation
You restore magical power through deep concentration.
1× per Day — Self
*After **5 minutes of roleplay**, call "Ambient Imbue X Spell Slots to Self."*
(X = half your total Spell Slots, rounded up)

Elemental Focus
Concentration anchors your spellcasting.
3× per Day
"Ambient Focus 1 Minute."
Requires: Elemental Attunement

Ancient Awakening
You tap into forgotten magic that predates modern spellcraft.
*Gain **1 Ancient Spell Slot**.*
Can be purchased once per Character Rank (from Rank 5).

Rank 6 (20 CP)

Reality Rend
You tear the fabric of magic itself.
3× per Event — Packet
"Triple Magic Slay by (Primal Element)."

Archmage Ascension
You briefly ascend to the height of arcane mastery.
1× per Day — Self
*For **30 seconds**, your spells call "Double (Damage)."*

Rogue

Rogues thrive in the space between what is seen and what is assumed. Tricksters, infiltrators, duelists, and hired blades — they master the art of being exactly where you didn't expect them to be.

Some slip through shadows to relieve purses and secrets alike. Others strike with surgical precision, ending a fight before it truly begins. A rare few even seek the thrill of a fair duel, trusting speed and skill over brute force.

Benefits ✧ May wear Medium Armor

Restrictions ✧ May not wear Heavy Armor

Skills

Rank 1 (10 CP)

Backstab
You strike from the shadows where armor is weakest.
5× per Battle — Weapon
"Double 3 Physical Backstab."

Cheap Shot
A quick and dirty strike leaves your foe reeling.
2× per Battle — Weapon
"Lesser Agony Backstab."

Cutpurse
Your blade finds more than flesh.
2× per Reset — Weapon
"Waste Any Skill."

Evasion
Your reflexes allow you to slip away from danger.
1× per Battle
"Resist Any."

Tendon Slice
A low strike cuts your enemy's momentum.
2× per Reset — Weapon
"Lesser Slow."

Harsh Cut
Your toxins weaken the body quickly.
3× per Reset — Weapon
"5 Physical Backstab."

Shadowstep
You vanish from danger in a blur of motion.
2× per Reset — Reaction
When struck by a weapon attack, call "Reduce to 0 Damage."

Rank 2 (10 CP)

Assassin's Strike
A perfectly placed strike deals devastating damage.
3× per Reset — Weapon
"Triple 3 Physical Backstab."

Cut Down
Your blade cripples your enemy's movement.
2× per Reset — Weapon
"Maim Leg."

Dazing Blow
Your legal Weapon Backstab strike represents a stunning blow; never strike the head.
5× per Reset — Weapon
"3 Physical Backstab and Lesser Stun."

Reactive Vanish
You slip out of sight when danger closes in.
1× per Day
"Resist Knockback" or "Resist Knockout."

Rank 3 (10 CP)

Killer's Precision
Your deadly accuracy turns a clean hit into a lethal wound.
1× per Day — Weapon
"Triple 5 Physical Backstab."

Garrote
Your legal Weapon Backstab strike represents a garrote; never place a wire around a throat.
2× per Reset — Weapon
"Physical Silence" Backstab.

Weighted Blade
Your weapon carries a deadly weight.
3× per Reset — Weapon
"5 Physical Backstab and Greater Weakness."

Rank 4 (15 CP)

Assassinate
You strike a fatal blow when your target never sees it coming.
1× per Day — Weapon
"Physical Death" Backstab.

Shadow Execution
A brutal strike meant to end a weakened enemy.
2× per Day — Weapon
"Physical Cleave" Backstab.

Nerve Strike
You sever your enemy's ability to fight.
2× per Reset — Weapon
"Physical Paralyze" Backstab.

Rank 5 (15 CP)

Venom Mastery
Your toxins overwhelm even the strongest foes.
3× per Reset — Weapon
"10 Poison" Backstab.

Rank 6 (20 CP)

Death from the Shadows
You strike so quickly the victim barely registers the attack.
3× per Event — Weapon
"Physical Slay" Backstab.

Relentless Killer
You strike twice in a blur of lethal speed.
3× per Day — Weapon
"Triple 5 Physical Backstab", then immediately "5 Physical" by Weapon to the same or a nearby target.

Runecrafter

Runecrafters are anything but ordinary spellcasters. They do not gain or use Spell Slots. Instead, they feel magic as a living presence in their bones, an ever-present current they can draw upon and shape into physical form. By pulling raw power from the unseen and carving it into reality, they create runes.

Each crafted rune holds a specific spell. A rune must be identified before use to reveal its effect, and only a Runecrafter may cast a spell through a rune. Their magic is not memorized or prepared; it is forged from the Null.

They cannot access traditional spell lists and may never purchase or use normal Spell Slots. Instead, their power grants them broader abilities. ***Runecrafters may perform Ancient Magic, and their attunement to ancient forces allows them to use any discovered Ancient or Ritual spell regardless of origin as long as they have the rank to use it and their physical spell book.***

Benefits ✧ May wear Medium Armor

Restrictions ✧ May not wear Heavy Armor

Runecrafter Innate Abilities:

Runic Study

You may study an unfamiliar rune to understand its purpose.
Roleplay 10 seconds examining a rune or runic item:
"Identify Rune" by Touch.

Ancient Magic

Starting at Rank 3, all Runecrafters automatically gain access to creating and performing Rituals to cast powerful magic.

Skills

Rank 1 (10 CP)

Runic Pulse
You release a brief surge of power from a rune without consuming it.
5× per Battle — Packet
"2 Magic."

Runic Inscription (5 CP)
You inscribe runes onto items to create magical effects.
3× per Reset — Special
You may inscribe a single rune onto an item (see Crafting).

Quick Inscription
Your practiced hands carve magical runes with incredible speed.
1× per Reset — Special
You may inscribe a rune in **10 seconds instead of 1 minute.**
Requires: Runic Inscription

Anchored Rune
Your runes bind firmly to their host object and resist disruption.
1× per Battle
"Shield Magic."

Glyph Guard
A protective rune briefly flashes around you.
3× per Reset
"Reduce to 1 Damage."

Rune Recall
Your mastery allows you to safely remove your own runes.
1× per Reset — Special
Remove a rune you inscribed from an item without destroying it.

Runic Sense
You feel the presence of nearby magic.
3× per Day — Touch
"Detect Magic."

Rank 2 (10 CP)

Runebreaker
Your understanding of runic magic allows you to unravel hostile inscriptions.
3× per Day — Packet
"Magic Shatter."

Apprentice Inscriber
Simple rune carving comes easily to you.
The first rune you inscribe each Reset **does not count toward your rune limit.**

Rune Burst
You unleash a rapid series of rune sigils that erupt in magical force.
3× per Reset — Burst 3 Packet
"3 Magic."

Binding Sigil
You project a rune of restraint that locks your enemy in place.
3× per Reset — Packet
"Magic Lesser Pin."

Rank 3 (10 CP)

Linked Runes
You channel the power of multiple runes simultaneously.
1× per Reset — Special
Activate **two runes you created at the same time,** combining their effects.

Rune Literacy
You understand runes more and more by the day.
You may inscribe 5 ***runes per Reset instead of 3.***

Runic Reservoir
You store magical power within a rune for later use.
3× per Day — Special
Activate a rune you created ***without consuming it.***

Explosive Rune
You overload a rune with unstable magical energy.
2× per Reset — Gesture
Destroy ***1 rune you created*** *and call "10 Magic and Knockback."*

Arcane Ward
You erect a powerful magical barrier.
1× per Reset
Activate a Circle of the Arcane.

Rank 4 (15 CP)

Runic Barrier
You carve a protective glyph into the air, shielding yourself or an ally.
3× per Day — Gesture
"Grant Shield Any to Self or Ally."

Runic Shockwave
You release a violent pulse of magical force.
3× per Reset — Packet
"Double 5 Magic and Knockback."

Rune Beam
You unleash a powerful barrage of magical force.
3× per Reset — Burst 5 Packet
"5 Magic."

Rank 5 (15 CP)

Master Inscription
Your mastery allows you to create more runes than most.
You may inscribe ***7 runes per Reset instead of 5.***

Ancient Awakening
You tap into forgotten magic that predates modern spellcraft.
Gain ***1 Ancient Spell Slot.***
Can be purchased once per Character Rank (from Rank 5).
Grand Inscription
You channel greater power through your runes.
3× per Day — Special
When activating a rune you created, you may apply the ***"Triple" modifier.***

Rank 6 (20 CP)

Runic Mastery
You have mastered the ancient language of runes.
1× per Event — Special
Activate any rune you created ***without consuming it*** *and apply the* ***"Double" modifier.***

Rune Catastrophe
You detonate prepared runes in a violent magical eruption.
3× per Day — Burst 3 Packet
Destroy ***2 runes you created*** *and call "Double 5 Magic."*

Warrior

Warriors are masters of battlefield violence. Where Guardians hold the line, Warriors break it. Through relentless pressure, disciplined strikes, and raw martial skill, they overwhelm enemies before defenses can form.

A Warrior thrives in the chaos of close combat. Their style is aggressive, decisive, and brutally effective.

Benefits ✧ May wear Heavy Armor

Skills

Rank 1 (10 CP)

Crushing Blow
You enter combat with a powerful strike.
5× per Battle — Weapon
"3 Physical."

Driving Strike
Your aggressive swing drives your opponent backward.
1× per Reset — Weapon
"Knockback."

Battle Hardened
Pain and injury barely slow you.
2× per Reset
"Resist Maim."

Combat Instinct
Your battlefield awareness allows you to react to sudden danger.
2× per Reset
"Resist Knockback" or "Resist Repel."

Guard Break
You batter aside your opponent's defense with brute force.
3× per Reset — Weapon
"Disarm."

Relentless Pursuit
You refuse to let a wounded enemy escape the fight.
2× per Reset — Weapon
When striking an enemy attempting to flee combat: "5 Physical."

Rank 2 (10 CP)

Power Attack
You channel your strength into a devastating swing.
3× per Reset — Weapon
"Double 3 Physical."

Leg Slice
You strike low, crippling your enemy's mobility.
3× per Reset — Weapon
"Maim Leg."

Second Wind
The rhythm of battle pushes you beyond exhaustion.
3× per Day — Self
"Grant 3 Hit Points to Self."

Rank 3 (10 CP)

Relentless Assault
You press the attack before your enemy can recover.
3× per Reset — Weapon
"Double 4 Physical."

Shield Breaker
You smash aside an enemy's defenses with a brutal strike.
3× per Reset — Weapon
"Shatter Shield."

Opening Strike
You exploit a gap in your enemy's guard.
2× per Reset — Weapon
"Lesser Vulnerable: Physical."

Overpower
Your strike overwhelms your opponent's guard and rips their weapon free.
3× per Reset — Weapon
"Disarm and 4 Physical."

Momentum Strike
The force of your previous strike carries into the next attack.
2× per Reset — Weapon
After an unrelated hit lands, call "Double 4 Physical" on your next strike.

Rank 4 (15 CP)

Brutal Momentum
The force of your strikes is unstoppable.
2× per Battle — Weapon
"Massive 4 Physical."

Cleaving Rampage
You carve through enemies with sweeping strikes.
3× per Day — Weapon
"Cleave."

Resource Pressure
You force your opponent to waste their technique.
3× per Reset — Weapon
"Waste 1 Weapon Skill."

Rank 5 (15 CP)

Unstoppable Charge
You surge forward with unstoppable force, scattering enemies.
2× per Reset — Weapon
"Knockback and 5 Physical."

Killing Stroke
You strike with lethal accuracy when your enemy falters.
1× per Reset — Weapon
"Triple 4 Physical."

Ruinous Opening
You leave your enemy dangerously exposed.
1× per Reset — Weapon
"Greater Vulnerable: Physical."

Rank 6 (20 CP)

Bone Crusher
You deliver a devastating execution strike meant to end the fight instantly.
2× per Day — Weapon
"Massive Slay."

Avatar of War
You become a living engine of destruction.
1× per Event — Self
*For **30 seconds**, your weapon strikes call "5 Physical."*

Specialty Classes



Specialty Classes

Specialty Classes represent focused paths of mastery that allow a character to specialize in a particular discipline, profession, or style of play beyond the limits of their primary Class. ***Twenty-five unique Specialty Classes are available.***

Each Specialty Class has one or more prerequisite Classes that must be taken before it may be selected. Some Specialty Classes are available to multiple Classes.

You gain your first Specialty Class for free. A second Specialty Class may be purchased for 15 CP. You may never possess more than two Specialty Classes.

Many Specialty Classes grant a unique mechanic, passive ability, or class feature immediately upon selection. Others unlock specialized skill trees unavailable to other characters.

All skills with a "#× per X" limit (unless otherwise noted) may be purchased twice, except for Rank 6. Skills from Ranks 1–5 gain one additional purchase at Ranks 6, 10, 15, 20, etc. ***These additional purchases of any skill after the second purchase cost double the character points. Skill costs follow the normal rate (See character points).***

Skills gained at Rank 6 may only be purchased once at Rank 6, and then follow the same progression, becoming available again at Ranks 10, 15, 20, etc. ***The third and later purchases of any skill cost double the skill's original CP cost.***

Specialty Benefits

Any passive abilities, unique mechanics, or special features granted by a Specialty Class will be listed at the beginning of that Specialty's description.

Prerequisites

Each Specialty Class lists the Classes required to access it. You must possess at least one of the listed prerequisite Classes before selecting that Specialty.

Specialty Skills

Specialty Class skills follow the same Rank restrictions as normal Class skills. You may only purchase or use skills of your current Rank or lower unless otherwise specified.

Alchemist

Alchemists are masters of volatile substances, deadly toxins, and strange chemical reactions. Through careful experimentation and dangerous brews, they learn to weaponize their concoctions in ways few others understand. Many alchemists spend years perfecting poisons, corrosive mixtures, and unstable reagents capable of crippling their enemies.

Beyond their skill in combat brews, Alchemists also possess a deep understanding of alchemical ingredients and crafting techniques. Their knowledge allows them to produce substances faster, more efficiently, and often with far greater potency than a novice brewer.

Prerequisite Class(es): Any

Alchemical Crafting

Alchemists are capable of crafting ***Alchemical substances*** *using the Alchemy crafting system. They may create Apothecary solutions as well.*

Core Skills

Rank 1 (10 CP)

Chemical Insight
You recognize the properties of alchemical ingredients instantly.
At Will — Touch
"Identify Alchemical Ingredient."

Skill of the Craft
You gain skill in your craft and can create more brews.
Increase your maximum ***BP by 5.***
May be purchased repeatedly under the specialty-skill purchase limits and CP costs (page 99).

Toxic Concoction
You weaponize your alchemical brews for combat.
3× per Battle — Packet
"3 Poison."

Nerve Agent
A carefully distilled toxin locks the body's nervous system.
1× per Reset — Packet
"Greater Stun."

Hallucinogenic Toxin
You create a toxin that fractures the victim's perception of reality.
1× per Reset — Packet
"Greater Paranoia."

Rank 3 (10 CP)

Acid Bomb
You throw a volatile acid mixture that destroys equipment and armor.
3× per Reset — Packet
"Triple 2 Poison and Shatter."

Efficient Brewer
Your experience allows you to craft substances with greater efficiency.
1× per Reset brewing alchemical substances requires 1 fewer minute of crafting *roleplay.*

Master Poisoner
You understand how to push toxins beyond their normal limits.
1× per Battle when you deliver a Poison damage call, you may add Double.

Rapid Synthesis
Your speed and preparation allow you to produce mixtures quickly.
1× per Day you may instantly craft one brew without the normal roleplay time.

Rank 5 (15 CP)

Toxic Cloud
You release a cloud of choking fumes that spreads through the battlefield.
1× per Day — Voice
"By My Voice, Triple 5 Poison and Greater Agony to foes."

Volatile Reaction
You trigger an unstable chemical explosion.
1× per Battle — Spray 3 *Packet*
"Double 3 Poison."

Ancient Mage

Ancient Mages are scholars of forgotten magic that predates most modern spellcraft. They study ancient artifacts, celestial alignments, and the power of the stars themselves. The stars and constellations hold a mysterious form of magic unlike any other, their power ancient and deeply woven into the fabric of reality. Ancient Mages devote their lives to studying these celestial patterns, learning to read the movements of the heavens and harness their influence. Through this study they master powerful rituals and cosmic spellcraft, drawing their magic directly from the stars themselves.

Prerequisite Class(es): Cleric, Druid, or Mage

Ritualist

You gain access to Arcane Rituals at Rank 2 with a ***50% success rate****.*

At Rank 3, your mastery perfects your work: your ritual success rate becomes ***100%****.*

Core Skills

Rank 1 (10 CP)

Starbolt
You channel cosmic energy from the heavens and hurl it at your enemy.
3× per Battle — Packet
"3 Cosmic."

Constellation Ward
Ancient stellar patterns form a protective barrier around you.
3× per Day
"Grant Shield Any to Self."

Cosmic Disruption
You unravel active magical energies with ancient celestial force.
2× per Day — Packet
"Cosmic Dispel Magic."

Astral Reflection
You bend cosmic light to return magic to its source.
3× per Day — Reaction to Packet Spell
"Reflect Magic."

Rank 3 (10 CP)

Stellar Mending
You channel ancient cosmic harmony to restore yourself.
3× per Reset
"Heal 5 to Self by Essence."

Meteor Lance
You focus the energy of a distant star into a piercing beam.
3× per Reset — Packet
"Double 4 Cosmic."

Astral Recall
The stars whisper forgotten arcane formulae back into your mind.
1× per Reset
"Imbue X Spell Slots to Self." (X is your Character Rank)

Ritual Savant
Your study of ancient magical traditions makes complex rituals easier to perform.
1× per Reset
Reduce the ***roleplay time required to complete Rituals by 1 minute.***

Cosmic Echo
The stars answer your call, repeating your magic.
1× per Reset after making a Cosmic damage call, you may immediately repeat the *same call once and throw another packet.*

Rank 5 (15 CP)

Starfall
You call down a shard of falling starlight.
3× per Day — Packet
"Triple 5 Cosmic."

Astral Preparation
You may prepare ritual magic ahead of time.
1× per Event after completing a ritual, you may store its effect within a talisman *(with the help of an artificer) instead of activating it immediately.*

Forgotten Formula
Your knowledge of lost spellcraft allows you to reconstruct broken rituals.
1× per Event you may complete a ritual even if one full component is missing.

Apothecary

Apothecaries are masters of restorative brews, curative tonics, and beneficial elixirs. Where alchemists perfect deadly toxins, Apothecaries dedicate their craft to preserving life and strengthening the body. Through careful preparation and knowledge of rare ingredients, they create mixtures capable of healing wounds, purifying poisons, and bolstering allies in battle.

Their understanding of alchemical substances also allows them to craft restorative mixtures more efficiently than most, making them invaluable healers and support specialists.

Prerequisite Class(es): Any

Apothecary Crafting

Apothecaries are capable of crafting ***Apothecary substances*** *using the Alchemy crafting system. They may create alchemical solutions as well.*

Core Skills

Rank 1 (10 CP)

Restorative Concoction
You weaponize restorative brews to aid your allies in battle.
3× per Reset — Packet
"Physical Heal 3."

Medicinal Insight
You recognize the properties of restorative ingredients instantly.
At Will — Touch
"Identify Alchemical Ingredient."

Purifying Draught
You create a mixture designed to cleanse the body of harmful substances.
1× per Reset — Packet
"Purify."

Efficient Brewer
Your experience allows you to craft substances with greater efficiency.
2× per Event brewing apothecary substances requires 1 fewer minute of crafting *roleplay.*

Skill of the Craft
You gain skill in your craft and can create more brews.
Increase your maximum ***BP by 5.***
May be purchased repeatedly under the specialty-skill purchase limits and CP costs (page 99).

Rank 3 (10 CP)

Revitalizing Tonic
A powerful tonic restores vitality to those who drink it.
2× per Battle — Packet
"Physical Heal 5."

Fortifying Draught
You prepare a strengthening tonic that hardens the body against injury.
2× per Reset — Packet
"Grant 5 Hit Points."

Rapid Synthesis
Your speed and preparation allow you to produce mixtures quickly.
1× per Reset you may instantly craft one brew without the normal roleplay time.

Master Herbalist
You understand how to enhance the restorative qualities of your mixtures.
1× per Battle when you deliver a Physical Heal call, you may add Double.

Rank 5 (15 CP)

Fortifying Elixir
Your mixture strengthens the body against harm.
2× per Battle — Packet
"Grant 5 Armor."

Field Resurrection Brew
You quickly prepare a life-saving tonic even in the chaos of battle.
3× per Event spend 60 seconds roleplaying brewing a mixture in the field.
When complete you may deliver ***"Cure Death"*** *by Touch.*

Artificer

Artificers are masters of magical invention. Where mages cast spells and runecrafters shape raw arcane power, artificers build devices that harness magic itself. Through careful engineering, ancient techniques, and a deep understanding of enchanted materials, artificers create tools capable of remarkable feats.

Many artificers specialize in crafting ***talismans, magical devices, and enchanted equipment****, blending rune magic with mechanical design. Their creations can protect allies, unleash bursts of arcane energy, or perform strange functions that no ordinary spell could replicate.*

Prerequisite Class(es): Mage or Runecrafter

Talisman Forging

Artificers are masters of creating ***Talismans****.*

Artificers are also able to modify Talismans and magical constructs in ways others cannot, allowing them to strengthen, stabilize, or repurpose magical effects.

Certain Artificer skills allow them to ***enhance Talismans, temporarily empower magical items, or construct arcane devices*** *that mimic magical effects.*

Core Skills

Rank 1 (10 CP)

Rune Stabilization
Your knowledge of magical crafting allows you to reinforce unstable runic magic.
3× per Day *when crafting a Talisman you may reduce the crafting time by 2 minutes.*

Arcane Calibration
You fine-tune magical devices for greater efficiency.
1× per Day *you may activate a Talisman without consuming its first use.*

Runic Weapon Infusion
You embed temporary rune energy into a weapon.
3× per Reset — Touch
"Grant Double to Next Weapon Strike."

Talisman Reinforcement
You strengthen the magical structure of a Talisman.
A Talisman you help craft grants +2 additional Hit Points to its bearer.

Arcane Disruptor
You release destabilizing energy from a crafted device.
2× per Battle — Packet
"Magic Greater Silence."

Rank 3 (10 CP)

Spell Battery
You store magical energy within a crafted device.
1× per Reset *you may store one spell you know within a device. The spell's rank must be equal to or lower than your Character Rank. The stored spell may later be cast by you or a chosen ally using the device.*

Lesser Golem Construction
You assemble a simple rune-bound construct to fight at your side.
1× per Event *you may spend 5 minutes roleplaying the construction of a Lesser Golem using tools, runes, and physical components. A willing player or NPC may represent the golem.*
The Lesser Golem gains 15 Hit Points, is immune to Fear, Charm, and all effects that would alter the mind or affect the living, and may make weapon strikes and use the following skills:
3× per Battle — Weapon *"5 Physical."*
5× per Battle — Weapon *"Shatter."*
3× per Battle — Weapon *"Double 3 Physical."*
5× per Event — *"Resist Physical."*
3× per Battle — Weapon *"Knockback."*
1× per Battle — *"Threshold 5" (10 seconds).*
3× per Reset — Touch *"Heal 5 Armor" to a Construct.*

The golem remains active for 1 hour or until it enters the Dead state. Once destroyed, the golem collapses and cannot be rebuilt until the next event.

Arcane Shield Generator
You deploy a small defensive construct.
2× per Battle — Touch
"Grant Shield Magic to Ally."

Runic Detonator
You trigger a volatile rune charge that explodes with arcane force.
3× per Reset — Packet
"Double 4 Magic."

Rank 5 (15 CP)

Medium Golem Construction
You assemble a stronger rune-bound construct to fight at your side.
1× per Event *you may spend 5 minutes roleplaying the construction of a Medium Golem using tools, runes, and physical components. A willing player or NPC may represent the golem.*
The Medium Golem gains 35 Hit Points, is immune to Fear, Charm, and all effects that would alter the mind or affect the living, and may make weapon strikes and use the following skills:

3× per Battle — Weapon *"10 Physical."*
5× per Battle — Weapon *"Shatter."*
3× per Battle — Weapon *"Massive Double 5 Physical."*
3× per Battle — *"Resist Physical."*
3× per Battle — Weapon *"Knockback."*
1× per Battle — *"Threshold 10" (60 seconds).*
2× per Battle — *"Reduce Any to 1."*
3× per Reset — Touch *"Heal" or "Repair" all Armor to Self, a Construct, or another person.*

The golem remains active for 1 hour or until it enters the Dead state. Once destroyed, the golem collapses and cannot be rebuilt until the next event.

Master Artificer
Your mastery of magical engineering allows you to push your creations beyond their limits.
1× per Event *you may overcharge a magical construct or talisman you created. Choose one overcharge effect. The device gains 3 charges of that effect. Once all charges are spent, the device burns out.*

Charge — Packet *"Triple 5 Magic."*
Charge — Touch *"Grant Resist Any to Self."*
Charge — Touch *"Grant Double to the next three weapon strikes of an ally."*

The device violently burns out after use, its magic completely spent. The user (or golem) will call "Area of Effect 10 Magic" after the device is tapped out of all skills, before it becomes completely devoid of magic.

Assassin

Assassins are masters of precision, patience, and lethal efficiency. They strike from the shadows, disable their enemies before a fight truly begins, and vanish before retaliation can come. Rather than relying on brute strength, assassins study anatomy, timing, and positioning to deliver decisive blows where they matter most.

Prerequisite Class(es): Rogue

Marked Target

Assassins hunt their prey with patience before striking.
After ***5 seconds observing a target****, you may designate them as your* ***Mark****.*
Your ***first successful weapon strike*** *against your Mark may call:* ***"Double 2 Physical."***
Once this bonus is used, the Mark ends. You may have only ***one Mark at a time and*** *designate* ***only 2*** *Marks* ***per Battle.***

Core Skills

Rank 1 (10 CP)

Hamstring Cut
A precise low strike cripples your enemy's mobility and prevents escape.
1× per Battle — Weapon
"Physical Greater Slow."

Silent Hit
You silently disable your victim before they can react.
1× per Battle — Touch (from behind)
"Knockout."

Shadow Hunter
You prevent enemies from fleeing the kill zone by striking quickly and effectively.
3× per Reset — Weapon
"Double 2 Backstab and Lesser Pin."

Blade Twist
You drive your weapon deeper into a foe's grip, forcing them to drop their weapon.
2× per Battle — Weapon
"Disarm."

Rank 3 (10 CP)

Smoke Escape
When danger closes in, you vanish from the moment like a shadow.
2× per Reset
"Resist Any."

Predator's Patience
You wait for the perfect opening before committing to a strike.
3× per Reset — Weapon
"Double 4 Backstab."

Shadow Strike
You strike from a blind angle, exploiting the perfect moment to land a lethal blow.
3× per Day — Weapon
"Triple 2 Body Backstab."

Sudden Ambush
Your attack lands before your enemy can react.
2× per Battle — Weapon
"Physical Greater Stun."

Rank 5 (15 CP)

Execution Cut
You deliver a precise finishing strike intended to end a wounded opponent quickly.
1× per Battle — Weapon
"Triple 5 Physical Backstab."

Death Mark
You study your prey and declare their life forfeit.
1× per Day spend 5 seconds roleplaying marking your target and call "By My Gesture, Mark."
*For the next **30 seconds**, your next successful weapon strike against that target may be called **"Piercing Slay."***

Bard

Bards are performers, storytellers, and masters of inspiration whose power lies not in blade or spell, but in the strength of their voice and presence. Through song, poetry, music, and dramatic storytelling, a Bard can uplift allies, rally townsfolk, and even shake the resolve of enemies.

Their magic flows through performance rather than traditional spellcasting. A Bard's voice carries power across the battlefield and through the taverns of the world, granting courage to companions while undermining the confidence of their foes. Many Bards become the heart of a community, strengthening those around them through encouragement, morale, and the unifying force of shared stories.

In times of peace they entertain and inspire entire towns, and in times of war their voice alone can turn the tide of battle.

Prerequisite Class(es): Cleric, Druid, or Mage

Performance

Many Bard abilities require ***Performance****.*

To perform, the Bard must ***sing, play music, chant, recite poetry, or dramatically tell a story****. The performance must be clearly audible to nearby players.*

Some Bard abilities require ***Channeling Performance****.*

While Channeling Performance:

- *You must* ***continue performing*** *without interruption.*
- *Your* ***feet must remain planted*** *as per the Channel rule.*
- *If you* ***stop performing, move your feet, are struck by a weapon, or lose the ability to use skills****, the performance immediately ends.*

Performance Payoff (Passive)

After completing a performance of at least ***5 seconds****, your next Bard ability within 10 seconds gains one of the following bonuses:*

- ***+2 damage or +2 healing***
- ***Upgrade Lesser → Greater***

Core Skills

Rank 1 (10 CP)

Tavern Favorite
Your performances are beloved across the land.
3× per Day after 2 minutes of performance in a tavern or gathering
"By My Voice, Heal 5" or "By My Voice, Grant 5 Hit Points."

Soothing Verse
Your calming words break fear and restore confidence.
1× per Reset — Voice
"By My Voice, Cure Fear."

Distracting Tune
A quick disruptive melody throws your enemy off balance.
2× per Battle — Packet
"Lesser Slow."

Mocking Ballad
You publicly humiliate your foe through song.
2× per Battle — Packet
"Lesser Fear."

Battlefield Verse
Your powerful shout strikes at your enemies.
5× per Reset — Packet, or Voice
"5 Magic" by Packet or "By My Voice, 3 Magic to Foes."

Rank 3 (10 CP)

Crowd Momentum
Your performances draw power from the energy of those who listen.
When you perform for at least ***2 minutes*** *and* ***3 or more players*** *are actively watching or listening, you gain* ***Crowd Momentum****. You may only hold one at a time, and it lasts until the next Reset.*
You may expend Crowd Momentum to:
Increase a ***Heal or Grant*** *delivered By My Voice by +2, call* ***"Heal 5 to Self," or add the Double modifier to your next damage skill.***

Rallying Anthem
Your voice carries strength to all allies who hear it.
2× per Battle — Voice
"By My Voice, Grant 3 Hit Points to Town."

Hero's Chorus
You recount the deeds of legendary warriors, emboldening a companion.
3× per Reset — Voice
"By My Voice, Grant Shield Any to Ally."

Encore
You push your performance beyond its natural limit.
1× per Reset — Self
After completing a performance-based ability, you may immediately use it again without meeting its performance requirement.

Rank 5 (15 CP)

Song of the Warpath
Your performance ignites the fury of battle in those who hear it.
1× per Battle after 30 seconds of performance — Voice
"By My Voice, Grant Double 3 Physical to town."

Grand Performance
Your greatest performance fills allies with overwhelming courage.
1× per Reset after a 1-minute performance — Voice
"By My Voice, Heal 10 and Grant 5 Hit Points to town."
You also gain the ***Triple modifier*** *on your next damage call.*

Master Performer
Your performances reach their peak, carrying far greater impact.
When you gain ***Performance Payoff****, its bonuses improve:*
- *+2 damage or +2 healing* → ***+5 damage or +5 healing***
- *Upgrade Lesser →Greater*
- ***"Grant 5 Hit Points and Grant Piercing to Next Strike"***

You may still only have one Performance Payoff active at a time.

Basilisk

Basilisks are magic beings that are different from most others. Basilisks feed on the magic of others and take it for themselves. They rely on this magic in daily life and cannot function without it. Basilisks not only steal this magic, but are able to often reflect it and absorb it for other purposes.

Prerequisite Class(es): Runecrafter

Stolen Magic

Basilisks cannot naturally generate magical power. Instead, they survive by stealing it from others. Whenever you successfully use ***Magic Siphon****, you steal the listed number of* ***Spell Slots*** *from the target. You may hold a maximum of* ***5 Stolen Spell Slots*** *at one time. Stolen slots last until the next* ***Reset****.*

Stolen Spell Slots may be expended in the following ways:

· *Spend* ***1 stolen slot*** *to throw a packet and call* ***"3 Magic."***

· *Spend* ***2 stolen slots*** *to throw a packet and call* ***"Double 3 Magic."***

· *Spend* ***3 stolen slots*** *to throw a packet and call* ***"Triple 3 Magic."***

Core Skills

Rank 1 (10 CP)

Magic Siphon
You rip magical energy directly from your target's spirit.
3× per Reset — Packet
"Magic Siphon 2 Spell Slots." The target loses two spell slots and you store the energy.

Spell Reflection
You twist incoming magic and hurl it back toward its source.
1× per Battle — Reaction to a Packet Spell: "Reflect Magic."

Spellbreaker
Your parasitic magic disrupts spellcasting itself.
3× per Reset — Packet
"Magic Silence."

Arcane Leech
You feed upon the magical essence surrounding your enemy.
2× per Battle — Packet
"Magic Drain 3."

Rank 3 (10 CP)

Arcane Parasite
Magic clings to you unnaturally once it has been stolen.
Whenever you successfully use ***Magic Siphon****, you may immediately gain* ***Grant 5 Hit Points to Self.***

Spell Drain (Magic Siphon Upgrade)
Your siphoning grows more aggressive.
3× per Reset — Packet
"Magic Siphon 3 Spell Slots."

Absorb Spell
Instead of resisting magic, you consume it.
1× per Battle — Reaction to Packet Spell
"Reduce to Grant 5 Hit Points."

Arcane Hoarder
You have learned to hold larger reserves of stolen magical power.
Your maximum ***number of Stolen Spell Slots increases by 2.***

Arcane Collapse
You destabilize the magic within your target's body, causing it to lash out violently.
3× per Reset — Packet
"Double 4 Magic and Lesser Agony."

Rank 5 (15 CP)

Petrifying Gaze
Your eyes unleash the ancient curse of the basilisk, freezing flesh into stone.
1× per Day — Packet
"Magic Entomb."

Mana Cataclysm
You detonate stolen power violently.
1× per Reset — Packet, Burst 5
"X Magic." (X = number of stolen slots spent)

Parasite's Hunger
Your body demands stolen power.
Whenever you spend ***3 stolen spell slots at once****, you gain* ***Heal 3 to Self.***

Berserker

Berserkers are living weapons of flesh and fury — frontline warriors who turn wrath into strength and pain into momentum. Where others rely on discipline, a Berserker trusts instinct, stubborn will, and the simple truth that nothing breaks a charge like a body that refuses to fall.

Prerequisite Class(es): Guardian, Rogue, or Warrior

Primal Temper
1× per Battle *you may call "Greater Berserk to Self."*

Core Skills

Rank 1 (10 CP)

Short Temper
Your anger rises quickly in the heat of battle.
2× per Reset — Self
"Lesser Berserk to Self."
These uses are separate from Primal Temper.

Shrug Off
Pain only drives your fury further.
1× per Battle — Reaction
"Reduce to 10 Damage and Greater Berserk to Self."
May be used against non-damage calls (such as "Death").

Crushing Maul
Your raging blows hammer through defenses.
3× per Reset — Weapon (while under Berserk)
"3 Massive."

Predator's Finish
You tear through your enemies and feed on the kill.
Whenever you deliver a Killing Blow and render a target Dead, you immediately ***refit all Natural Armor.***

Primal Physique
Your body hardens into a brutal natural weapon.
Gain ***5 Natural Armor*** *and lose the ability to wear Medium and Light Armor.*
1× per Battle — Self
"Greater Berserk to Self."

Rank 3 (10 CP)

Roar of Defiance
Your battle cry shakes your enemy's resolve.
1× per Reset — Voice
"By My Voice, Lesser Fear to foes."

Last Stand
You refuse to fall even in the face of death.
1× per Event — Self
"Ambient Physical Cure Death, Heal All, and Inflict Piercing Berserk to Self."

Bloodlust
The fall of an enemy strengthens your fury.
2× per Reset — Self
While under Berserk, when you reduce an enemy to the Dead state you may call:
"Grant 5 Hit Points to Self."

Heavy Swing
Your strikes land with unstoppable momentum.
3× per Reset — Weapon
"Greater Berserk to Self" and "Double 4 Physical."

Rank 5 (15 CP)

Juggernaut (15 CP)
Your rage transforms you into an unstoppable force. All effects last 5 minutes.
2× per Day after 10 seconds of roleplay building rage — Self
"Ambient Imbue Immune: Pin, Knockback, Paralyze, Stun, and Physical Damage Reduction 1" and "Inflict Piercing Slow to Self, 5 Minutes."

Swing of Agony
Your strikes land precisely, causing great agony.
3× per Reset — Weapon (while under Berserk)
"Double 5 Physical and Greater Agony."

Relentless Rage (15 CP)
Your fury refuses to fade.
3× per Reset — Self then Weapon
"Greater Berserk to Self" then "Triple 3 Physical."

Blood Witch

Blood Witches practice one of the oldest and most feared forms of magic. By weaving curses, hexes, and forbidden rituals through the use of blood, they manipulate life force itself to empower their magic. To a Blood Witch, blood is a conduit of memory, spirit, and power. Many Blood Witches draw strength through sacrifice, using their own life force or that of their enemies to fuel devastating spells and lingering curses. Their magic can weaken the body, unravel the mind, or drain vitality directly from a victim's soul. Though feared and often misunderstood, Blood Witches possess tremendous power. Those who walk this path must accept that every spell cast draws them one step closer to the dark forces they command.

Prerequisite Class(es): Cleric or Mage

Blood Sense

Gain access to the Blood Spell List.
You may also call "Diagnose" by Gesture at will.

Core Skills

Rank 1 (10 CP)

Crimson Drain
You siphon life directly from your enemy.
2× per Battle — Packet
"Drain 3 Blood."

Coven's Protection
The spirits of ancient witches briefly protect you.
2× per Reset
"Shield Magic."

Hex of Weakness
You place a crippling curse upon your foe.
1× per Battle — Packet
"Lesser Weakness."

Blood Feast
You drink in the spilling life force around you.
3× per Day when an enemy enters the Dead state within 10 feet:
"Heal 5 to Self."

Rank 3 (10 CP)

Witch's Mark
Your curse clings stubbornly to its victim.
3× per Reset — Packet
"Greater Agony."

Curse of Withering
You lay a lingering blood curse that rots the body from within.
3× per Reset — Packet
"Maim."

Blood Ward
You sacrifice blood to shield yourself from harm.
1× per Battle — Self
*Take **3 self-damage** to call "Shield Any."*

Hemorrhage Curse
Your magic causes wounds to violently worsen.
2× per Reset — Packet
"Double 4 Blood and Greater Curse."

Rank 5 (15 CP)

Blood Drain Hex
You corrupt the magical essence flowing through your victim's blood, causing their power to wither.
3× per Day — Packet
"Waste 3 Spell Slots."
*The target loses three spell slots. If the target does not have spell slots, the call has **No Effect**.*

Blood Price
You sacrifice a portion of your own vitality to unleash devastating magic.
3× per Reset — Packet
*Take **5 self-damage** and call "Triple 5 Blood."*

Blood Awakening
You unleash the full power of forbidden blood magic.
2× per Day — Packet
"Triple 5 Blood and Greater Curse."

Butcher

Butchers are masters of anatomy — whether beast or man. Years spent carving meat and bone have taught them exactly where a body is weakest and how to separate flesh with brutal efficiency. Many Butchers favor twin blades, cleavers, or daggers, striking quickly and precisely like a cook preparing a fresh cut.

Their talents rarely remain confined to the kitchen. On the battlefield they carve through enemies like a roast upon a cutting board, while outside of combat they turn those same skills toward preparing meals that strengthen allies. A true Butcher walks the line between cook and killer — a wielder of blades, blood, and the strange power that comes from a well-prepared meal.

Prerequisite Class(es): Guardian, Rogue, or Warrior

Butcher's Table

Your understanding of meat preparation and hearty cooking allows you to create far more nourishing meals than most cooks.

Whenever you ***participate in cooking a meal****, the final meal grants* ***+1 additional Maximum Hit Point*** *to anyone who eats it.*

Core Skills

Rank 1 (10 CP)

Chef's Fury
When someone insults your cooking, the offense cuts deeper than any blade.
1× per Event — Gesture
"By My Gesture, Arcane Death."
(Triggered when someone ***rudely*** *refuses a freshly prepared meal you made)*

Iron Stomach
Years of tasting raw cuts have hardened your body.
3× per Day
"Resist Poison."

Butcher's Cut
You know exactly where flesh parts easiest.
3× per Battle — Weapon
"Double 2 Physical."

Meal Mastery
Your experience in the kitchen elevates every meal you prepare.
Meals you cook grant ***+2 additional Hit Points or Armor*** *beyond their normal effect.*

Rank 3 (10 CP)

Bleed the Meat
You open the body in a way that weakens the victim immediately.
3× per Reset — Weapon
"Blood Drain 5."

Wounding Strike
You leave your enemy dangerously exposed.
1× per Reset — Weapon
"Greater Vulnerable: Physical."

Harvest the Kill
A fresh corpse is wasted if not properly carved.
After delivering a Killing Blow, you may spend ***30 seconds roleplaying butchering the body*** *to gain* ***1 Harvest Token****. You may hold a maximum of* ***3 Harvest Tokens*** *at a time. Tokens last until the next Reset and you may only use* ***3 tokens per Reset****.*
You may spend Harvest Tokens to:
"Heal 5 to Self." ***(1 Token)***
"Grant 5 Hit Points to Self." ***(2 Tokens)***
*Gain one Cooking Ingredient (Protein or Fat) that doubles your finished meal buff (****3 Tokens****). Only creatures with usable flesh may be harvested. Plot may rule certain creatures provide no tokens.*

Kitchen Discipline
Years of brutal prep work make your body resilient.
Gain ***+2 Hit Points.***

Tenderize
You batter muscle and bone until your prey falters.
3× per Day — Weapon
"5 Body and Lesser Weakness."

Rank 5 (15 CP)

Battlefield Butchery
Your blades work faster than most can follow.
3× per Reset — Weapon
"Triple 5 Physical."

Exposed Organs
Your blade slips between ribs and armor alike.
3× per Reset — Weapon
"Piercing Double 5 Physical and Greater Agony."

Cleave the Carcass
Your weapon carves through enemies like meat on a block.
2× per Reset — Weapon
"Cleave."

Master Butcher
Your skill in harvesting reaches its peak.
Your maximum Harvest Tokens and your spending limit per Reset both increase ***from 3 to 5.***

Executioner

Executioners are masters of the art of death. They possess immense knowledge of the mortal body and its many weaknesses, allowing them to strike with lethal precision and without hesitation. Trained in the grim discipline of ending lives, executioners understand the heavy weight their role carries and are often called upon to carry out the final judgment upon those convicted of the most terrible crimes.

Prerequisite Class(es): Cleric, Guardian, Rogue, or Warrior

Town Sentence

You are recognized as an agent of final judgment when authority demands it.
1× per Event *you may perform a sanctioned execution upon a character declared guilty by a recognized authority or in-game court. After 3 successful Executions using this skill, you gain a death token.*

Core Skills

Rank 1 (10 CP)

Voice Beyond the Grave
Your constant closeness to death allows you to commune with those who have passed beyond life.
At Will
You may ***speak with the dead and with spirits****.*

Underworld Guidance
You understand the passage between life and the beyond, easing the final journey.
1× per Event
You may guide a spirit to the Underworld Gate and grant a ***60-second roleplayed funerary blessing****.*

Gallows Strike
Your blade falls with grim precision, a precise cut used to carry out a sentence.
2× per Battle — Weapon
"Double 3 Destruction."

Ritual Execution
Your blade finds the fatal moment without hesitation.
1× per Battle — Weapon
Replace a normal Killing Blow with "Ritual Execution," immediately causing death.

Rank 3 (10 CP)

Reaper's Favor
Executioners walk closer to death than most.
1× per Battle — Weapon
Call "Reaper's Favor."
If that target enters Bleeding Out within ***10 seconds****, you gain* ***"Resist Any" to Self.***

Knowledge of Death
You have brushed the threshold enough times to refuse it once more.
1× per Event — Self
"Ambient Cure Death to Self."

Grave Terror
Your presence alone reminds others how close death truly is.
2× per Battle — AoE
"Area of Effect, Greater Fear."

Deadly Sequence
Each blow lands with increasing lethality as you press the execution.
3× per Battle — Weapon
"2 Destruction," "4 Destruction," "6 Destruction," "8 Destruction."
If you are struck or miss an attack during the sequence (including hitting shields), the chain immediately ends.

Rank 5 (15 CP)

Final Strike
You channel the finality of the grave into a single decisive blow.
3× per Reset — Weapon
"Triple 5 Destruction."

Deathborn
Your mastery of killing allows you to deliver an utterly fatal attack.
1× per Day — Packet or Weapon
"Piercing Triple Death."

Judgment of the Gods
Your strike carries the weight of divine judgment.
1× per Reset — Weapon
"Massive Cleave."

Goliath

Goliaths are living mountains of strength and endurance. Whether born with giant blood or hardened through impossible trials, a Goliath stands as a towering force on the battlefield. Where others rely on finesse or magic, Goliaths rely on sheer physical dominance.

Their strikes hit like falling boulders, their bodies shrug off punishment that would cripple lesser warriors, and their presence alone can scatter enemies. Goliaths are often the first to break enemy lines and the last to fall, pushing forward with unstoppable momentum.

When a Goliath enters battle, the ground itself seems to tremble beneath their steps.

Prerequisite Class(es): Guardian or Warrior

Titanic Physique

Your immense size and strength allow you to power through forces that would throw lesser warriors aside.

At Will: *When struck by* ***Knockback, Repel, or Slow****, you may choose to ignore the movement or hindrance and instead call* ***"Reduce to 2 Physical."***
You brace yourself through the impact and remain where you stand.

This ability may only be used once every 20 seconds.

Core Skills

Rank 1 (10 CP)

Titan Grip
Your weapon swings with unstoppable momentum.
2× per Battle — Weapon
"Massive 3 Physical."

Unstoppable Force
You surge forward with overwhelming strength, sending enemies stumbling away.
2× per Reset — Weapon
"Knockback."

Stonehide
Your body is as resilient as living stone and difficult to push aside.
3× per Day
"Resist Knockback" or "Resist Repel."

Earthshaker
Your blow strikes the ground with tremendous force, scattering those nearby.
1× per Event — AoE
"Area of Effect Knockback."

Rank 3 (10 CP)

Break Their Line
Your strike smashes through defenses meant to hold the line.
3× per Reset — Weapon
"Massive Shatter Shield."

Crushing Blow
Your strikes land with the force of a falling boulder.
3× per Reset — Weapon
"Double 5 Physical."

Iron Endurance
You endure a devastating strike through sheer toughness.
1× per Battle — Reaction
"Reduce to 1."

Seismic Strike
You deliver a crushing strike meant to stagger your enemy.
3× per Day — Weapon
"Greater Physical Slow."

Rank 5 (15 CP)

Colossus Strength
You unleash overwhelming physical power in a brutal attack.
2× per Battle — Weapon
"10 Massive."

Colossus
Your body swells with titanic strength.
1× per Event — Self
*For **60 seconds**, you gain **+20 Hit Points** and all weapon strikes gain "Massive."*

Gravelurker

Gravelurkers are hunters who linger where life fades and darkness settles in. They follow the final moments of the dying, striking from shadow.

They thrive in dim light and open night, where vision is limited and movement is uncertain. Bright light dulls their edge, but in darkness they regain their advantage and control the pace of the fight.

Prerequisite Class(es): Any

Light and Darkness

While standing in bright or direct light, all your damage calls are reduced by 1.

Umbral Predator

You are most deadly when striking from shadow.
1× per Battle *when you strike a target from darkness or deep shadow, your first weapon attack gains:* ***"Double."***

Core Skills

Rank 1 (10 CP)

Creeping Presence
Your presence in darkness unsettles those around you.
2× per Battle — Packet
"Lesser Fear by Darkness."

Gloom Strike
You lash out from shadow with chilling force.
3× per Battle — Weapon
"4 Darkness."

Paranoia Whisper
You fill your target's mind with creeping dread.
2× per Battle — Packet
"Lesser Paranoia by Darkness."

Grave Anchor
You bind your target in place with a sudden grasp of shadow.
3× per Reset — Packet
"Lesser Pin and Bind."

Umbral Agony
You draw the shadows tight around your victim, causing suffocating pain.
2× per Battle — Weapon
"Lesser Agony by Darkness."

Rank 3 (10 CP)

Shadow Ambush
Striking from darkness greatly empowers your attack.
3× per Reset — Weapon (from Darkness)
"Double 4 Darkness."

Darkness Veil
You slip into shadow to avoid incoming harm.
1× per Battle — Reaction (while in Darkness)
"No Effect" to any one call.

Paranoia Aura
The gloom around you infects the minds of those who notice you.
1× per Battle — Gesture (while in Darkness)
"By My Gesture, Greater Paranoia."

Paralyzing Terror
You overwhelm your target with sudden panic and dread.
2× per Reset — Packet
"Paralyze by Darkness."

Rank 5 (15 CP)

Nightfall Strike
You channel deep shadow into a devastating blow.
3× per Reset — Weapon
"Triple 4 Darkness."

Fade into Shadow
You dissolve into darkness, slipping briefly beyond the physical world.
1× per Day — Self
Call "Spirit." You remain in Spirit form until you choose to return or the shadow is broken.

Reaper's Ambush
You strike with lethal precision when your target is already faltering.
1× per Battle
When striking a target that is affected by Fear, Paranoia, or Agony, you may call: "Triple 5 Darkness."

Knight

Knights stand as pillars of strength within their communities, sworn to uphold justice and defend the innocent. Though their focus is defense and duty, knights are more than capable of striking down those who threaten the peace they are sworn to protect.

A knight who abandons their sworn duties is often cast out in disgrace, shunned by their order and driven into exile — or worse.

Prerequisite Class(es): Guardian or Warrior

Guardian Oath

Knights swear to protect those who fight beside them.

At the start of combat you may designate one ally as your Charge.

While within ***weapon reach of your Charge****, you gain:* ***1× per Battle "Reduce to 1."***

If your Charge enters ***Bleeding Out****, your next weapon strike gains:* ***"Double 2 Physical."***

Only one Charge may be designated at a time.

Core Skills

Rank 1 (10 CP)

Shield Intercept
You position your shield to guard an ally from incoming harm.
3× per Reset — Touch
"Grant Shield Physical."

Guardian's Rebuke
Those who strike the defenseless quickly learn their mistake.
3× per Battle — Weapon (Reaction)
When an enemy hits your ally within reach, you may immediately strike back and call "4 Physical."

Knight's Challenge
You call out a foe and force them to face you rather than prey upon the weak.
3× per Reset — Voice
"By My Voice, Lesser Fear to enemies."

Defensive Stance
You plant yourself between danger and those under your protection, turning aside blows meant for the innocent.
2× per Reset — Self
*While actively protecting an ally, you may call "Reduce to 1" to the first **3 strikes, calls, or effects** that hit you.*

Rank 3 (10 CP)

Knight's Command
Your commanding voice rallies allies and forces enemies to hesitate.
3× per Day — Voice
"Grant 5 Hit Points to Allies."

Shield Bash
You slam your shield forward with crushing force to disrupt an opponent's footing.
3× per Reset — Reaction
"Volley."

Knight's Cleave
Your disciplined strike sweeps through your enemy's defenses with crushing force.
2× per Day — Weapon
"Cleave."

Unyielding Guard
Your shield and training allow you to shrug off even powerful disabling attacks.
3× per Reset
"Resist Pin," "Resist Bind," or "Resist Stun."

Rank 5 (15 CP)

Final Judgment
When justice must be delivered, your strike carries the full authority of the crown.
3× per Day — Weapon
"Massive Triple 5 Physical."

Last Stand of the Realm
When the line must not break, you become an immovable symbol of defiance.
1× per Event — Self
*For **30 seconds**, you gain "Immune Knockback, Repel, and Pin" and may call "Reduce to 1 Damage" to all weapon strikes that hit you.*

Mindweaver

Mindweavers are masters of the unseen battlefield of the mind. Rather than striking the body, they manipulate the thoughts, dreams, and fears that control it. While many specialize in Dream and Nightmare magic, their true power lies in bending perception and influencing the will itself through a wide range of mind-altering effects. Tales are told of powerful and sinister Mindweavers who command dream elementals and invade the sleeping minds of entire towns, plunging their victims into endless nightmares and unrest.

Prerequisite Class(es): Cleric or Mage

Dreamvision

This magic grants the user a prophetic dream about a topic chosen at the time of casting. The vision will always be general in nature, may reveal limited information, and will never provide specific answers.
After the magic is completed, the target falls into a deep sleep in which the vision occurs. The sleep may be broken by outside interference if the target chooses. The target must be able to fall asleep normally for the magic to work.
Plot must be notified in advance so a vision can be prepared. This ability is intended for plot-driven interactions and cannot be used by one group of PCs to target another group of PCs. If attempted, no vision occurs regardless of success.
3× per Year — Touch

You may place a target into Dreamvision and gain insight that would otherwise remain hidden.

Core Skills

Rank 1 (10 CP)

Mindbreak
You violently unravel the thoughts of your target, leaving their mind scattered and incoherent.
3× per Day — Packet
"Magic Stupify."
The victim suffers the effects of Stupify for ***5 minutes.***

Fractured Thoughts
You splinter your target's perception, causing them to distrust everything around them.
2× per Battle — Packet
"Lesser Paranoia by Magic."

Lesser Forget
A lighter weave of memory magic that strips only the most recent events from the mind.
2× per Battle — Packet
"Magic Fleeting Memory."
*The victim immediately forgets the last **15 minutes**. If not cured within **10 minutes** by Antidote or Purify, the memory loss becomes permanent.*

Dream Bolt
You launch a shard of dream-energy that manifests as raw psychic force.
3× per Battle — Packet
"3 Dream."

Serene Dreams
You weave calming dream magic that restores both mind and body.
3× per Reset — Packet or Touch
"Heal 3 by Dream."

Rank 3 (10 CP)

Nightmare Veil
You cloak yourself in twisting dreamstuff that punishes those who strike you.
1× per Battle — Reaction
When struck by a melee attack, call "Greater Fear by Nightmare" by Gesture.

Hallucinatory Veil
You twist your target's senses, causing them to perceive things that are not real.
2× per Reset — Packet
"Hallucinogen by Magic."

Enchanting Words
Your voice carries subtle strands of magic that make your words difficult to refuse.
2× per Reset — Gesture
*After at least **15 seconds of roleplay persuasion**, call "By My Gesture, Magic Charm."*

Haunted Nightmares
You twist the dreams of your enemy into waking terror.
3× per Reset — Packet
"Double 4 Nightmare and Lesser Agony."

Greater Forget
You rip a significant span of memory from your target's mind with invasive magic.
1× per Reset — Packet
"Magic Memory Fade."
The victim forgets the last ***hour****. If not cured within* ***10 minutes*** *by Antidote or Purify, the memory loss becomes permanent.*

Rank 5 (15 CP)

Nightmare Lance
You hurl a concentrated shard of nightmare energy that tears through the mind.
3× per Reset — Packet
"Triple 5 Nightmare."

Puppet Mind
You seize control of another's thoughts and force them to act at your command.
1× per Reset — Packet
"Magic Command."

Monk

Monks are disciplined warriors who master the body as both weapon and shield. Through rigorous training, meditation, and spiritual focus, they learn to channel their inner energy into precise and devastating techniques. Monks favor speed, balance, and control over brute force, striking pressure points and disrupting their enemies with carefully placed blows.

While others rely on steel or spellcraft, a Monk relies on mastery of the self.

Prerequisite Class(es): Guardian, Rogue, or Warrior

Flow of Combat

Monks fight through rhythm and technique rather than brute strength.

***1× per Battle** — Whenever you land a successful melee strike, you may immediately follow it with another Monk ability that requires a melee strike within **3 seconds**. This second strike does **not count against the normal use of that ability**. If the second strike **misses or you are struck**, the chain immediately ends.*

Core Skills

Rank 1 (10 CP)

Flowing Strikes
Your blows come in rapid succession, overwhelming your opponent with disciplined speed.
3× per Battle — Weapon
"Double 2 Physical."

Stunning Palm
A perfectly placed strike locks the body in place.
3× per Reset — Weapon
"Greater Stun."

Wrist Break
Your trained hands twist the weapon from your enemy's grip.
3× per Reset — Weapon
"Disarm and 3 Physical."

Empty Body
You move with ghostlike agility.
2× per Reset
"Resist Any."

Iron Body
Through relentless conditioning your body withstands punishment that would cripple others.
Gain ***+2 Natural Armor.***

Rank 3 (10 CP)

Master's Reversal
Through perfect timing and discipline, you intercept an incoming attack and turn it back upon your foe.
1× per Battle — Reaction
"Physical Volley."

Wholeness of Body
You channel your inner balance to restore your wounds.
2× per Reset
"Heal 5 to Self."

Flowing Step
You move with fluid martial precision.
3× per Reset
"Cure X to Self."
(X = any effect that limits movement, such as Pin, Slow or Paralyze.)
Ki Strike
You focus your inner energy into a single devastating blow.
3× per Day — Burst 3 Packet
"5 Piercing."

Rank 5 (15 CP)

Flurry of Blows
You unleash a rapid series of disciplined strikes that overwhelm your opponent.
2× per Battle — Weapon — If any strike misses, the sequence immediately ends.
"5 Physical," "Double 5 Physical," "Triple 5 Physical."

Battle Trance
You unleash a surge of inner fury that drives you into relentless combat.
3× per Reset — Weapon
"Triple 4 Physical and Disarm."

Mystic

Mystics are individuals who have learned to perceive and channel the unseen energies that flow through the world. Rather than drawing power from formal spellcraft or divine authority, Mystics turn inward, sensing and guiding the strange currents of spirit, dream, and raw existence that surround all living things.

Mystics manipulate subtle forces that blur the boundary between the physical world and the unseen. Many wander the lands as free-spirited guides, seers, or storytellers, living lightly and following the natural flow of fate rather than rigid traditions.

Prerequisite Class(es): Cleric, Druid, or Mage

Echo

Mystic abilities do not always resolve only once.
***2× per Battle**, after using a Mystic ability, you may say:*
"Echo."
*After **3 seconds**, repeat the same call at the same target or at a different target within 15 feet, by Gesture.*

*The Echo requires **no packet or weapon**.*

Echo Rules

† *You may only Echo **Mystic abilities**.*

† *The Echo is treated as a **new instance** of the call.*

† *The Echo may be defended against normally.*

† *If you are struck during the 3 seconds, the Echo still occurs.*

Astral Sight

Your awareness stretches beyond the physical world, allowing you to perceive magical forces and the state of living beings.
*You may use **"Detect Magic" 3×** per Day.*

Core Skills

Rank 1 (10 CP)

Spiritual Awareness
Your senses extend beyond the physical world.
At Will — Touch
"Diagnose."

Soul Flare
You unleash raw spiritual force at your enemy.
3× per Battle — Packet
"4 Essence."

Inner Calm
You center yourself and push away mental disruption.
3× per Day
"Resist Fear" or "Resist Charm."

Mystic Pulse
You release a wave of spiritual energy that disrupts those around you.
3× per Day — Voice
"By My Voice, Lesser Repel."

Spirit Touch
Your connection to unseen energies allows you to mend others.
2× per Battle — Touch
"Heal 3 by Essence."

Rank 3 (10 CP)

Clarity of Mind
Through intense focus you purge invasive influences from your mind.
3× per Reset
"Cure Mind."
(Fear, Charm, Agony, Stupify, Memory and other mind-altering effects.)

Astral Projection
Your spirit briefly separates from your body to glimpse beyond the physical world.
1× per Event — Self
After 3 minutes ***of trance roleplay****, you may request a brief vision or clue from Plot regarding a nearby situation.*

Reactive Echo
You mirror hostile magic after it strikes you.
2× per Battle — Gesture
Immediately after being struck by a packet, you may call "Echo."
Repeat the same call at the attacker by Gesture.

Spirit Echo
Your magic reverberates through the spiritual plane.
1× per Battle — Packet
After successfully delivering a Mystic packet ability, you may immediately throw a second packet at a different target and call "5 Essence."

Spiritual Barrier
You briefly shield yourself with a surge of spiritual energy.
3× per Day — Self
"Reduce to 1."

Rank 5 (15 CP)

Soul Burst
You release a sudden flare of spiritual energy outward.
2× per Battle — Packet
"Triple 5 Essence."

Stored Echo
You trap a moment and release it later.
2× per Reset — Gesture
After using a Mystic ability, you may store it.
At any time within 10 minutes, you may release it by Gesture at a target.

Necromancer

*Necromancers wield the forbidden power of **Undeath**, the unnatural force that lingers between life and the grave. Where others see death as an ending, necromancers see it as a transformation — a lingering essence waiting to be harnessed. Through dark rituals and grim knowledge, they channel the energy of Undeath to empower the dead, weaken the living, and bend the boundary between life and death.*

Most societies fear necromancers, outlawing their practices and condemning their studies. Yet those who walk this path understand the grave better than any priest or scholar. To them, death is not an end — it is a tool.

Prerequisite Class(es): Cleric

Necromantic Affinity

*You have studied the forbidden magic of the grave and can now wield it yourself. Gain access to the **Undeath Spell List and the ability to speak to the dead at will.***

Core Skills

Rank 1 (10 CP)

Gravebolt
You launch a shard of condensed dark energy drawn from the grave.
3× per Battle — Packet
"3 Destruction."

Withering Touch
Your magic rots flesh and bone at a single touch.
3× per Reset — Packet or Touch
"Maim by Rot."

Dusk's Embrace
You channel necromantic power to restore the strength of undead creatures.
3× per Battle — Packet or Touch
"Magic Heal 5 to Undead."

Lingering Decay
Your curses continue eating away at your victim.
3× per Day — Packet
"5 Disease and Lesser Weakness."

Darkness Shield
Necromantic energy shields you or your undead servants from harm.
3× per Reset — Touch
"Grant Shield Any to Undead" or "Grant Shield Any to Self."

Rank 3 (10 CP)

Soul Drain
You siphon lingering life energy from your enemy to sustain yourself.
2× per Battle — Packet
"Drain 5 by Rot."

Grave Resilience
The magic of Undeath clings to you unnaturally, preserving your body beyond what should be possible.
Gain +2 Natural Armor.

Deathly Rebuke
Dark power lashes out at those who strike you.
3× per Reset — Reaction to Melee Attack
"Double 5 Magic Rot."

Rank 5 (15 CP)

Dread Focus
You draw upon the stillness of the grave to complete your magic uninterrupted.
1× per Battle
"Ambient Focus to Self 3 Minutes."

Rotting Curse
You infect your enemy with creeping decay that rots flesh and weakens the body.
2× per Reset — Packet
"Triple 4 Disease and Curse."

Corpse Explosion
You violently detonate the magic lingering in an undead servant. Requires an Undead creature created, controlled, or commanded by you.
3× per Day — Spray 5 Packet
"Double 5 Magic Rot."

Plague Doctor

Plague Doctors walk the thin line between healer and harbinger. Clad in long coats and beaked masks packed with alchemical herbs, they study disease, toxin, and decay. Their knowledge allows them to treat the dying just as easily as they can unleash terrible sickness upon their enemies.

Unlike most healers, Plague Doctors rely on preparation and knowledge rather than divine power. Their iconic mask contains carefully prepared filters that alter the vapors they breathe and the medicines they administer, allowing them to adapt to many threats.

Prerequisite Class(es): Any

Mask Filters

The Plague Doctor's mask contains removable alchemical filters packed with herbs, powders, and medicinal reagents that protect the wearer from dangerous conditions.

At the start of each event, you prepare ***three Mask Filters*** *of your choice.*

You may only have ***one Mask Filter active at a time****.*

Changing your Mask Filter requires 1 ***minute of uninterrupted roleplay*** *as you replace the herbs and reagents within your mask. You may only change your filter* ***3× per Reset****.*

While active, the filter grants the listed defensive effect.

Filters

Filter	Effect
Bitterleaf Filter	1× per Battle "Heal 4 to Self."
Ironroot Filter	1× per Day "Ambient Stabilize to Self."
Basilisk Resin Filter	1× per Battle "Resist Poison."
Grave Mold Filter	Gain Immune: Disease.
Lavender Filter	1× per Battle "Resist Fear."
Crystal Sap Filter	1× per Battle "Shield Physical."
Stormpetal Filter	1× per Battle "Resist Magic."
Silverleaf Filter	1× per Battle "Purify to Self."
Voidcap Filter	1× per Battle "Reduce to 1 Magic."
Spirit Bloom Filter	Gain Speak to Spirit at will.

Core Skills

Rank 1 (10 CP)

Battlefield Remedy
You apply harsh but effective medical treatment.
3× per Reset — Touch
"Physical Heal 4."

Diseased Vapors
Your mixtures spread sickness through the air.
2× per Battle — Packet
"3 Disease."

Surgical Strike
Your anatomical knowledge allows precise attacks.
2× per Battle — Weapon
"3 Body."

Alchemical Crafting
You are capable of crafting alchemical substances using the Alchemy system.
You may craft ***any 3 alchemical substances per Reset without spending BP.***
These crafting uses are separate from your BP pool.

Crafting Efficiency
You become more competent at your art.
You may craft ***2 additional alchemical substances per Reset without spending BP.***

Chemical Insight
You recognize the properties of alchemical ingredients instantly.
At Will — Touch
"Identify Alchemical Ingredient."

Rank 3 (10 CP)

Pestilent Burst
You unleash a spreading cloud of foul vapors.
2× per Day — Packet
"3 Disease."

Field Surgery
Your brutal medical treatment restores wounded allies.
3× per Reset — Touch
"Heal 6."

Crippling Toxin
Your mixture weakens the body and mind.
3× per Reset — Packet
"Double 3 Poison and Lesser Agony."

Antiseptic Fumes
You release powerful cleansing vapors.
3× per Reset — Touch
"Cure All."

Rank 5 (15 CP)

Pandemic Cloud
You release a devastating cloud of plague.
2× per Day — Burst 10 Packet
"3 Disease."

Black Death
Your most feared concoction spreads crippling illness.
3× per Reset — Packet
"Triple 5 Disease and Lesser Weakness."

Master Physician
Your knowledge of medicine borders on miraculous.
3× per Reset — Touch
"Heal 10 and Cure Poison."

Paladin

Paladins are warriors of faith who bring divine power into battle. They fight on the front lines, using both steel and sacred magic to protect others and strike down enemies of their order.

To walk this path, a Paladin must ***form a pact with a specific deity****, swearing themselves to that god's will and ideals. This bond defines their power, their purpose, and the way they are expected to act in the world.*

They are expected to stand firm where others fall, hold the line against corruption, and act as the will of their faith made physical.

Prerequisite Class(es): Cleric or Druid

Divine Oath

Paladins gain power through action and conviction.

By ***striking an enemy with a weapon or completing 5 seconds of prayer****, you gain* ***Oathbound****.*

While Oathbound, your next Paladin ability gains one of the following:

- *Add* ***Double*** *to the call.*
- *Gain* ***"Grant 5 Armor to Self"*** *after the ability resolves.*
- *Call* ***"Reduce to 1"*** *to the next attack that strikes you.*

You lose ***Oathbound*** *after using the empowered ability.*

Core Skills

Rank 1 (10 CP)

Divine Restoration
You channel sacred energy to mend the wounded.
2× per Battle — Packet or Touch
"Holy Heal 5."

Purifying Light
You call down divine energy to cleanse corruption.
5× per Day — Packet
"Holy Purify."

Holy Chains
Sacred light binds your enemy.
2× per Reset — Packet
"Magic Lesser Pin."

Blinding Light
Your divine power sears the eyes of your enemy.
2× per Reset — Packet
"Holy Lesser Stun."

Turn the Unholy
Your faith drives back creatures touched by death and corruption.
1× per Battle — Voice
"By My Voice, Repel Undead."

Rank 3 (10 CP)

Divine Lance
You focus a beam of holy energy through your target.
3× per Reset — Packet
"Piercing 4 Holy."

Blessing of Protection
You invoke divine protection upon an ally.
2× per Reset — Touch
"Grant 5 Armor."

Divine Rebuke
Sacred wrath burns those who oppose the will of the gods.
2× per Battle — Packet
"Double 3 Holy."

Consecrated Ground
Through prayer you sanctify the area around you with divine power.
3× per Event — Voice
*After **10 seconds of prayer roleplay**, call:*
"By My Voice, Cure All to Allies."

Rank 5 (15 CP)

Sacred Banishment
Your faith tears undead and demons from the world.
3× per Reset — Packet
"Holy Destroy Undead."

Judgment of the Heavens
You call down divine wrath from above.
3× per Reset — Packet
"Triple 5 Holy and Paralyze."

Miracle of Faith
In a moment of desperate need your devotion calls forth a miracle.
3× per Reset — Touch
"Cure Death."

Ranger

Rangers are relentless hunters and masters of the wild frontier. Whether stalking prey through dense forest, tracking enemies across miles of wilderness, or striking from impossible distances, Rangers excel at finding and eliminating their targets.

Their arrows and blades slip through defenses that would stop lesser attacks. Shields, armor, and cover offer little protection against a Ranger's practiced aim.

Rangers are patient predators. When they strike, it is precise, devastating, and often the last thing their target ever sees.

Prerequisite Class(es): Druid, Guardian, Rogue, or Warrior

Hunter's Mark

Rangers are patient hunters who identify a single quarry and relentlessly pursue it.

1× per Battle** you may throw a packet and call **"Piercing Mark."

*The struck target becomes **Marked** for the remainder of the day. The first time each battle you strike your Marked target with a Ranger skill, you may upgrade the damage portion of that call by **+2 damage**. A Ranger may only have **one Marked target at a time**. Marking a new target removes the previous mark.*

Core Skills

Rank 1 (10 CP)

Hunter's Shot
Your practiced aim finds the weak point in your target's defenses.
3× per Battle — Ranged Weapon
"Piercing 3 Physical."

Marked Quarry
Once you identify your prey, escape becomes far more difficult.
2× per Battle — Packet
"Piercing Lesser Fear."

Crippling Pain
Your arrow strikes a nerve cluster, sending waves of pain through your prey's body.
2× per Battle — Ranged Weapon
"Piercing Lesser Agony."

Armor Breaker
Your strike punches through armor and defensive protection.
1× per Battle — Ranged Weapon
"Piercing Shatter Shield."

Predator's Instinct
You read the battlefield like a hunter reading tracks.
1× per Reset — Touch
"Diagnose."

Rank 3 (10 CP)

Predator's Strike
You strike swiftly when your prey reveals an opening.
3× per Battle — Weapon
"Piercing Double 3 Physical."

Arrowstorm
You loose a rapid succession of deadly shots.
3× per Reset — Burst 3 *Packet*
"Piercing 2 Physical."

Tracker's Eye
Your trained senses reveal clues others miss.
1× per Reset — Special
When a marshal is nearby, call "Detect Tracks." The marshal will inform you of clues or paths.

Predator's Momentum
When your prey falters, you strike harder.
2× per Reset
When striking a ***Marked target****, add* ***+2 damage*** *to your call.*

Rank 5 (15 CP)

Hunter's Patience
You wait for the perfect moment before striking with deadly accuracy.
1× per Battle — Ranged Weapon
"Piercing Double 4 Physical."

Heartseeker
You loose a deadly shot aimed for a vital point.
3× per Reset — Ranged Weapon
"Piercing Triple 3 Physical."

Soul Weigher

Soul Weighers act as judges of balance, measuring the actions of others and delivering consequence where it is due. They do not rely on overwhelming force, but punish those who act without restraint. Every strike, spell, or reckless decision is observed and answered in kind. Those who face a Soul Weigher quickly learn that nothing goes unanswered, and that balance is always enforced.

Prerequisite Class(es): Cleric, Guardian, Warrior

Weigh the Heart

1× per Battle — Weapon *"Mark."*
For 30 seconds, the target is ***Weighed.***
Each time the target ***makes a called attack or uses an ability,*** *you may immediately respond with* ***"4 Order" by Weapon.***
You may strike up to ***3 times per use****. You may only have one Weighed target at a time.*

Core Skills

Rank 1 (10 CP)

Judgment Strike
You deliver a clean, deliberate strike backed by divine authority.
3× per Battle — Weapon
"3 Order and Lesser Weakness."

Truth Revealed
You see through deception and falsehood with practiced clarity.
2× per Reset — Gesture
"Detect Lie."

Measured Response
You absorb incoming force and return to balance.
2× per Reset — Self
"Reduce to 1."

Perfect Balance
You turn the actions of others into your own strength.
1× per Battle
After your Weighed target triggers your core mechanic, you may call: "Grant 5 Hit Points to Self."

Rank 3 (10 CP)

Heavy Heart
Your judgment weighs heavily on your target, causing pain and hesitation.
3× per Reset — Packet
"Double 4 Order and Greater Agony."

Sentence of Silence
You strip a target of their ability to act freely through imposed judgment.
2× per Reset — Packet
"Silence by Order."

Balance Restored
You correct imbalance by restoring vitality where it is needed.
2× per Battle — Touch
"Heal 5 by Order."

Weight of Guilt
Your judgment compounds, making each action against your target more punishing.
Passive: After your Weighed target triggers your core mechanic, your next call *against them gains* ***+2.***

Rank 5 (15 CP)

Final Judgment
You pass ultimate judgment on a target, ending their resistance.
1× per Event — Gesture
"Slay by Order."

Scales of Punishment
You impose divine punishment, weakening and disembodying your target.
1× per Battle — Packet
Call "Weakness by Order," followed by "Death by Order."

Unbalanced Fate
Once a target has been judged, they cannot escape the consequences of their actions.
3× per Battle
After your Weighed target triggers your core mechanic, your next call against them may add:
"Piercing."

Tomb Sentinel

Tomb Sentinels guard the dead and the places they rest. They claim ground, hold it, and punish anything that dares to trespass. Their strength comes from controlling space and turning a chosen area into a place where the living are protected and the dead are safeguarded.

Prerequisite Class(es): Cleric, Druid, Runecrafter

Hallowed Ground

2× per Reset *— Roleplay 15 seconds placing an invisible marker. Create a 5-foot radius Hallowed Ground that lasts 5 minutes. Anyone may go in and out at will.*

While inside your Hallowed Ground, you gain:
3× per ***Hallowed Ground activation — "Holy Heal 5."***
3× per ***Hallowed Ground activation — "Piercing 5 Holy to Undead" by Weapon or Packet.***

You may only have one Hallowed Ground active at a time.

Core Skills

Rank 1 (10 CP)

Sanctified Strike
You channel the authority of your claimed ground into your attacks.
3× per Battle — Weapon
"3 Physical."
If used inside your Hallowed Ground, you may instead call:
"3 Holy."

Grave Bind
You root intruders in place.
2× per Reset — Packet
"Lesser Pin."
If the target is inside your Hallowed Ground, add:
"and Lesser Slow."

Resting Ward
You reinforce those under your protection.
2× per Reset — Touch
"Grant Shield Any to Ally."

Grave Sense
You detect disturbances among the dead.
3× per Day — Gesture
"Detect Undead."

Rank 3 (10 CP)

Sacred Reinforcement (Hallowed Ground Upgrade)
Your control over your ground strengthens.
While inside your Hallowed Ground:
Gain 2 additional uses of each** Hallowed **Ground ability per activation.

Seal the Tomb
You lock down your territory.
2× per Reset — Gesture
"Greater Pin."

Protection Experience
You become more experienced in creating your Hallowed Ground.
Gain 1 additional use of** Hallowed **Ground per Reset.

Warden's Rebuke
You punish those who disturb the dead.
3× per Reset — Packet
"Double 4 Holy."
If the target is Undead, add: ***"Repel."***

Consecrated Hold
You refuse to be moved from your position.
3× per Day — Self
Call "Resist Knockback" or "Resist Repel," and "Grant 5 Armor to Self."

Rank 5 (15 CP)

True Hallowed Ground (Hallowed Ground Upgrade)
Your Hallowed Ground becomes far more potent.
While inside your Hallowed Ground:
Your 5× per Hallowed Ground activation calls gain +5 damage/healing.
Additionally, once per activation of Hallowed Ground:
"By My Voice, Double 5 Holy to Undead."
Requires: Sacred Reinforcement.

Final Interment
You force a target into stillness.
2× per Reset — Packet
"Double 5 Piercing and Paralyze."

Grave Dominion
You assert absolute control over your claimed ground.
1× per Reset — Gesture (while in Hallowed Ground)
"Repel" to all enemies within the area.

Unyielding Ground
You become extremely difficult to bring down while holding your ground.
1× per Reset — Self
For 30 seconds:
"Reduce to 0 Damage" *while inside your Hallowed Ground.*

Tribesmen

Tribesmen follow the ancient teachings of the First Men, drawing strength from ancestral traditions and the spirits of the wild. Their culture reveres animals as sacred guides, each representing a different aspect of survival, strength, and instinct. Through carved totems and spiritual rites, Tribesmen call upon these animal spirits to grant them power in battle.

Most Tribesmen are fierce melee warriors who rely on raw strength and instinct, but the spirits bound to their totems can grant a wide range of abilities depending on the animal being honored. A Tribesman's bond with their totems is deeply personal, and many carry them proudly into battle as symbols of their heritage and spiritual connection.

Prerequisite Class(es): Druid, Guardian, Rogue, or Warrior

Totemic Bond

Tribesmen carry sacred animal totems that house the spirits of the First Men. At the start of each battle, choose purchased Totems to invoke up to your limit. ***Character Ranks 1–2: one Totem. Ranks 3–4: two Totems. Rank 5+: three Totems.***

You must visibly carry or display the appropriate prop for every invoked Totem. Each invoked Totem grants its own Totemic Bond Passive for that battle while it remains invoked.

To change Totems, replace one invoked Totem with another you have purchased. Only the replaced Totem's Passive ends; your other invoked Totems remain active. Each replacement counts as one Totem change. You may never exceed your invocation limit.

You may change Totems once per Battle, gaining one additional change per Battle at Ranks 3, 5, 10, 15, 20, and so on.

Active Totem Skills you have purchased remain usable whether or not their Totems are invoked, subject to their normal limits. Changing Totems does not restore expended uses.

Core Skills

Rank 1 (10 CP)

Serpent Totem — *Venom Fang*

Totemic Bond Passive
Your first call each battle may carry the **"Poison" modifier**.

Active Totem Skill
3× per Battle — Weapon
"3 Poison."

Boar Totem — *Relentless Charge*

Totemic Bond Passive
1× per Battle, *while this Totem is invoked, you may* **call "Resist Knockback."**

Active Totem Skill
3× per Battle — Weapon
"Knockback."

Eagle Totem — *Keen Sight*

Totemic Bond Passive
At Will — Gesture
"Detect X Ancestry."

Active Totem Skill
3× per Battle — Ranged Weapon or Packet
"Piercing 4 Physical."

Rank 3 (10 CP)

Bear Totem — *Enduring Hide*

Totemic Bond Passive
You gain **+2 Natural Armor.**

Active Totem Skill
2× per Battle — Reaction
"Reduce to 1." (non-Arcane effects)

Wolf Totem — Pack Hunter

Totemic Bond Passive
While an ally is within **10 feet**, your first weapon strike each battle deals **+1 Physical damage.**

Active Totem Skill
3× per Battle — Weapon
"Double 5 Physical."

Elk Totem — Guardian Spirit

Totemic Bond Passive
The first time you would enter the **Bleeding Out state each battle**, you instead remain at **1 Hit Point.**

Active Totem Skill
2× per Battle — Touch
"Grant Shield Any to Ally."

Rhino Totem — Unyielding Charge

Totemic Bond Passive
The first time each battle you are affected by Knockback, Repel, or Pin, call "Resist."

Active Totem Skill
2× per Battle — Weapon
"Double 5 Physical and Greater Stun."

Raven Totem — Spirit Guide

Totemic Bond Passive
When the first **Fear** effect would affect you each battle, call "Reflect."
Active Totem Skill
1× per Reset — Special
"Speak to Spirit."
3× per Battle — Touch
"Grant Reflect Magic."

Rank 5 (15 CP)

Tiger Totem — Predator's Fury

Totemic Bond Passive
Your first successful weapon strike each battle gains **+2 damage.**

Active Totem Skill
2× per Battle — Weapon
"Triple 5 Physical."

Stone Totem — Strength of the First Men

Totemic Bond Passive
You gain **+5 Hit Points.**

Active Totem Skill
2× per Battle — Weapon
"Massive Triple 5 Stone."

Vulture Totem — Carrion Feeder

Totemic Bond Passive
1× per Battle — Self
When a creature within 10 feet enters the Dead state, you gain **"Heal 3 to Self by Blood."**

Active Totem Skill
2× per Battle — Weapon
"Double Blood Drain 5."

Twilight Warden

Twilight Wardens are Luminari who master the delicate balance between radiance and shadow. Where most Luminari simply glow with inner light, Twilight Wardens learn to bend that glow into darkness as well, becoming guardians of the threshold where day and night meet.

Their power comes from twilight — the moment where both forces coexist. By shifting between radiance and shadow, a Twilight Warden can heal allies, weaken enemies, or shroud themselves in living dusk.

Prerequisite Class(es): Any

Prerequisite Kindred: Luminari

Twilight Stance

Twilight Wardens may exist in one of two states: ***Radiant Stance*** *or* ***Umbral Stance****.*

You may only have ***one stance active at a time****.*

You may change stances by spending ***30 seconds roleplaying*** *the shifting of your inner lantern's light.*

Some abilities gain additional effects when delivering ***damage calls*** *depending on your current stance.*

Radiant Stance *— your attacks shine with cleansing light.*
Umbral Stance *— your attacks carry the slowing power of shadow.*

Core Skills

Rank 1 (10 CP)

Balance Guardian
Twilight Wardens grow stronger when maintaining balance between light and shadow.
Whenever you ***change stances****, your next attack within* ***10 seconds*** *gains the* ***Double modifier****.*

Radiant Strike
Your weapon flashes with the cleansing light of your inner lantern.
2× per Battle — Weapon
"4 Lumen."
*If in **Radiant Stance**, add "Lesser Stun."*

Shadow Lash
You cast a lash of twilight shadow drawn from the dimming of your inner light.
2× per Battle — Packet
"4 Umbra."
*If in **Umbral Stance**, add "Lesser Slow."*

Lantern Guard
Your inner lantern flares defensively, shielding you from harm.
3× per Day
"Shield Any."

Veil of Dusk
You dim your inner glow and wrap yourself in twilight calm.
3× per Reset
"Resist Fear."

Rank 3 (10 CP)

Twilight Brand
You mark your enemy with the power of dusk, burning them with twilight energy.
2× per Battle — Packet
"5 Magic."
*If in **Radiant Stance**, add "Greater Stun."*
*If in **Umbral Stance**, add "Greater Weakness."*

Guiding Light
Your lantern burns brightly, restoring vitality to those in your care.
2× per Battle — Touch
"Awaken and Magic Heal 5."

Cloak of Dusk
Shadows gather around you as your inner light dims.
1× per Battle
"Resist Any."

Lantern Smite
You focus the light within you into a concentrated radiant beam.
3× per Day — Packet
"Triple 3 Lumen."
*If in **Radiant Stance**, add "Knockback."*

Rank 5 (15 CP)

Eclipse Strike
You channel the full power of twilight through your weapon, blending light and darkness.
3× per Reset — Weapon
"Triple 5 Magic."
*If in **Radiant Stance**, change the source to Lumen and add "Paralyze."*
*If in **Umbral Stance**, change the source to Umbra and add "Greater Agony."*

Lantern of Souls
Your inner lantern burns with brilliant life-giving radiance.
3× per Day — Touch
"Heal 10 by Lumen and Grant 5 Hit Points."

Twilight Sever
You unleash both halves of twilight at once, tearing through your enemy with opposing energies.
3× per Day — Packet
"10 Lumen" followed immediately by "10 Umbra."
*If both strike the same target, your next Lumen or Umbra call gains the **Triple modifier**.*

Known Alchemical Brews

All offensive substances carry the Poison damage source. Non-offensive substances carry the Nature effect source. Examples include "Euphoria by Poison" and "Heal 2 by Nature."

Brew Type	Brew Name	Description	Call / Effect
Restorative	Antidote	A neutralizing mixture that purges toxins from the body.	"Cure Poison by Nature"
Restorative	Purifying Draught	A potent cleansing tonic that removes harmful magical or alchemical effects.	"Cure All by Nature"
Restorative	Stimulant Tonic	A sharp, invigorating mixture that jolts the body back into action.	"Heal 3 by Nature"
Restorative	Revitalizing Serum	A refined restorative brew used by skilled healers and apothecaries.	"Heal 5 by Nature"
Restorative	Coagulant Draught	A thick medicinal mixture that stabilizes bleeding and prevents further harm.	"Stabilize by Nature"
Restorative	Antivenom Concentrate	An antidote blend that purges venom while restoring health.	"Cure Poison and Heal 2 by Nature"
Restorative	Battlefield Restorative	A quick battlefield tonic designed to rouse wounded allies back to action.	"Heal 1 and Awaken by Nature"
Restorative	Bone-Setting Serum	A specialized alchemical treatment that repairs shattered bones and torn ligaments.	"Cure Maim by Nature"
Restorative	Surge Draught	A revitalizing potion that restores vitality while clearing sluggish movement.	"Heal 5 and Cure Slow by Nature"
Vitality	Vitality Poultice	A protective herbal preparation applied directly to the skin.	"Grant 3 Hit Points by Nature"
Vitality	Ironblood Elixir	A strengthening tonic that thickens the blood and fortifies the body.	"Grant 3 Hit Points by Nature"
Mind-Altering	Charm Elixir	A subtle alchemical mixture that alters the victim's perception of the brewer.	"Charm by Poison"

Brew Type	Brew Name	Description	Call / Effect
Mind-Altering	Dominion Serum	A powerful brew that overrides the target's will.	"Control by Poison"
Mind-Altering	Mindbreaker Toxin	A cruel alchemical toxin that reduces the victim's mind to incoherent fragments.	"Stupify by Poison"
Mind-Altering	Hallucinogenic Draught	A brew that floods the senses with vivid illusions and distorted reality.	"Hallucinogen by Poison"
Mind-Altering	Paranoia Powder	A fine alchemical dust that fills the victim with overwhelming suspicion.	"Lesser Paranoia by Poison"
Mind-Altering	Euphoria Elixir	A dangerously pleasant concoction that overwhelms the victim with bliss and docility.	"Euphoria by Poison"
Mind-Altering	Vertigo Vapors	A disorienting mixture that destroys balance and coordination.	"Vertigo by Poison"
Mind-Altering	Clarifying Tonic	A sharp herbal blend that clears fear and paranoia from the mind.	"Cure Fear and Cure Paranoia by Nature"
Memory	Forget-Me-Draught	A mild memory-altering mixture that erases recent events.	"Fleeting Memory by Poison"
Memory	Deep Forget Serum	A stronger formula capable of stripping larger spans of memory.	"Memory Fade by Poison"
Behavioral	Rage Serum	A volatile brew that sends the victim into an uncontrollable fury.	"Greater Berserk by Poison"
Behavioral	Night Tonic	A sleeping draught that forces the body into magical slumber.	"Sleep by Poison"
Poison	Basic Poison	A simple but effective toxic mixture favored by assassins.	"3 Poison"
Poison	Lingering Toxin	A creeping poison that weakens the victim's body over time.	"Lesser Weakness by Poison"
Poison	Crippling Venom	A vicious toxin that overwhelms the victim with searing pain.	"Greater Agony by Poison"

Brew Type	Brew Name	Description	Call / Effect
Poison	Venom Surge	A concentrated toxin that causes a violent surge of poisonous damage through the victim's body.	"Double 3 Poison"
Poison	Assassin's Venom	A lethal alchemical poison refined for deadly precision strikes.	"Triple 3 Poison"
Exotic	Elixir of Life	A legendary restorative mixture capable of restoring life itself.	"Cure Death by Nature"
Exotic	Black Draught	A forbidden toxin that carries lethal alchemical potency.	"Death by Poison"
Exotic	Dream Draught	A mystical mixture that forces the drinker into prophetic sleep.	Effect determined by Plot; Nature source
Exotic	Truth Serum	A rare alchemical compound that compels the drinker to speak honestly.	Effect determined by Plot; Poison source

BLOOD SPELL LIST

Rank	Spell Name	Description	Call / Delivery
1	Blood Siphon	You draw a small amount of blood from your target for yourself.	"Blood Drain 2" by Packet
1	Vampiric Sip	You invigorate yourself with stolen vitality.	"Blood Heal 2 to Self" by Touch
1	Scent of Blood	You sense the living blood nearby.	"Detect Living" by Voice
2	Crimson Pull	You tear blood from your foe's body.	"Blood Drain 5" by Packet
2	Scarlet Veil	A swirling barrier of blood magic shields the target from harm.	"Grant Shield Magic" by Touch
2	Curse of Thin Blood	You weaken the flow of blood within your enemy's body.	"Lesser Weakness by Blood" by Packet
3	Sanguine Rupture	You rip a powerful surge of vitality from your victim.	"Blood Drain 10" by Packet
3	Blood Bond	You bind your vitality with another creature through shared blood.	"Blood Grant 5 Hit Points to Self and Ally" by Touch
3	Blight	You corrupt your foe's blood.	"Magic Blight" by Packet
4	Adrenal Horror	You flood the target's blood with unnatural panic.	"Greater Paranoia and Fear by Blood" by Packet
4	Corrupted Resurrection	You restore life through forbidden blood magic, leaving only corruption.	"Cure Death and Inflict Blight by Blood" by Touch
5	Crimson Dominion	You seize control of the blood within a living creature, bending their body to your will.	"Blood Control" by Packet
5	Exsanguinate	You tear blood from your victim and devour it.	"Blood Cleave" by Packet and "Blood Heal All to Self" by Touch
6	Rupture the Veins	You destabilize the blood within your victim's body.	"Triple 5 by Blood" by Packet

DIVINE SPELL LIST

Rank	Spell Name	Description	Call / Delivery
1	Sanctified Guard	A brief divine barrier protects the target from physical harm.	"Grant Shield Physical" by Touch
1	Divine Shield	Divine magic shields the target from arcane harm.	"Grant Shield Magic" by Touch
1	Gentle Benediction	A small blessing restores minor wounds through divine favor.	"Holy Heal 2" by Touch
1	Break the Bind	Sacred force frees the body from restraint.	"Holy Cure Pin or Bind" by Packet
2	Voice Restored	Holy power clears magical interference from the target's voice.	"Holy Cure Silence" by Touch
2	Divine Reconstruction	Sacred magic restores a ruined limb to working condition.	"Holy Cure Maim" by Touch
3	Eternal Token	You fortify a death token with magic.	"Magic Fortify Token" by Touch
3	Purify	You purify one's blood, cleansing it.	"Magic Purify" by Touch
3	Holy Light	You unleash divine wrath on your foe.	"Double 3 Holy" by Packet
3	Divine Judge	Holy force smashes through armor.	"Holy Shatter" by Packet

DIVINE SPELL LIST

Rank	Spell Name	Description	Call / Delivery
3	Holy Slumber	You cast a holy sleep spell on your foe.	"Holy Sleep" by Packet
3	Consecrated Strike	You bless an ally with divine wrath against their foes.	"Grant 'Double 3 Holy' by Packet" by Touch
4	Death Ward	A protective blessing shields the target from fatal harm.	"Grant Shield Death" by Packet
4	Holy Mending	You cure allies or foes of any ailment.	"Holy Cure X" by Packet
4	Divine Expulsion	You cast a creature out of the mortal plane through sacred authority.	"Holy Banish" by Packet
4	Stillness of Death	You bind your enemy with the quiet certainty of the grave.	"Holy Paralyze" by Packet
4	Sacred Ground	Divine protection surrounds you, warding away the restless dead.	"Ambient Sacred Ground"
5	Guardian of Fate	A hidden blessing prepares to restore you should death claim you, triggering when you enter the Dead state.	"Delayed Holy Cure Death to Self" by Touch
6	Divine Intervention	You call upon massive divine power to preserve life in a catastrophic time.	"Holy Cure Death and Heal 5 to Allies" by Voice

Elemental Spell List

Rank	Spell Name	Description	Call / Delivery
1	Elemental Bolt	You hurl a small projectile of elemental energy at your target.	"3 (Primal Element)" by Packet
1	Elemental Infusion	You coat a weapon in elemental energy, allowing it to carry your element into battle.	"Imbue (Primal Element) Modifier by Weapon, 5 Minutes" by Touch
1	Searing Disarm	Your element lashes out and forces your enemy to release their weapon.	"Disarm by (Primal Element)" by Packet
2	Crackling Grasp	Your elemental power surges through the target's body and locks their muscles.	"Greater Stun by (Primal Element)" by Packet
2	Elemental Spray	A violent blast of elemental power erupts outward.	Spray 3 "3 (Primal Element)" by Packet
2	Earthen Snare	Elemental force erupts beneath your foe, snaring them.	"Knockback and Lesser Pin by (Primal Element)" by Packet
3	Elemental Lance	You fire a concentrated spear of elemental destruction.	"5 (Primal Element)" by Packet

Elemental Spell List

Rank	Spell Name	Description	Call / Delivery
3	Elemental Rupture	Your elemental magic violently destroys armor or shields.	"Shatter by (Primal Element)" by Packet
3	Elemental Chain	Your element strikes a target and then chains to another.	"Chain 5 (Primal Element)"
4	Elemental Prison	You trap your foe in binding elemental force.	"Paralyze by (Primal Element)" by Packet
4	Elemental Banishment	You rip an elemental being from the material plane.	"Magic Banish" by Packet
4	Elemental Overload	Raw elemental power erupts violently from your hands.	"10 (Primal Element)" by Packet
5	Greater Elemental Chain	Your element surges outward, strikes a target, and chains to another.	"Chain 10 (Primal Element)"
5	Elemental Cleave	Your elemental magic tears through the foe in a slicing blast.	"Cleave by (Primal Element)" by Packet
6	Avatar of the Elements	You briefly embody the power of your chosen element, unleashing devastating force.	"Grant Double to All (Primal Element) Damage for 30 Seconds" to Self

ESSENCE SPELL LIST

Rank	Spell Name	Description	Call / Delivery
1	Radiant Mend	A surge of magic light closes minor wounds.	"Magic Heal 3" by Packet
1	Blessing of Preservation	Sacred power steadies your life force and keeps you from falling.	"Ambient Imbue 'Holy Stabilize' by Touch at Will to Self, 5 Minutes"
1	Sacred Armor	Divine energy forms a protective layer around the target.	"Grant 2 Armor" by Touch
1	Purity of Spirit	Sacred energy shields the soul from corruption.	"Grant Shield Inflict Trait Undead" by Touch
1	Sacrificial Mend	You restore another's wounds by drawing the pain into yourself.	"Magic Heal 5" by Touch, then "Ambient Arcane Body 5 to Self"
1	Strength of the Soul	Spiritual power reinforces the body with additional vitality.	"Grant 2 Hit Points" by Touch
2	Greater Radiant Mend	A stronger surge of magic restores significant vitality.	"Magic Heal 10" by Packet
2	Detect Magic	You sense magic on a person or item. If used on a magic item, the target reveals its class of magic. If used on a person, they must reveal any held magic items, runes, and components, as well as those items' magic class.	"Detect Magic" by Touch

ESSENCE SPELL LIST

Rank	Spell Name	Description	Call / Delivery
2	Sanctified Barrier	A powerful holy shield protects the target from harm.	"Grant Shield Any" by Touch
2	Magic Lance	A piercing bolt of Magic energy lashes out from the spirit realm.	"3 Magic" by Packet
2	Vital Surge	Your spirit fuels a steady flow of restorative magic.	"Grant 2 Magic Regeneration 5 Minutes" by Touch
2	Martyr's Promise	You restore life to the fallen, but fate will claim them again in time.	"Magic Cure Death and Heal 1 and Delayed Holy Death" by Touch
3	Chorus of Renewal	Your holy voice restores vitality to allies around you.	"Magic Heal 3 to Allies" by Voice
3	Arcane Restoration	Arcane magic repairs shattered bones and ruined limbs.	"Magic Cure All Maims" by Packet
3	Charm Animal	You are able to magically charm animals with ease.	"Magic Charm Animal" by Packet
3	Magic Liberation	You break restraints and restore freedom of movement.	"Magic Cure Pin, Bind, or Coil" by Packet
3	Euphoria of Life	You alter the state of a mind into total bliss.	"Magic Euphoria" by Packet

ESSENCE SPELL LIST

Rank	Spell Name	Description	Call / Delivery
4	Unyielding Spirit	Your body is sustained by powerful spiritual regeneration.	"Grant 5 Magic Regeneration 5 Minutes" by Touch
4	Dispel Magic	You dispel the magic around you.	"Dispel Magic" by Packet
5	Voice of Salvation	Your magic command restores vitality to those who hear it.	"Magic Heal 5" by Voice
5	Arcane Entombment	You seal your target inside a cage of pure magical force.	"Magic Entomb" by Packet
5	Miracle of Life	You call upon sacred power to restore life itself.	"Magic Cure Death and Heal 10" by Packet
5	Presence of the Grave	You restore life while binding the soul to its final fate.	"Magic Cure Slay and Delayed Holy Slay" by Touch
5	Sigil of Protection	You protect a building or container with a magical barrier preventing entrance and magical harm.	"Magic Sigil of Protection" by Touch after 1 minute of casting concentration
6	Divine Ascension	The ultimate expression of sacred essence floods the battlefield with restorative power and protection.	"By My Voice, Magic Heal 10 to Allies and Grant Shield Death to Allies"
6	Avatar of the Soul	Your spirit manifests in overwhelming divine force, protecting you while your body burns with holy power.	"Imbue Immune: Any to Self, 3 Minutes" and "Inflict Delayed Arcane Slay" to Self

Mystic Magic Spell List

Rank	Spell Name	Description	Call / Delivery
1	Arcane Guard	A protective weave of magic shields the target from arcane harm.	"Grant Shield Magic" by Touch
1	Arcane Missile	A concentrated bolt of raw magical force strikes your enemy.	"3 Magic" by Packet
1	Burdened Thoughts	You cloud the target's mind with heavy magical pressure.	"Magic Greater Slow" by Packet
1	Arcane Ward	A basic protective enchantment forms around the target.	"Grant 2 Armor" by Touch
1	Reinforced Structure	Your magic strengthens an item or armor against destructive force.	"Grant Resist Shatter" by Touch
1	Mystic Snare	Arcane energy coils around the target, locking them in place.	"Magic Greater Pin" by Packet
2	Well of Power	You temporarily expand the target's magical capacity.	"Imbue 1 Spell Slot until Reset" by Touch
2	Detect Magic	You sense magic on a person or item. If used on a magic item, the target reveals its class of magic. If used on a person, they must reveal any held magic items, runes, and components, as well as those items' magic class.	"Detect Magic" by Touch

Mystic Magic Spell List

Rank	Spell Name	Description	Call / Delivery
2	Mystic Bind	Arcane energy wraps around the target's arms, locking them in place.	"Magic Greater Bind" by Packet
2	Magic Refit	Allows you to perform a magical "Quick Refit" on your armor.	"Magic Refit Armor" to Self
2	Charm Animal	You are able to magically charm animals, befriending them.	"Magic Charm Animal" by Packet
3	Universal Barrier	A powerful enchantment protects the target.	"Grant Shield Any" by Touch
3	Mystic Euphoria	You alter the state of a mind into total bliss.	"Magic Euphoria" by Packet
3	Arcane Slumber	You lull your foe into sleep with your mystic arts.	"Magic Sleep" by Packet
3	Mystic Web	You cast a magic web, ensnaring your foe.	"Magic Greater Coil" by Packet
3	Arcane Suppression	You silence your enemy's ability to shape magic.	"Magic Silence" by Packet
4	Amplify Spell	You empower the next magical effect the target delivers.	"Grant Double modifier to next Spell" by Touch
4	Arcane Charm	Your magic charms a foe.	"Magic Charm" by Packet

Mystic Magic Spell List

Rank	Spell Name	Description	Call / Delivery
4	Dispel Magic	You dispel the magic around you.	"Dispel Magic" by Packet
4	Arcane Prison	You trap the target in a powerful magical hold.	"Magic Paralyze" by Packet
4	Arcane Refit	You perform a magical "Quick Refit" on armor.	"Magic Refit Armor" by Touch
5	Arcane Sigil	You protect a building or container with a magical barrier preventing entrance and magical harm.	"Magic Sigil of Protection" by Touch after 1 minute of casting concentration
5	Adaptive Protection	Your enchantment hardens the target against a specific source of damage.	"Imbue X Damage Reduction 5, 1 Minute" by Touch (X may be any damage source)
5	Arcane Entombment	You seal your target inside a cage of pure magical force.	"Magic Entomb" by Packet
6	Perfect Enchantment	You weave a master defense that protects the target from nearly any harm.	"Grant Shield Any, Grant Resist Any" by Touch
6	Arcane Overcharge	You flood the target with unstable magical power, dramatically empowering their next spell.	"Imbue Triple Modifier to Next Spell" by Touch

UNDEATH SPELL LIST

Rank	Spell Name	Description	Call / Delivery
1	Lesser Rot	You siphon a fragment of vitality from your target.	"2 Magic Rot" by Packet
1	Undead Defender	Necromantic energy flows through you or your undead servant.	"Heal 3 by Rot to Undead" or "Heal 3 to Self by Rot" by Packet
1	Dark Embracer	Raw necromantic power feeds your undead servant.	"5 Magic Rot to Undead" by Packet
2	Bone Armor	A lattice of hardened bone magic forms around your undead servant.	"Grant Resist Any to Undead" by Touch
2	Command Lesser Undead	Your will crushes the obedience of lesser undead.	"Magic Command Lesser Undead" by Packet
2	Withering Curse	You rot the strength within your victim's muscles and bones.	"Greater Weakness by Rot" by Packet
3	Break Bone	A burst of necromantic force shatters bone and cripples limbs.	"Magic Maim Arm or Leg" by Packet
3	Drain Life	You tear life essence from your enemy and devour it.	"Drain 5 by Rot" by Packet
3	Command Medium Undead	Even powerful undead must bow to your necromantic authority.	"Magic Command Medium Undead" by Packet
3	Blight	You corrupt your foe's blood with ease.	"Blight by Rot" by Packet
4	Destroy Undead	You violently unravel the necromantic force animating an undead creature, only if the target was an Undead creature you created.	"Magic Death to Undead" by Touch

UNDEATH SPELL LIST

Rank	Spell Name	Description	Call / Delivery
4	Greater Drain Life	You rip a powerful surge of life energy from your victim.	"Ambient Magic Heal Half to Self" "Drain 10 by Rot" by Packet
4	Charming Presence	You are able to magically charm any foe, turning them into a friend.	"Magic Charm" by Packet
4	Control Lesser Undead	You seize complete control over a lesser undead creature.	"Magic Control Lesser Undead" by Packet
4	Create Lesser Undead	You bind a corpse with crude necromantic force and force it to rise.	"Magic Create Lesser Undead" by Touch
5	Control Medium Undead	You overwhelm the will of powerful undead.	"Magic Control Medium Undead" by Packet
5	Fall Before Me	You utter a word of pure death that stops the heart instantly.	"Death by Rot" by Packet
5	Grave Ward	You invoke the stillness of the grave, causing the living to recoil from your presence.	"Ambient Grave Ward"
5	Healing Rot	You heal all damage to those who can't take normal healing.	After 60 seconds concentrating, without being struck, you may call "Heal All to Undead or Necromancer" by Touch
6	Create Medium Undead	Through ancient necromantic rites you raise a powerful servant of the grave.	"Magic Create Medium Undead" by Touch
6	Decay of the Ages	You assault your foe with the unrelenting power of Rot, withering all limbs.	"Double 10 Magic Rot and Maim All" by Packet

Deep Nature Spell List

Rank	Spell Name	Description	Call / Delivery
1	Grasp of the Wild	Living roots erupt from the ground and bind your foe in place.	"Greater Pin by Earth" by Packet
1	Ironbark Skin	Your body hardens like the bark of an ancient tree.	"Grant 2 Armor" by Touch
1	Bramble Shot	You fire a sharp cluster of thorns grown from primal magic.	"3 Earth" by Packet
1	Venomvine Grip	Poisonous vines wrap around your enemy.	"Greater Bind by Poison" by Packet
1	Verdant Aegis	Nature itself rises to shield the target from harm.	"Grant Shield Physical" by Touch
2	Serpent's Renewal	You channel the resilience of serpents to preserve your life.	"Grant Ambient Nature Stabilize to Self" by Touch
2	Cyclewarden's Blessing	The balance of nature shields the target from death's grasp.	"Grant Shield Death" by Touch
2	Fangguard	You empower yourself with the venomous resilience of a serpent.	"Grant Shield Poison" by Touch
2	Sporeburst	A cloud of toxic spores overwhelms your enemy's senses.	"Greater Stun by Poison" by Packet

Deep Nature Spell List

Rank	Spell Name	Description	Call / Delivery
3	Wildfire Palm	You unleash the destructive flame living within nature itself.	"Disarm and Greater Agony by Fire" by Packet
3	Poison Slumber	Your poison puts the foe to sleep.	"Poison Sleep" by Packet
3	Mycelial Servant	You animate a mass of fungal growth to obey your commands.	"Command by Poison" by Packet to a wild creature
4	Venom of the Fang	Your poison floods the body and locks it in place.	"Paralyze by Poison" by Packet
5	Wrath of the Old Forest	You channel the fury of ancient woods into a devastating strike.	"10 Nature" by Packet, and "Ambient Nature Heal 5 to Self"
5	Nature's Claim	You command the wild to reclaim the life of your enemy.	"Poison Death" by Packet
6	Heartwood Ascendance	Ancient forest spirits surge through your body, giving you strength and resilience.	"Grant 10 Hit Points and Resist Any" by Touch
6	Bloom of Ruin	A massive toxic fungal bloom erupts beneath your enemy.	"Triple 5 Poison and Greater Coil" by Packet

Wild Spell List

Rank	Spell Name	Description	Call / Delivery
1	Gale Snare	A sudden whip of wind and branches entangles your foe.	"2 Storm and Greater Pin" by Packet
1	Tempest Ward	A protective current of natural energy shields the target.	"Grant Resist Nature" by Touch
1	Cyclone Release	A twisting gust tears away restraints and binding magic.	"Cure Pin, Bind, or Coil by Air" by Touch
1	Savage Rend	You strike with the tearing force of a wild beast.	"2 Body by Nature" by Packet
1	Charging Beast	Your spell strikes with immense force.	"Piercing Nature Knockback" by Packet
2	Tempest Disarm	A violent blast of wind tears weapons from your foes' hands.	"Disarm All by Air" by Packet
2	Detect Magic	You sense magic on a person or item. If used on a magic item, the target reveals its class of magic. If used on a person, they must reveal any held magic items, runes, and components, as well as those items' magic class.	"Detect Magic" by Touch
2	Beast Surge	You unleash the speed and ferocity of a hunting wolf.	"5 Nature" by Packet
3	Thunder Crack	A burst of Storm energy lashes forward.	Spray 3 "3 Storm" by Packet

Wild Spell List

Rank	Spell Name	Description	Call / Delivery
3	Stonehide	Your skin hardens like ancient living stone.	"Grant 5 Armor" by Touch
3	Web of the Wilds	You cast a sticky web, ensnaring your opponent's arms and legs.	"Greater Coil by Nature" by Packet
4	Primal Bulwark	The ancient spirits of the wild surround the target with unstoppable resilience.	"Grant Shield Any" by Touch
4	Dispel Magic	You dispel the magic around you.	"Dispel Magic" by Packet
5	Fury from the Gods	The forces of Storm strike down where you will it, chaining through your foes.	"Chain 10 Storm" by Packet
5	Beastlord's Fury	You awaken the savage power of nature within your strikes.	"Imbue '2 Physical' by Weapon at Will, 2 Minutes" by Touch
5	Druidic Sigil	You protect a building or container with a magical barrier preventing entrance and magical harm.	"Magic Sigil of Protection" by Touch after 1 minute of casting concentration
6	Stormcaller's Voice	You unleash a thunderous surge of storm power across the battlefield.	"5 Storm to Foes" by Voice
6	Devouring Hurricane	A raging cyclone of natural force smashes into your target.	"Double 10 Storm and Knockback" by Packet

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