

The Shifting LRP

Current version: 1.4

Glossary:

Common Universal Terms:

Affinity - A more common term for the **Element** a character or thing is linked to.

Air – The **Element** of intellect, knowledge and learning.

Dwarrow - A **Shifted** race with an **affinity** to **Earth**.

Earth - The **Element** of stability, defence, protection and crafting.

Efreet - A **Shifted** race with an **affinity** to **Fire**.

Element – One of the six core components of the world. Every person, skill and God has an **affinity** to one of the Elements. It influences personality, career, aptitudes and also which race a person becomes if they are **Shifted**.

Fire – The **Element** of creativity, inspiration and science.

Human - The most common race on **Corvantin**. They are the baseline from which all other races are mutations. They span all social statuses and roles, and can be found everywhere through the Kingdom.

Ramanga - A **Shifted** race with an **affinity** to **Shadow**.

Rusalka - A **Shifted** race with an **affinity** to **Water**.

Shadow – The **Element** of decay, corruption and death.

Shifted - A former **Human** who, upon exposure to **the Shifting** has changed form. This term is more commonly used as a catch-all term for the six non-Human races, but does apply to anything altered by exposure to the Shifting.

The Shifting - A mysterious and powerful force, usually manifesting as a thick and unnatural fog or mist. Those exposed to the Shifting mutate and change, becoming **Shifted**. The longer a person is exposed, the greater the changes made. No-one knows exactly what the Shifting is, but it is thought to be sentient and malevolent.

Sylph - A **Shifted** race with an **affinity** to **Air**.

Therian – A **Shifted** race with an **affinity** to **Wood**.

Water – The **Element** of empathy, stasis and emotion.

Wood - The **Element** of nature, life and healing.

Common IC Terms:

The Church of Enlightenment - A catch-all term for the five Churches of the **Gods of Enlightenment**.

The College of Enlightenment - The premier bastion of learning, both scholarly and magical. It is based in Aesilon, though it does have smaller campuses scattered throughout the Kingdom.

Corvantin – The Kingdom in which the game is set. This is comprised of seven core **Dominions** within the centre of the continent, also called Corvantin.

Dominion - One of the seven remaining countries inhabitable by **Humans** and protected from **the Shifting** by **Anchors**. The seven Dominions are Aesilon, Arador, Breslyn, Chasco, Croxin, Fallowmere and Scarrow.

Eruption - The period of time when **the Shifting** emerged without warning along the coast of **Corvantin** and rolled inland, swallowing up the continent as it did so.

Fiefdom - The original countries of Corvantin. When the Kingdom was unified following the **Eruption**, these fiefdoms were reconstituted as **Dominions**.

The Gods of Enlightenment - The Five Gods who have banded together against **Thalae**, Goddess of Despair, and **the Shifting** in an attempt to protect Humanity. The Five Gods are Axandia, Gaianna, Histevon, Shanyith and Terrena

The Lost Dominions - Those countries which have been swallowed by **the Shifting** during the **Eruption**. They are Darkeil, Holerund, Parona, The Protectorate of Crayle, Ticona and Wenneslund.

Thalae - Goddess of Despair, Decay and Corruption. Until the **Eruption of the Shifting**, she was considered the greatest threat to face Humanity.

Common OC Terms:

Active Skills - Forming the vast majority of Skills, Active Skills require the expenditure of **Resource Slots** to power them. They are generally more useful than **Passive Skills**.

Advancement Points / AP's – These are used to purchase skills, and represent how experienced your character is.

Focus – The **Resource Slots** used to fuel **Grounded Active Skills**.

Grounded / Grounded Wheel – The set of skills relating to everything not either combat or magical.

Hits - The amount of damage a character or thing can take before it is rendered unconscious, killed or broken respectively.

Martial / Martial Wheel - Those skills used to gain puissance in combat.

Mystic / Mystic Wheel - Those skills used to cast magic spells.

Passive Skills – Skills which provide a continuing enhancement to your character without needing to expend further resources to power them.

Slots / Resource Slots – These are granted by certain **Passive Skills**. They are used to fuel **Active Skills**.

Technique – The **Resource Slots** used to fuel **Martial Active Skills**

Threshold – The **Resource Slots** used to fuel **Mystic Active Skills**, also known as spells.

Tier - Each **Wheel** is broken down into five Tiers, representing increasingly powerful skills as one progresses.

Wheel – The three subdivisions of Skills in The Shifting LRP. The three Wheels are the **Martial Wheel**, the **Mystic Wheel**, and the **Grounded Wheel**.

Core Rules

Time Status

There are three main Time Status calls within Shifting LRP, plus one additional – but very important – call.

Time In

You are in character. Play your character. Don't discuss last night's TV. Do not use any Out Of Character terms unless absolutely necessary, i.e. for making skill, spell, damage calls etc. Do not interact directly with the referee unless necessary.

Time Out

You are out of character - the ref is Battleboarding or doing some other essential out of character stuff. Try not to move too far so you can return to your position for Time In. Do not discuss the adventure or any other In Character stuff. Usually, the ref will need to be heard and hear other people. Please cooperate by being quiet.

Time Freeze

Something instantaneous is happening. Stand absolutely still, either hum to yourself or ignore any sounds you hear. When Time In is called, continue with what you were doing. Don't suddenly spin round to see what has happened - as far as your character is concerned, nothing has.

Man Down

Man down is called when a player is injured or the game has to be stopped for health and safety reasons. It should be called as swiftly as possible and then the game becomes a Time Out. Please make way for first aiders and move away from the injured party (where doing so is safe obviously). This is the only Time State call that can be called by players.

Common System Calls

BIND – You are rooted to the spot for x time. You may still fight, use any abilities and weapons and the like, you just cannot move from the spot.

BLEED – You are bleeding out profusely, and will lose one hit every 30 seconds. Any healing whatsoever will stop the bleeding, as will applying a bandage. While BLEEDING, you cannot cast spells. BLEED effects stack, with all the damage being taken 30 seconds after the first call was made.

BLINDNESS – The target is unable to see in any way. They may not target any ranged effects. Please be safe when under this effect.

BOLT – This spell causes 6 MAGIC THROUGH hits of damage. This can only be countered by magic armour or appropriately augmented Reflex AC.

DART – This spell causes 3 MAGIC THROUGH hits of damage. This can only be countered by magic armour or appropriately augmented Reflex AC

DISABLE – The targeted limb is completely unusable in any form. Any healing received will remove this effect.

DISARM – The target must immediately drop the targeted item.

FEAR - While subject to this effect, the target is overwhelmed with bowel-loosening fear. They must flee from the caster, and remain at least 30' from them at all times. They can take no offensive actions towards the caster.

If the target cannot remain more than 30' away for whatever reason – be they subject to a BIND effect, or else trapped in the corner of a room, they will collapse into a gibbering ball for the remaining duration of the spell.

IMMOBILISE – The target is completely incapable of moving, speaking, casting spells or taking any actions whatsoever. They may still see and hear normally.

KNOCKDOWN – The target must fall over so their shoulders and bag touch the floor before getting back up. It is not permitted to combat roll.

LESSEN – This indicates that a character has taken reduced damage from a call due to use of a skill such as Roll With The Punches.

MAGIC – The weapon is enchanted and does magical damage. Certain creatures may only be affected by magical weapons, or may take greater effect from them.

MASS – The following call effects all targets within a 90-degree cone in front of the caster.

NO EFFECT – The action has no effect.

SHATTER – The targeted item breaks into pieces and becomes useless and unusable. This targets an entire item, so casting it at a suit of, for example, chainmail will shatter every link in the suit rather than a single link.

STRIKE - This spell causes 12 **MAGIC THROUGH** hits of damage. This can only be countered by magic armour or appropriately augmented Reflex AC

THROUGH – The preceding damage call ignores all physical and magical armour.

Stick Them With The Pointy End: Combat, Armour, Death and Healing.

Hits, Damage and Death:

All characters have a certain amount of HITS – this represents the amount of punishment they can take before they fall unconscious and / or die messily in a puddle.

All hits are global – that is, you take damage from a total pool regardless of whether you are hit in the face, arm, or chest. However, while *damage* is global, *effects* are local – that is, if you are hit in the arm with a DOUBLE DISABLE, you lose 2 hits from your total pool, and cannot use that specific arm, as per the DISABLE rules.

When you have taken sufficient damage to reduce you below half your starting total, your character becomes aware IC that they are injured, even if they do not necessarily know the source. This is usually the first indicator of poisoning or other such insidious effects.

When you have taken sufficient hits to reduce you to zero, you are unconscious. You must immediately fall to the floor, and can take no further actions until healed. When you are exactly on zero hits, you are not BLEEDING.

If you take any further damage, or are reduced below zero hits before you have chance to fall, you are also BLEEDING. As per the BLEED rules, you lose one hit every 30 seconds you are unattended.

Any healing at all will stop the BLEEDING, but will not return you to consciousness unless it also brings your hit total above zero.

When you have taken over half again your total hits, you are dead. For example, Olaf the Average has 10 hits. When he has taken a total of 16 hits (which would put him on -6) he dies.

A starting character has 10 hits.

Healing:

The most common way to heal is by magical or alchemical healing – these heal a number of hits depending on the specific Skill used.

Natural healing occurs at a rate of 1 hit per day – however, as an elite member of the Order of the Gryphon, upon returning to the Chapterhouse after a mission, the Order physicians will heal you back up to full hits.

Bandages:

Bandages may also be used on a mission. While bandages will not heal any actual damage unless the character applying them has the First Aid skill, a bandage will immediately stop any BLEED effects. A bandage may only be used once. If it is removed before the injury is healed, the BLEEDING will immediately recommence.

Armour:

Armour in the Shifting LRP is *reductive* – that is, the armour value is taken off the damage call. Anything left is taken as actual damage.

For example, Lyra Thunderfoot is wearing medium armour, which provides 2AC. This means she may reduce incoming damage calls by 2 hits. She may effectively ignore SINGLES and DOUBLES; she takes one hit of damage from a TRIPLE, and so on.

There are two types of armour available to characters in The Shifting LRP:

Physical Armour:

Physical armour is manufactured and crafted, and comes in a variety of flavours, forms and materials. All physical armour comes in one of three categories:

- Light Armour – leather armour, included Cuirbouilli, studded leather and the like. Light armour provides 1 hit of physical AC.
- Medium armour – chainmail, ringmail and the like. Medium armour provides 2 hits of physical AC
- Heavy armour – plate armour, scale mail, brigandine and the like. Heavy armour provides 3 hits of physical AC.

To provide protection at least 75% of the body must be covered by armour. In addition, to count as a particular level of armour, at least 50% of that coverage must be of the appropriate type.

For example, Lucky Nim is wearing leather trousers, studded leather vambraces, and a long suit of leather armour. She is wearing Light Armour, and receives 1 hit of physical AC

Olaf the Average, however, is a bit more patchwork. He has leather trousers, plate greaves and vambraces, and a suit of chainmail covering his torso, upper arms, and upper legs. He counts as wearing Medium Armour, and receives 2 hits of physical AC.

Mad Bastard Hamish lives up to his name. He is only wearing leather trousers and a plate armour helm. He does not count as wearing any armour, and so receives no physical AC, despite the shiny helmet.

Physical armour always applies, even when a character is immobilised or unconscious. THROUGH damage ignores any reduction granted by Physical AC.

Reflex Armour:

Reflex armour is granted by the Reflex suite of skills. Rather than the wearing of suits of armour, it represents a character's ability to dodge out of the way of injury and to roll with the punches.

Reflex Armour may not be utilised while wearing armour unless specifically indicated.

THROUGH damage does not ignore reflex armour – however, if the character cannot move (due to being unconscious, IMMOBILISED, etc.) then they do not gain the benefit of Reflex Armour and take full damage. Characters subject to BIND effects still enjoy the full benefits of Reflex Armour. Direct MAGIC damage (such as from BOLTS, etc.) also have full effect.

Unarmed Combat, Head hits, and other sundry matters:

General:

A character may inflict one blow per weapon per second, and should fight realistically and, ideally, heroically. Drum-rolling, using miniscule swings and the like are not accepted and will inflict no damage.

All blows with weapons should be safely pulled, and all weapons must be checked by a Referee before being used.

Currently, the Shifting LRP does not support stab-safe spears.

Head shots:

Head shots do happen, and the Shifting LRP does allow the use of head shots. However, it is expected that these will come as a last resort rather than deliberate and persistent targeting. Any damage taken to the head does count.

For example, if you have a tower shield and hunker behind it but only leave your head exposed as a possible target area, expect to be smacked in the face.

While the Shifting LRP expects everyone to fight in a safe and mature fashion, this goes double for head shots.

Unarmed Combat:

Unarmed blows should be made with an open palm in a pushing fashion (not a pimp slap...) and should be pulled even more than blows with a weapon. Striking with a closed fist is strictly forbidden, as are head-butts. Kicking is extremely discouraged unless the character has no alternative, and should be very gentle and sensible in nature.

Walking The Walk: Using Skills and Spells

All skills in the Shifting, regardless of Wheel, come under one of two classifications: *Active* and *Passive*. These are further split down into smaller subcategories, like so:

Active Skills:

All Active Skills require *Resources* to use – Technique for Martial Skills, Threshold for Mystic Skills, and Focus for Grounded Skills. While the way each Active Skill is used may differ slightly, this core mechanic remains the same.

Each time you purchase a Resource Skill, you are given a number of *Slots*, which may be expended to use an Active Skill. Resource Slots are specific to that Wheel and to that Tier. If you do not have any Resource Slots remaining, you cannot use that skill.

Martial Active Skills:

Unless otherwise stated, Martial Active Skills are instantaneous and reactionary – that is, they require no preparation to use, merely available Technique Slots. The majority of Martial Active Skills are augments to an attack or are used in response to being attacked.

An attack may only be augmented by one Active Skill at a time, unless that skill specifically states otherwise.

Blade Venoms, magical enhancements, reweighting a bludgeon or honing a blade do not count as Active Skills for purposes of stacking effects in combat. For example, while you can hone a blade (to do extra damage on it's first hit) and combine that with Accurate Strike (for yet more damage on that hit), you cannot combine Accurate Strike and Thrust for example.

Because of this, you may be able to call, for example, "TRIPLE KNOCKDOWN BIND 10 Seconds" because of the use of venom and a skill. In this example, the target would be knocked down and then bound to the spot *from the waist down* – they would still be able to fight, parry, cast spells, cower behind a shield etc. but they would not be able to get up or roll over until the BIND effect has ended.

If your weapon has been envenomed, reweighted, honed or otherwise augmented to have an additional effect on that first strike, and the that first strike is negated (by parry, or a finesse skill, or a sylph skill or something) the augmentations remain valid until a connecting blow has been made. So if you're fighting someone with aaaaall the Parries / Dodge Blows you still get the bang for your buck.

Mystic Active Skills:

The vast majority of Mystic Active Skills are also known as Spells, and all follow the same basic framework to use. First, you must cast the Spell. This requires appropriate vocals being used for the following lengths of time:

Tier 1 and Tier 2: 5 seconds of vocals

Tier 3 and Tier 4: 10 seconds of vocals

Tier 5: 15 seconds of vocals.

You then call the name of the Spell, the target of the spell where appropriate, and the effect. This also expends a Threshold Slot of that Tier.

In order to cast spells, a character also requires a mystical focus – the details of this are found in the Equipment section.

If a character takes damage while casting a spell, that spell is lost and the Threshold Slot is wasted. While casting a spell a character may walk slowly and defend themselves but may not attack, run, or use any other skills.

For Example, Buntzy von Firemaster wishes to burn Ugly Bob with a Firebolt spell. He chants arcane words for five seconds, points at Ugly Bob and says “Firebolt! Ugly Bob! BOLT!” He has also expended a Tier 2 Threshold Slot.

Grounded Active Skills:

Grounded Active Skills are the most varied of all the Active Skills, and therefore have slightly different parameters for use. The majority of skills require ten seconds of concentration and the expenditure of a Focus Slot of the appropriate Tier, then the skill is used. Where this differs with specific skills (such as the Tracking suite of skills) this is detailed in the Skill description.

Alchemy:

Alchemy is slightly different. Each Alchemy Skill chosen represents knowledge of a formula, which may be mixed for the detailed effects. Mixing any Alchemical formula requires 30 seconds of roleplay, and the presence of Alchemical Supplies – details of which are found in the Equipment section. After 30 seconds, a Focus slot of the appropriate Tier is expended.

The exception to this are Healing Poultices – these require only 5 seconds which counts both for mixing and applying the healing.

Unless otherwise stated, any Alchemical concoction must be used within five minutes of creation or it will lose its potency.

Passive Skills:

A Passive Skill is a permanent, always-on upgrade to your characters capabilities. They require the expenditure of no Resource Slots.

Resource Skills:

There are three Resource Skills – Technique, for Martial Skills; Threshold, for Mystic Skills; and Focus, for Grounded Skills. Each time you purchase a Resource Skill, you gain a number of Resource Slots which are expended to power Active Skills. These Resource Skills may be taken multiple times. The Resource Slots they provide are specific to that Wheel and Tier.

You may not have more Resource skills of a higher Tier than you do of the Tier below. That is, you may not buy Focus I x1, Focus II x1, Focus III x5. You may, however, have Focus I x4, Focus II x4, Focus III x4 etc.

Character Creation:

Forging a Legend: Character Creation

Character creation for the Shifting LRP is a fairly simple process. Just follow these simple steps!

1 – Choose your Element

The Element your character has affinity to is one of the most important things to decide. It will set your weak areas, it will define what race you become if or when you Shift, and it will hopefully provide you with rough ideas about common personality traits and viewpoints on the world.

The Element you choose will also have an impact upon purchasing skills:

- You may not purchase Spells from the segment of your opposing Element
- Martial and Grounded skills from the segment of your opposing Element cost one additional Advancement Point (AP)

This is just a brief summary of the Elements – more details can be found in the Guide to the Elements section.

Wood: The Element of Wood is the Element of life, nature, and the natural cycle. Wood people tend to be unsophisticated, and enjoy the simple things in life. Wood is opposed by Shadow.

Earth: Earth is the foundation upon which all things are built, and the rock which endures the most fearsome storm. It is the element of craftsmen and also defence and protection. Earth is opposed by Air.

Fire: Fire is the Element of creativity, innovation, and purification. Fire people tend to be garrulous, reckless, and changeable. Fire is opposed by Water.

Shadow: Shadow is the Element of despair, of decay, and of twisted Unlife. Those aligned to Shadow tend to gallow humour, solitude, and pragmatism to the point of callousness.

Air: Intellect, knowledge and secrets are the purview of the Element of Air. Air people tend to be scholars, delvers after mysteries, and scientists. Air is opposed by Earth.

Water: Water is the Element of empathy, stasis, and traditionalism. Water people tend towards conservatism, manipulation, and consideration. Water is opposed by Fire.

2 – Choose your Race:

By default, everyone starts out as a Human. It is by exposure to the corrupting and twisting force of the Shifting that the purity of the Human form is changed to one of the six Shifted races.

This is another extremely important choice. While the Shifted races possess a number of advantages over a baseline Human, they suffer profound social stigma – they may not hold positions of authority or rank in any organisation other than the Order of the Gryphon, they are treated like animals in many places, and have no protected standing in society – even the lowliest peasant may slay one and face only mild repercussions, is any.

Bear in mind also that, if you choose to be Shifted, it is a one-way street. While any Human may become a Shifted race, thus far, there is no way to return to being Human once you have changed.

Each Race also has phys-rep requirements as a minimum. More information on the specific races and these requirements may be found in the Guide to the Elements section.

Human: The baseline for the Kingdom of Corvantin, Humans form the vast majority of the populace and fill the gaps in society from peasant to Prince, from slave to scholar. All Humans gain the capability to hold Status and Contacts in organisations across the Kingdom, and gain access to better equipment sooner.

Therian: Shifted of the Wood Element, Therian are marked by bestial features and animal instincts. They manifest a variety of animal traits, with mammalian being the most common but by no means the sole choice.

Dwarrow: Shifted of the Earth Element, beings of stony skin and indomitable will. They tend to dourness, and have a strong hatred of injustice.

Efreet: Shifted of the Fire Element. Alchemists, artists, and social butterflies. Efreet tend to be outgoing, charismatic, and dangerously unpredictable.

Ramanga: Shifted of the Shadow Element. Tainted by their Element, they soon can only feed on life energies, which makes them feared and wary. They tend towards solitude.

Sylph: Shifted of the Air Element. Flighty, intellectual and terminally curious. They often lose themselves in contemplation of problems and theories, and tend to possess a biting wit.

Rusalka: Shifted of the Water Element. Calculating, insightful, manipulative and thoughtful. They are fond of tactics and planning, and rarely fail to achieve their goals.

3 – Assign your Wheels:

All skills in The Shifting LRP fall in to one of three Wheels:

Martial: This table encapsulates all varieties of combat and the trappings thereof – armour, special techniques, and additional hits.

Mystic: This table encapsulates the magical arts and the supporting skills around that.

Grounded: This table encapsulates everything else! Racial abilities, learning and alchemy, hunting, crafting and the like.

Each Wheel consists of six *Segments* – which each correspond to one Element – and the central *Hub*.

You need to prioritise your Wheels into Primary, Secondary and Tertiary. All skills from your Secondary Wheel cost an additional AP. All skills from your Tertiary Wheel cost two additional AP's.

4 – Spend your AP's:

All starting characters begin with 10 AP's to spend on skills and abilities. Skills cost a number of AP's equal to their Tier, and starting characters may only pick from Tier 1 skills. You must spend at least 4 AP's in your Primary Wheel. You also gain a free Tier 1 skill in your Element.

The vast majority of skills are Active Skills, which require appropriate resources to use. In the case of Mystic skills, they require Threshold; for Martial skills, Technique; and for Grounded skills, Focus.

More on Active and Passive Skills, Spellcasting and the like can be found in the Core Rules, in the Walking the Walk section.

5 – Choose your starting equipment:

As a loyal servant of the Crown, all your equipment is thoughtfully provided and maintained by the Order's Quartermaster. A starting character may choose 6 items from the list of starting equipment.

Those items are solely for the use of that character. While another character may end up using them on a mission (if, for example, your primary fighter has his sword disintegrated), this should be a rarity rather than the standard.

For more information, please see the section on the Quartermaster.

6 – Go have fun!

That's everything! The mechanical side of your character is now finished. It's up to you to add meat to these bones, and go forth to glory!

The Building Blocks of Life: **A Quick Guide to the Elements**

The most important thing you can choose about your character is their Element. This gives a rough guideline as to their personality type, what skills they favour and struggle with, which magics they cannot use, and which Race they will become if and when they Shift.

While each Element has certain traits or Affinities linked to it, this is by no means prescriptive – if you want to play a jovial Shadow person or a surly Fire person then by all means do so. The information below is more general guidance and common trends rather than absolutes.

As well as listing the traits more commonly affiliated with each Element, there is also a handy guide to the skills they relate to and build ideas which can be found throughout the tables relating to that Element. Hopefully, this will provide you with ideas and inspiration, and offer a guide to the type of characters linked to that Element.

Wood:

Race: Therian

Personality Traits: Solitary, affectionate, compassionate, simple, hatred of Undead, love of nature and natural things

Skill Affinities:

Martial – Brawn. Skills of might and brute force.

Mystic – Healing magics, druidism, crowd control

Grounded – Natural survival, wilderness tracking, trap-making, some healing abilities.

Build Types: Magical healer, Druid, self-sufficient ranger, feral warrior, natural healer, mighty barbarian warrior

Earth:

Race: Dwarf

Personality Traits: Simple, uncomplicated, humble, protective, patient, dedicated, craftsman, lover of justice.

Skill Affinities:

Martial – Defence. Armour skills, defending others, drawing enemies focus to them,

Mystic – Protection, armour enchants, some damage and control

Grounded – Artisans, craftsmen, blacksmiths and clockwork engineers.

Build Types: Stalwart defender, enchanter, master craftsman, bodyguard

Fire:

Race: Efreet

Personality Traits: Garrulous, social, vibrant, inconstant, inspirational, friendly, selfless, party animals

Skill Affinities:

Martial – Ranged weapons of all types, bows, pistols, throwing knives.

Mystic – Alteration, teleportation, offensive enchantment and direct damage

Grounded – Alchemy in all its forms and uses, poisons, healing, support and combat drugs.

Build Types: Master archer, swashbuckling pistoleer, poisoner, all-purpose alchemist, enchanter, transportation mage, pyromancer

Shadow:

Race: Ramanga

Personality Traits: Secretive, antisocial, morbid, distrusting, darkly humoured, seeker after forbidden secrets

Skill Affinities:

Martial – Finesse. Precision, swordsmanship and dirty fighting

Mystic – Necromancy, both forensic and forbidden. Debuffs and hexes.

Grounded – Deception, hunters of men, assassination

Build Types: Assassin, forensic necromancer, unprincipled sellsword, master of undead, bounty hunter.

Air:

Race: Sylph

Personality Traits: Scholarly, inquisitive, flighty, intellectual, superior, smug, knowledgeable, bookish, timid, naive

Skill Affinities:

Martial – Melee combat, and the use of all close-range weapons

Mystic - Crowd control, scrying, illusions

Grounded – Scholarly learning and knowledge

Build Types: Bookish scholar, arrogant sage, illusionist, master scryer, information broker, bard, master-at-arms

Water:

Race: Rusalka

Personality Traits: Observant, empathic, manipulative, conservative, traditional, stoic, conniving, tactical.

Skill Affinities:

Martial - Unarmed combat, disciplined fighting with your body as a weapon

Mystic – Retributive, insightful, controlling and dispelling

Grounded - Perceptive, observation, and prophecy

Build Types: Budding seer, manipulator, dispel mage, disciplined monk, controller, back-alley brawler

A Myriad of Forms: A Brief Guide to the Races.

In The Shifting LRP, there are seven races in total – one for each Element, and Humans. Humans are by far and away the most common race, and indeed all of the other races were Human once themselves before becoming subject to the twisting effect of The Shifting.

All races aside from Humans have a minimum phys-rep requirement to play them, and many of their racial skills require additional phys-reps as they are purchased to represent the continuing effects of the Shifting upon them. Indeed, it is encouraged that as characters advance in power along any wheel, that their phys-reps become more elaborate and pronounced to represent their continuing changes.

A Shifted in society does not have many of the privileges and rights that a Human does – they cannot hold formal positions of office, they may not vote, and fall somewhere between peasant and slave in social class, depending on which Dominion they are in. While they do have more powerful racial abilities than Humans, the social consequences should also be considered.

A Human may find themselves Shifting during play. Indeed, any unprotected exposure to the Shifting *will* eventually trigger a shift into their appropriate race. However, this can take some time to manifest, and a Human character exposed to the Shifting should speak with a ref to determine how and when it is best to change.

Currently, Shifting is a one-way street. While a Human may change and become Shifted, currently there has been no way found to reverse this and change a Shifted back to being Human.

Human

The most common race, coming in all colours, shapes and sizes and filling all walks of life and social class.

Minimum Phys-rep: None.

Therian:

Those Shifted with an Affinity for Wood become Therian. All Therian possess animal features of at least one sort – more commonly mammalian, but avian, reptilian, insectoid and piscine have also been seen and noted. The overwhelming majority of Therian manifest one specific animal and stick to that – it is very rare for a Therian to manifest from multiple types of animal, and even more unusual to span genres.

Upon Shifting, a Therian's personality starts to become more like the animal they most represent. As they progress in power and strength, this personality comes more and more to the forefront, and their bodies shift and alter to become closer to that animal also.

Minimum Phys-rep: Make-up which can easily be identified as a type of animal, although masks are definitely preferred.

Dwarrow:

Those Shifted with an Affinity for Earth become Dwarrow. The skin of a Dwarrow becomes tougher and takes on mineral traits. As they progress in power, they become more and more stone-like – slow moving but extremely tough and durable.

Personality-wise, a Dwarrow does not change massively from where they started. However, they do tend to become more focused on specific personality traits, and generally slower to anger and act.

Minimum Phys-rep: Grey skin with striations (lighter colours running through it as lines). Their skin can be any rock-colour but if they vary from grey they should also have rocky prosthetics also.

Efreet:

Those Shifted with an Affinity for Fire become Efreet. The skin on an Efreet is always hot to the touch, and, their skin colour changes dramatically to fire-tones, more usually a deep red. Their hair can also change drastically in colour, usually to a metallic tone, with gold and silver being the most common.

Personality-wise, much like the Dwarrow, an Efreet does not change massively from where they started. However, their core personality traits tend to become more pronounced and refined, an often exaggerated.

Minimum Phys-rep: Red, yellow or orange skin, with red being by far the most common.

Ramanga:

Those Shifted with an Affinity for Shadow become Ramanga. Ramanga suffer a number of physical changes, but these are largely internal. Their skin also becomes extremely pale and slightly spongy to the touch.

As Ramanga progress in power, they cease being able to gain full sustenance from food and drink. Their taste for meat begins to become more towards the rare side of things, and eventually they can only feed upon life essence. It is unsurprising, therefore, that Ramanga personalities tend to become more introverted and morbid.

Minimum Phys-rep: White skin, pointed ears.

Sylph:

Those Shifted with an Affinity for Air become Sylph. A Sylph is generally lighter on their feet, and their bones become hollow, albeit substantially stronger to compensate for this. They have a tendency to become obsessed with puzzles and conundrums, and can focus on research and scholarly pursuits to the exclusion of all else.

Their skin becomes blue in colour, usually tending towards a lighter blue, although this is not exclusive. As they progress in power, their skin becomes cold to the touch, and the blue colour devolves into several shades of blue, like the sky reflecting on deepest ice. They also manifest pointed ears.

Minimum Phys-rep: Blue skin, pointed ears.

Rusalka:

Those Shifted with an Affinity for Water become Rusalka. Their skin becomes an azure green and slightly thicker than before, with a roughness to the touch. Their hair colour can also change drastically, usually into a green, blue or deep brown.

Personality-wise, a Rusalka generally becomes somewhat more manipulative and paranoid than they used to be. They also become focused on their goals more easily, and will work towards their ends with chilling pragmatism.

Minimum Phys-rep: Green skin.

A Knapsack Full Of Trouble: Equipment and the Quartermaster

As an elite member of the Order of the Gryphon, the Crown itself ensures that you are fully equipped and ready to face any dangers that may come when working on a mission.

Money in the Shifting LRP is, really, an abstract concept. It is assumed that all characters are paid sufficient to maintain whatever lifestyle they choose (within reason, of course) and, as servants of the Crown, they do not get paid any extra for the successful completion of a mission.

Equipment:

All characters receive 6 picks from the Starting Equipment list, found below. These options are locked in after the first time they are played, and it is assumed that they will always be issued with that loadout at the start of every mission and tavern evening. A character *can* change this starting loadout as they progress, but this must be done via consultation with a Ref.

As all goods are provided by the Order Quartermaster, and broken, damaged, lost or discarded items are repaired or replaced at the start of the next mission or tavern evening, so you don't need to worry if you get caught in a Shatterstorm and your precious plate armour is reduced to dust.

Characters may receive additional or advanced equipment above and beyond what is on this list – however, these are purchased via the appropriate skills, located in the Grounded Hub.

The Quartermaster:

The Quartermaster of the Order of the Gryphon is a surly old bugger, and somewhat obsessive that people only get what they're given. What this means in game terms is that a character may only use their own equipment on a mission unless something serious happens. If you are playing a timid scholar who refuses to use weapons or armour, you may not then use your own starting equipment picks to provide your friend with aaaaaall the spare swords.

While circumstances may arise on a mission that requires a character to borrow a weapon off another, that should be the exception, rather than the rule. Failure to comply with this will result in IC sanctions and consequences.

But what about the loot?

A character may well find some sweet loot while on a mission – a masterwork Sword, a suit of plate armour, a brace of duelling pistols, and so on. While a character may continue to use these for the remainder of the mission, after the mission ends, they must all be turned over to the Quartermaster, and may not be retained by that character.

The only way around this is by purchase of the Additional, Advanced, and Upgraded Equipment skills, located in the Grounded Hub. While a character may attempt to circumvent this, there will be serious IC consequences if they are caught doing so.

The Equipment List:

This is currently an exhaustive list of what a character may start play with. However, if requested, additional items may be added to this. Please note, this list only encompasses those items with a mechanical IC use – your character may have as many pretty rocks, harmonicas and bags of candy as you can phys rep.

As stated, a character has 6 picks from this list to start out. Items marked with * cost two picks.

- One single-handed bladed weapon
- One single-handed hafted weapon
- Two daggers
- One double-handed melee weapon*
- A bow or crossbow*
- A quiver of arrows or bolts (sufficient to last the entire mission)
- A brace of five throwing knives
- 15 bandages
- A full suit of Light Armour
- A full suit of Medium Armour*
- A shield or buckler
- A door or tower shield*
- Alchemical supplies
- Mystical focus.
- Brass Spyglass
- Clockwork Pocketwatch*
- One Extended Duration Healing Poultice I
- One Extended Duration dose of Gripsilk
- One shot of Fire dust

Unusual Items:

Bandages:

Bandages may also be used on a mission. While bandages will not heal any actual damage unless the character applying them has the First Aid skill, a bandage will immediately stop any BLEED effects. A bandage may only be used once. If it is removed before the injury is healed, the BLEEDING will immediately recommence.

Alchemical Supplies:

This is a catch-all term to describe the bottles, unguents and components required to use the Alchemy skill.

Mystical Focus:

The art and skill of channelling magic is dangerous to the mortal form. To this end, those who cast spells do so via a mystical focus. This can be any item, but it is usually very personal and specific to the character. It does not need to be brandished or wielded, but must be on the characters person in order for them to be able to cast spells.

Brass Spyglass

A somewhat rare and prestige item, this allows you to see things at a distance with more clarity. In addition to this, it also allows you to use the Perceptive suite of skills at a vastly increased range.

Clockwork Pocketwatch

Clockwork is still a very new and mistrusted science, and the devices manufactured from it are rare, expensive, and difficult to maintain. However, you have been granted the use of a prototype clockwork pocketwatch, enabling you to know the time without recourse to the sun or stars, and to judge how long has passed since you last checked.

Making A Name:
Character Progression.

As a character completes missions and survives events, they are rewarded with more AP's, which may be spent to improve and progress that character. There is no limit to the number of AP's which may be spent at a time.

However, a character cannot simply save up 40 AP's and then leap immediately to powerful Tier 4 abilities. Each Tier will unlock when a number of skills have been purchased on the Tier below it. This is also per Wheel – unlocking Mystic Tier 3 does not automatically also unlock Martial and Grounded Tier 3.

The number of AP's which must be spent on a Tier to unlock the Tier above is set out below:

Tier 2 – 10 AP's spent on Tier 1

Tier 3 – 18 AP's spent on Tier 2

Tier 4 – 24 AP's spent on Tier 3

Tier 5 – 24 AP's spent on Tier 4

The Grounded Wheel Hubs: Racial Tables

Grounded Hub – Humans

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

Contacts I

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, the information or items available will be of a limited nature. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area. This Skill is not a strict upgrade, and does not require lower levels of Contacts in the chosen area.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.
- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.
- * The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Status I

As a Human, you are legally entitled to hold rank and responsibilities. These may be as a result of birth and bloodline, promotion through meritorious activity, rank gifted as reward for actions, or just earned through sheer hard work.

The possession of Status in an organisation comes with some rewards – you may requisition additional equipment for a mission, you carry influence in appropriate areas, and you may use this influence in appropriate circumstances both on and off a mission. Please speak to the mission writer, who will be the final arbiter of what you can requisition and what resources will be available to you.

However, rank comes with its own responsibilities. You must live up to the expectations of whichever order you hold rank in, and not bring them into disrepute. You may also be forced into making decisions which put you at odds with your fellow Oathsworn, and may need to factor this into account when choosing which missions to undertake.

When this skill is used to requisition additional resources for a mission it is an Active skill. Focus slots will be expended in exchange for items, spells and other such things which may be otherwise unavailable as a character exercises their influence.

When used in general, for example in Taverns, this is a Passive skill. NPC's will be appropriately briefed on how to act towards people with various Statuses. This may not always be a good thing, depending on exactly what your Status represents compared to the situation you are in. PC's will be encouraged to act appropriately.

This Skill may be purchased multiple times, with each purchase representing Status in a different area.

Tier 2:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Born to Privilege

As a human, you are expected to take the lead in things, and reap the rewards of your toil and struggle in prestige and power. The effective Status ranks granted by the Craftsman and Religious Lore suites of skills count as actual Status, as per the relevant skill.

This is a Passive skill.

Equipment Upgrade – Masterwork Weapon

You are granted the use of a single Masterwork Weapon – a finely crafted implement of death and a shining example of the smith's craft. This may be a Single or Double handed weapon, melee or ranged. It may *not* be a pistol, however.

Masterwork items require 3 SHATTER effects (be they magically generated or otherwise) to destroy them. If the Masterwork item is destroyed, it will require 3 Mend spells (or equivalent) to repair it to full functionality. Otherwise, each Mend spell will repair it one stage.

This Skill counts as an upgrade for a piece of equipment granted using your initial starting equipment – that is, the slot used for the base item remains taken.

This is a Passive Skill, and may be taken multiple times.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Tier 3:

Contacts II

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, the information or items available will be of a more advanced nature, and will likely give details which will assist you on the mission. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area. This Skill is not a strict upgrade, and does not require lower levels of Contacts in the chosen area.

Equipment Upgrade – Masterwork Shield

You are granted the use of a single Masterwork Shield – a finely crafted piece of defensive technology and a shining example of the smith's craft. This may be a large, small, tower or buckler shield, depending on your choice and skill set.

Masterwork items require 3 SHATTER effects (be they magically generated or otherwise) to destroy them. If the Masterwork item is destroyed, it will require 3 Mend spells (or equivalent) to repair it to full functionality. Otherwise, each Mend spell will repair it one stage.

This Skill counts as an upgrade for a piece of equipment granted using your initial starting equipment – that is, the slot used for the base item remains taken.

This is a Passive Skill, and may only be purchased once.

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Status II

While Status I indicates the first trusting of authority and power, Status II indicates an advanced rank, and real temporal authority. You could be a Knight in one of the Orders Militant, a Facilitator in the Vaes Inquisitat, or a Father in a Church of Enlightenment.

The areas you may affect, and the additional resources you requisition, increase at this point, as does the amount of favour and influence you may bring to bear – assuming, of course, the areas you are affecting are relevant to your Status.

That being said, as your power increases, so too do your responsibilities. In addition to the concerns imposed by Status I, you will also be expected to uphold the interests of your organisation, and may have to discipline lower-Status members of your organisation within the remits permitted to Oathsworn. You will also end up inevitably losing much of your free time to the demands of your organisation.

Due to the demands imposed, this Skill may only be purchased once. It acts as a direct upgrade from Status I, and may only be taken in those areas to which you already hold influence.

Prerequisite: Status I

Tier 4:

Equipment Upgrade – Masterwork Armour

You are granted the use of a full suit of Masterwork Armour for your services to the Crown. As with all suits of armour, it must cover at least 75% of your body.

Masterwork items require 3 SHATTER effects (be they magically generated or otherwise) to destroy them. If the Masterwork item is destroyed, it will require 3 Mend spells (or equivalent) to repair it to full functionality. Otherwise, each Mend spell will repair it one stage.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This Skill counts as an upgrade for a piece of equipment granted using your initial starting equipment – that is, the slot used for the base item remains taken. If you wish to have Masterwork Heavy Armour, you must also have purchased the Advanced Equipment – Heavy Armour skill.

This is a Passive Skill, and may only be purchased once.

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Tier 5:

Contacts III

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, nothing happens in the chosen area and organisation without you knowing about it. You will be given useful and detailed information about the chosen area, which will likely prove as useful off the mission as well as on it. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area. This Skill is not a strict upgrade, and does not require lower levels of Contacts in the chosen area.

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Status III

You have reached the pinnacle of authority that a Player Character can hold and remain viable. Much of your free time is taken up in the oversight and machinations of your organisation of choice, limiting your availability for missions. The eyes of the world will also be scrutinising your actions far more closely, and your behaviour must abide by the codes of conduct of your organisation – at least in public.

That said, the resources now available to you are vast. Please speak to the mission writer when you wish to allocate some of those resources to a given mission, and you will be told what you may call upon for this mission.

Due to the demands imposed, this Skill may only be purchased once. It acts as a direct upgrade from Status II, and may only be taken in those areas to which you already hold influence.

Prerequisite: Status II

Grounded Hub – Therian

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.
- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.
- * The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Natural Armour

Whether it be from a coating of chitin, a thick pelt of fur, surprisingly resistant feathers or just an incredibly thick hide, you are more resistant to damage than others. This should be phys-repped to some extent.

The skin of the Therian counts as if they are wearing a full suit of Light Armour, with all the benefits that entails. This does not interfere with them using Reflex Armour, however – they use whichever is highest for the given situation.

This is a Passive skill

For example, Tomas the Feral is a somewhat nippy little bugger, especially for a Therian. He has Reflex II, granting him 2 hits of Reflex AC. As that is the higher value, he chooses to use that and wear merely fly pantaloons and a floppy hat. However, an enemy mage paralyses poor Tomas, putting him in an IMMOBILISE effect. Normally, his Reflex AC would not count, and Tomas would receive no protection. However, due to having this skill, he still counts as being in Light Armour, and so reduces any damage dealt to him while IMMOBILISED by 1 hit.

Natural Weapons:

The Therian is equipped with an arsenal of natural weapons – claws, fangs, spines, or other weapons depending on the type of animal they are closest too. This Skill duplicates the Unarmed Combat Use skill found in the Martial Wheel, and may be used as that skill for purposes of using Unarmed Combat skills and buying Unarmed Combat Specialisation.

This is a Passive Skill.

Tier 2:

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

Corpse Feeder

By feasting upon a freshly killed corpse for 30 seconds, the Therian may heal themselves of damage. They may expend a Focus slot and heal 3 hits. This skill may only be used once per corpse.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Perceive Shifting I

By concentrating for 10 seconds, the character can perceive the effects of The Shifting in others. By touching another, this will identify if the target is Shifted permanently, under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This sense lasts for one minute after the skill is used.

Red In Tooth And Claw

The Therian seizes upon an enemies weak spot and unleashes a devastating blow. They do +2 hits of damage on their next strike.

Rending Claws:

The claws of the Therian have grown to an impressive size, and may be wielded in combat like the finest knives. This Skill allows the Therian's claws to be counted as Single Handed Blades for all purposes – they may be honed, they may have Blade Venoms applied (which do not affect the Therian), and they may be used for relevant combat Skills. Unlike a Single Handed Blade, the Therian may choose to use their Rending Claws as a Brawn weapon instead of a Finesse weapon.

They may also be targeted by SHATTER effects. If the Claws are SHATTERED, the Therian must immediately discard the Physrep. The Claws may be repaired by use of a Skeletal Repair spell, or regrown as part of Vitality of Spring. If not magically repaired, they grow back in one month.

The Rending Claws are retractable, allowing the Therian to use their hands normally. While the Claws are out, however, the Therian may not hold anything in their hands.

This Skill must be Physrepped, and is a Passive Skill.

Prerequisite: Natural Weapons

Shifted Toughness I

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Natural Armour

Tier 3:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Natural Camouflage

The colours of your natural armour now adapt and blend in to your surroundings. You must be outside in a natural environment and at least 50% of your body has to be in cover or otherwise hidden to use this skill. At that point, you cannot be seen unless you become completely exposed. You may move slowly as long as you remain mostly in cover. Any aggressive actions will break this effect.

Pre-requisites: Shifted Toughness I

Spit Blind

Your saliva glands have altered, making your spit into a thick and irritating mucus. By pretending to spit at a target within 10' you may call BLINDNESS 10 Seconds. Please, for the sake of your fellows, do not actually spit at them.

Pre-requisites: Shifted Toughness I, Natural Weapons

Venom Glands

You grow additional glands within your mouth which excrete a potent anti-coagulant venom. By licking a bladed edge (including claws granted by Natural Weapon and Rending claws; the blades of axes and spears as well as swords and knives) you may coat them in poison. You may also call BLEED with your next strike. This has to be within 30 seconds of coating the weapon.

Pre-requisites: Shifted Toughness I, Natural Weapons

Tier 4:

Bloodhound:

This skill enhances the Therian's tracking skills, allowing them to hunt by scent, and augmenting their existing tracking abilities exponentially. This skill causes the characters' Natural Tracking, Urban Tracking, Perceptive and Penetrate Disguise suite of skills to count as one level higher.

If the character does not possess those skills, this skill substitutes for all of them at once when a Focus slot is expended, subject to the normal rules and restrictions of those skills.

This is a Passive Skill when used to augment existing skills.

Carnivore:

The altered physiology of the Shifted means that they can draw sustenance from feeding upon freshly killed corpses. By feasting upon a freshly killed corpse for 30 seconds, the Therian may heal themselves of damage. They may expend a Focus slot and heal 8 hits. This skill may only be used once per corpse.

Prerequisite: Shifted Toughness I, Corpse Feeder

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Perceive Shifting II

By concentrating for 10 seconds, this identifies all Shifted individuals in a 30' dome around the character, as well as those targets under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This level of insight will also identify if the area encompassed is currently affected by the Shifting, if so, the strength of the Shifting; if not, then how long ago the area was last affected by The Shifting. This sense lasts for one minute after the skill is used.

Prerequisite: Perceive Shifting I

Primal Scream

You unleash an atavistic call which rattles your opponent, triggering their flight reflex in spit of themselves. You must unleash an appropriate cry, then you may call MASS FEAR 30 seconds.

Prerequisite: Natural Armour, Natural Weapons, Shifted Toughness I

Shifted Toughness II

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Shifted Toughness I

Tier 5:

Apex Predator

You are the undisputed king of the beasts, and master of the wilderness. No natural animal will attack you unless you take a hostile action towards them first. You also cannot get lost within the wilderness, treating Ranger and Dead Reckoning as Passive skills when outside urban environments.

If you already possess the Master Woodsman skill, that now becomes a Passive skill. If you already possess the Friend to Nature skill, the effects of Apex Predator extend to include all Shifted animals (although not Shifted humans or other like anomalies)

This is a Passive skill.

Prerequisite: Natural Weapons, Natural Armour, Bloodhound, Carnivore

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Unleash Nature's Fury

You burn with all the fury of nature, and use this to fuel your strength to that of the mightiest creature. For the next minute, all of your melee attacks do +2 damage.

Prerequisite: Red In Tooth And Claw, Shifted Toughness I

Grounded Hub – Dwarrow

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Leathery Hide:

The skin of the Dwarrow becomes extremely tough, and resistant to damage,. Their striations grow more pronounced at this point, which should be phys-repped.

The skin of the Dwarrow counts as if they are wearing a full suit of Light Armour, with all the benefits that entails. This does not interfere with them using Reflex Armour, however – they use whichever is highest for the given situation.

This is a Passive skill

For example, Ivar Shaleskin is a somewhat nippy little bugger, especially for a Dwarrow. He has Reflex II, granting him 2 hits of Reflex AC. As that is the higher value, he chooses to use that and wear merely fly pantaloons and a floppy hat. However, an enemy mage paralyzes poor Ivar, putting him in an IMMOBILISE effect. Normally, his Reflex AC would not count, and Ivar would receive no protection. However, due to having this skill, he still counts as being in Light Armour, and so reduces any damage dealt to him while IMMOBILISED by 1 hit.

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.
- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.
- * The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Shifted Toughness I

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Tier 2:

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

Craftsman's Command

All Dwarf have an instinctive link to crafted items, and can, with time, repair damaged items by coaxing and force of will. By spending 30 seconds manipulating a damaged item, the Dwarf may fix it as per the Mend spell.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Perceive Shifting I

By concentrating for 10 seconds, the character can perceive the effects of The Shifting in others. By touching another, this will identify if the target is Shifted permanently, under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This sense lasts for one minute after the skill is used.

Shifted Toughness II

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Shifted Toughness I

Tier 3:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Blood Of The Mountains

At the best of times the blood of a Dwarf runs sluggish and reluctant. Upon purchasing this skill, the Dwarf becomes immune to BLEED effects.

This is a Passive skill.

Prerequisite: Shifted Toughness II

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Immovable Object

You are as patient as the mountain, and as easy to move. You become immune to KNOCKDOWN, PULL and PUSH effects.

This is a Passive Skill.

Prerequisite: Shifted Toughness II

Tier 4:

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Perceive Shifting III

By concentrating for 10 seconds, this identifies all Shifted individuals in a 30' dome around the character, as well as those targets under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This level of insight will also identify if the area encompassed is currently affected by the Shifting, if so, the strength of the Shifting; if not, then how long ago the area was last affected by The Shifting. This sense lasts for one minute after the skill is used.

Prerequisite: Perceive Shifting I

Shifted Toughness III

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Shifted Toughness II

Stoneskin:

The skin of the Dwarrow toughens up further, becoming flexible stone. Their weight increases appropriately, and they may well struggle in thick mud or water. However, in addition to the benefits of the Leathery Hide skill, they may also add +1 hit of Armour. This stacks with both Physical AC and the Reflex skills.

However, due to the sheer weight of the character now, they can no longer run, and may only move at a fast jog or walk.

This Skill must be Physrepped, and is a Passive Skill.

Prerequisite: Leathery Hide, Blood Of The Mountains

Tier 5:

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Shifted Toughness IV

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional five hits.

This is a Passive Skill, and may be purchased multiple times.

Prerequisite: Shifted Toughness III

Grounded Hub – Efreet

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Cauterise

You know of the healing power of fire, and are able to seal wounds with a touch. By spending five seconds roleplaying appropriately, you may stop BLEED effects by cauterising the wound closed. This will leave scars on the target.

Additionally, by spending ten seconds rubbing a surface with your fingers, you cause it to burst into flame as per the Enflame spell.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Muse I

As the muses of legend gave of themselves to allow mortals to reach dizzying heights of creativity and effort, so too do you. To use this skill, you must remain in physical contact with another character and offer them encouragement. They may then fuel their own abilities with your Resource slots – that is, they can cast spells with your Threshold, use Grounded Skills with your Focus and – in extremely rare cases – augment their combat prowess with your Technique.

You must agree with them as part of the roleplay which slots they are using, and they cannot use your slots without your active consent – that is, they cannot grab you and drain you dry against your will! Obviously, you may only provide the use of Resource Slots which you yourself have remaining.

At this level, you may lend Tier 1 Resource Slots.

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.
- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.
- * The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Tier 2:

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that is, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

Gentle Whispers

You are almost supernaturally persuasive and likeable. You must spend at least five minutes conversing with another, and this conversation must be at least neutral if not friendly. After that time, the target will be extremely well inclined towards you, more likely to trust and believe you, and will treat you as an ally. They are more likely to assist or trust you, although if what you ask is clearly out of character they may not agree.

This is not a supernatural effect, nor is it magical mind control. The effects of this skill last until midnight.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Muse II

As the Muse I skill, save you may allow another to use your Tier 2 Resource Slots.

Pre-requisite – Muse I

Molten Blood

Your blood runs quick and hot in your veins, and lashes out when shed. When you are made subject to any BLEED effect, you may spend a Focus slot to reflexively and instantly call DART on the person who hit you.

Perceive Shifting I

By concentrating for 10 seconds, the character can perceive the effects of The Shifting in others. By touching another, this will identify if the target is Shifted permanently, under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This sense lasts for one minute after the skill is used.

Shifted Toughness I

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Tier 3:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Muse III

As the Muse I skill, save you may allow another to use your Tier 3 Resource Slots.

Pre-requisite – Muse II

Salamander

You are Fire and Fire is you – you do not fear its effects and indeed welcome its biting kiss. You are immune to all natural fire. You are also immune to the Heat Metal and Enflame spells, although direct magical fire (such as the Fire Dart spell) will still have full effect.

This is a Passive Skill

Prerequisite: Enkindle, Molten Blood

Tier 4:

Flames of Purity

Although Fire may destroy, it may also purify. You cause the fires which run within you to burn illness and poison from your body, and cauterise any wounds.

Upon using this skill, you are instantly cured of any and all poisons and diseases within your body. Any BLEED effects also end – however, this will leave burns and scars on the skin which should be phys-repped in due course.

Prerequisite: Salamander

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Muse IV

As the Muse I skill, save you may allow another to use your Tier 4 Resource Slots.

Pre-requisite – Muse III

Perceive Shifting II

By concentrating for 10 seconds, this identifies all Shifted individuals in a 30' dome around the character, as well as those targets under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This level of insight will also identify if the area encompassed is currently affected by the Shifting, if so, the strength of the Shifting; if not, then how long ago the area was last affected by The Shifting. This sense lasts for one minute after the skill is used.

Prerequisite: Perceive Shifting I

Shifted Toughness II

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Shifted Toughness I

Tier 5:

Essence Burst

You must spend ten seconds in close proximity to a source of fire, after which time you become totally healed. However, this does expend the body's natural energies and vitality – for one minute after using this skill, you are depressed, listless and have no energy. You may not run, although you may defend yourself if attacked.

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Grounded Hub – Ramanga

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.
- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.
- * The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Shifted Toughness I

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

The Night Holds No Terrors

Your nature becomes more sinister, and you no longer are afraid of the things which go bump in the night. You may use this skill reflexively to call NO EFFECT to FEAR or BLINDNESS calls.

Tier 2:

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that is, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

Essence Thief

Your Vitaphagic Oomphalos starts to develop, and with it comes the birth of your life draining abilities. By spending 30 seconds in physical contact with a living creature, you may call DART. You then heal 1 hit yourself. This skill causes significant pain to the creature being drained.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Perceive Shifting I

By concentrating for 10 seconds, the character can perceive the effects of The Shifting in others. By touching another, this will identify if the target is Shifted permanently, under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This sense lasts for one minute after the skill is used.

Shifted Toughness II

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Shifted Toughness I

To Know One's Own

You have an instinctive feel for those things touched by Shadow, and may gain a measure of insight over the Undead. This skill augments the Monster Lore II skill, allowing the user to know the full capabilities of any undead encountered, including which upgrades are on them and what their weaknesses are, if any.

If the Ramanga does not already possess Monster Lore II skill, this may be used in its place solely to determine the Tier and basic capabilities of encountered Undead. When used in this way, To Know One's Own is an Active skill.

This is a Passive skill when used to augment Monster Lore II.

Tier 3:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Seize Control

The minds of lesser Undead are weak things, and it is simple for one such as you to wrest control from those who summoned it. This skill allows you to take control of any Tier 1 or 2 Undead as if you were the one who summoned it. It will obey your commands completely until it is destroyed or midnight arrives, whichever is sooner.

You may only have one Undead controlled at any given point in time by use of this skill.

Prerequisite: To Know One's Own

Tier 4:

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Mantle of Darkness

The darkness is your ally, the shadows your friend. This ability only functions in the dark. However, while you have shadows to hide within, the Distraction skill becomes a Passive skill, subject to the same restrictions.

If you have the Concealment skill, you are effectively invisible, as per the spell, as long as you remain more than 10' away from a source of light – you no longer require 50% cover.

This is a Passive skill.

Perceive Shifting II

By concentrating for 10 seconds, this identifies all Shifted individuals in a 30' dome around the character, as well as those targets under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This level of insight will also identify if the area encompassed is currently affected by the Shifting, if so, the strength of the Shifting; if not, then how long ago the area was last affected by The Shifting. This sense lasts for one minute after the skill is used.

Prerequisite: Perceive Shifting I

Unnatural Physiology

With the maturation of your Vitaphagic Oomphalos comes another drastic change in your physiology. Your blood becomes sluggish and reluctant to flow. You become immune to BLEED effects.

This is a passive skill.

Prerequisites: Essence Thief, Shifted Toughness I

Veil of Mortality

Shadow is a fickle element, anathema to the natural order. While it may appear to heal, this is only an illusion. Nowhere is this more apparent than in the use of this deceptive and invidious skill.

You may touch a target and expend a Focus slot. For the next five minutes, that target will look and feel as if they were fully healed and cured of any and all ailments. DISABLED and BROKEN limbs will appear to be mended and work, and any skills which can identify injury will resolve as if they were completely fine.

However, this is not the case. They will continue to take any ongoing damage caused by poisons or BLEED effects, and any further injuries taken will continue to accrue. At the end of the five minutes, or when they have taken enough injury to render them slain, this effect ends.

Tier 5:

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Vitality Leech

You can no longer be sustained by food and drink, though you may continue to eat and drink as normal. Instead, you require the life force of others to survive.

By expending a Focus slot, you may siphon the life from another as per the Life Drain spell. However, you must do this at least once per day, or begin to starve to death rapidly.

Grounded Hub – Sylph

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Inspiration

You are a natural born leader, using cold logic and a grasp of tactics to replace or augment any natural charisma. The Refocus I skill costs you one less Focus Slot to use (that is, it only costs you two Tier 1 Focus slots to replenish a Tier 1 Threshold, Technique or Focus slot of another character.

This is a Passive skill.

Pre-requisite: Refocus I.

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.

- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.

* The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Flesh Like Smoke

Your reflexes increase as does your intellect, allowing you to predict where an enemy will strike you and minimise the impact. You may reduce the damage of a blow you've just taken by 2 hits. This comes after armour, and cannot reduce the damage below 1. You must call LESSEN when you use this skill.

Tier 2:

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

As Well To Grasp The Breeze

You are as light as a feather, and as difficult to trap as a dream. This skill causes your Escape suite of skills to behave as if they were one higher in the chain. If you do not already have any Escape skills, this functions as Escape I.

This is a Passive skill when used as an upgrade.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Lecturer

Whether through a grasp of rhetoric, an inspiring command or simply shaming another's ignorance you are able to exhort your allies into recalling lost knowledge or overcoming exhaustion.

When using the Refocus II skill to return Focus slots to another character, that skill costs one Tier 2 Focus slot less..

This is a Passive skill.

Pre-requisite: Refocus II, Inspiration.

Perceive Shifting I

By concentrating for 10 seconds, the character can perceive the effects of The Shifting in others. By touching another, this will identify if the target is Shifted permanently, under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This sense lasts for one minute after the skill is used.

Voice of Authority

A character may use this skill when expounding a statement, "fact", or other batch of information. They count as having the Conceal Lie skill.

Tier 3:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Speed of Thought

Due to the Sylph's overwhelming intellect and knowledge of people's behaviour, they become increasingly more difficult to hit. They gain +1 Reflex AC

This is a Passive skill.

Prerequisite: As Well To Catch The Breeze.

Things Fall Apart

You can sense the weakness in things and can act upon them, breaking physical objects apart with the power of the wind. You must spend 30 seconds in concentration, then may call SHATTER upon any one item within 30'

Tier 4:

Bookworm

The Sylph is extremely well read, and can call all facts to mind from even the most unlikely sources. By expending a Focus slot, the Sylph may count all of their Scholar skills as if they were one tier higher.

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Leaf on the Wind

The Sylph's body becomes even lighter and ephemeral. When this skill is purchased, they become immune to BIND and KNOCKDOWN effects. However, they take double effect from PUSH and PULL effects due to being so light.

This is a Passive skill.

Prerequisite: Speed of Thought

Perceive Shifting II

By concentrating for 10 seconds, this identifies all Shifted individuals in a 30' dome around the character, as well as those targets under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This level of insight will also identify if the area encompassed is currently affected by the Shifting, if so, the strength of the Shifting; if not, then how long ago the area was last affected by The Shifting. This sense lasts for one minute after the skill is used.

Prerequisite: Perceive Shifting I

Shifted Toughness I

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Tier 5:

Burst Of Inspiration

Your genius is such that you may, after a brief period of contemplation, recharge your mental fortitude. This skill takes 30 seconds of concentration, after which you may regain expended Focus slots from a lower Tier of your choice. The slots recovered are equal to those granted by the appropriate Focus skill of that Tier

For example, using this skill can allow you to recover the use of 10 Tier I Focus slots OR 8 Tier 2 Focus Slots OR 6 Tier 3 Focus Slots OR 4 Tier 4 Focus Slots. You may choose a different Tier each time you use this skill.

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Mind over Metal

At this level, the Sylph simply isn't there when opponents try to harm them, floating out of danger without a care in the world. This skill allows the character to call NO EFFECT to any attack aimed at them.

Prerequisite: Speed of Thought

Grounded Hub – Rusalka

Tier 1:

Additional Equipment

For whatever reason, you are allocated additional equipment by the Quartermaster before each mission or tavern evening. Each time you purchase this Skill, you gain an additional pick on the Equipment List. This additional pick is governed by the same rules regarding starting equipment.

This is a Passive Skill which may be purchased multiple times.

Focus I

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 10 Tier 1 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Observe Intent

Your awareness of others emotions and body language has progressed to a stage where, with study, you may gain a deeper insight into their intent and motivations.

You must spend five continuous minutes in study of another. This may be in the context of a conversation. When this time has spent, you must expend a Focus slot of this Tier. The mission writer will give you information as to that characters surface motivations and desires.

If your target is another player, a ref will make the enquiry on your behalf. If you wish to be surreptitious about it, it is advised you warn the ref in advance!

Order Indoctrination

This represents the characters full indoctrination into the Order of the Gryphon. This skill comprises of a number of aspects:

- * The character is aware of the hierarchy and structure of the Order of the Gryphon.
- * The character is trained to recognise the basic heraldry of the 7 main Dominions, plus the heraldry of the main branches of the Church and the College of Enlightenment. They also recognise the advanced heraldry of the Royal Family and the various noble and knights who have common dealings with the Order.
- * The character has advanced knowledge of the Order's code of conduct, and may be briefed on points of etiquette and procedure, etc.

Perceive Shifting I

By concentrating for 10 seconds, the character can perceive the effects of The Shifting in others. By touching another, this will identify if the target is Shifted permanently, under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This sense lasts for one minute after the skill is used.

Tier 2:

Advanced Equipment – Pistol

You have access to a single pistol. This is governed by the Pistol rules detailed in the Core Rules section. While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill and may be purchased multiple times.

Contacts I

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, the information or items available will be of a limited nature. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area.

Focus II

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 8 Tier 2 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Shifted Toughness I

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Tier 3:

Advanced Equipment – Heavy Armour

You are granted the use of a full suit of heavy armour for your service to the Crown. As with all suits of armour, it must cover at least 75% of your body. Heavy armour can be plate armour, lorica segmentata, banded mail, splint mail, or other types of similar armour. If in doubt, please check with a Ref.

While this is Advanced Equipment, it is still governed by the usual rules for Equipment – that it, it is for your use, it may not be passed on to another.

This is a Passive Skill.

Focus III

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 6 Tier 3 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Heightened Senses

You grow more attuned to the world around you, sharpening your senses and heightening your awareness. This skill allows you to treat your Perceptive and Penetrate Disguise suites of skills as being one rank higher.

If you don't already possess Perceptive I and Penetrate Disguise I, this skill may be used in their place as an Active skill, subject to the rules and restrictions which govern those skills.

This is a Passive skill when used as an augment.

Mask Intent

The first step to being a master manipulator is to hide your own tells. This skill allows the character to conceal their motivations and deceptions behind an empathic screen. This skill augments the Conceal Lie ability, trumping Detect Lie and God's Question This skill also makes you immune to the effects of the Gentle Whispers and Observe Intent skills.

If a character does not already have Conceal Lie, this skill may be used in its stead as an Active Skill.

This is a Passive skill when used to augment Conceal Lie.

Prerequisite: Observe Intent.

Perceive Shifting II

By concentrating for 10 seconds, this identifies all Shifted individuals in a 30' dome around the character, as well as those targets under the effects of any Fire spells which grant them Shifted abilities, or due to Shift immanently due to exposure. This penetrates all disguises. This level of insight will also identify if the area encompassed is currently affected by the Shifting, if so, the strength of the Shifting; if not, then how long ago the area was last affected by The Shifting. This sense lasts for one minute after the skill is used.

Prerequisite: Perceive Shifting I

Tier 4:

Contacts II

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, the information or items available will be of a more advanced nature, and will likely give details which will assist you on the mission. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area. This Skill is not a strict upgrade, and does not require lower levels of Contacts in the chosen area.

Focus IV

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 4 Tier 4 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Shifting Affinity

You are at one with the Shifting, and can sense its effects without even thinking. Upon purchasing this skill, Perceive Shifting I becomes a Passive skill. The duration of Perceive Shifting II extends to ten minutes instead of one.

This is a Passive skill.

Shifted Toughness II

Some Shifted exhibited an increase in physical toughness and resilience as a result of the changes inflicted upon them. When this Skill is purchased, the Shifted gains an additional three hits.

This is a Passive Skill.

Prerequisite: Shifted Toughness I

The Masks Are Off

No truth may be hidden from you, no deception escape your gaze. This skill acts as an augment to Detect Lie, trumping Conceal Lie and Mask Intent. This skill also augments your Penetrate Disguise suite of skills, and will tell you if the person has masked their Shifted in any way (where appropriate). You may also see through the Mimic and Natural Mimic skills

If the character does not have Detect Lie, this skill may be used in its place as an Active skill.

This is a Passive skill when used as an augment.

Prerequisite: Heightened Senses

Tier 5:

Focus V

This skill is required to use any of the Active Skills contained within the Grounded Wheel. Each time you purchase this skill, you receive a number of Focus Slots which may be expended for that purpose. Focus Slots can only be used to power Skills of their own Tier. If a character expends all of their Focus Slots, they may no longer use any Active Grounded Skills.

Each time you purchase this skill, you receive 2 Tier 5 Focus slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Master of Puppets

You are a master manipulator, capable of reading peoples innermost desires and bending them to your will. This is nowhere more evident than with this skill, where you bring the full force of your personality to bear against an enemy.

Upon expending a Focus slot, you may use the Command spell at will for the next 15 seconds. This requires no casting time, expends no Threshold, and may not be dispelled.

Prerequisite: Mask Intent, The Masks Are Off.

Status I

Despite your Shifted nature, you have managed to manipulate, inveigle or otherwise ensure yourself a position of rank and responsibility.

The possession of Status in an organisation comes with some rewards – you may requisition additional equipment for a mission, you carry influence in appropriate areas, and you may use this influence in appropriate circumstances both on and off a mission. Please speak to the mission writer, who will be the final arbiter of what you can requisition and what resources will be available to you.

However, rank comes with its own responsibilities. You must live up to the expectations of whichever order you hold rank in, and not bring them into disrepute. You may also be forced into making decisions which put you at odds with your fellow Oathsworn, and may need to factor this into account when choosing which missions to undertake.

When this skill is used to requisition additional resources for a mission it is an Active skill. Focus slots will be expended in exchange for items, spells and other such things which may be otherwise unavailable as a character exercises their influence.

When used in general, for example in Taverns, this is a Passive skill. NPC's will be appropriately briefed on how to act towards people with various Statuses. This may not always be a good thing, depending on exactly what your Status represents compared to the situation you are in. PC's will be encouraged to act appropriately.

This Skill may be purchased multiple times, with each purchase representing Status in a different area.

The Grounded Wheel:

Wilderness Survival (Wood)

Tier 1:

Climb I

The character is a skilled climber, able to clamber up rocks and trees with ease. By use of this skill, they may scale trees, cliffs and the like slowly. They may not scale sheer surfaces.

First Aid

The wilderness is a dangerous place, and one does not live long if they do not pick up basic skills. This skill allows the character to apply a bandage to a wounded individual, healing them two hits. If the bandage is removed, they lose two hits.

Natural Tracking I

You have had some training in basic tracking, and know how to follow a trail. While, at this level, you can follow tracks, you cannot glean any information about what made those tracks outside the most basic – that is, shod foot or animal print. You can also only follow tracks made within the last two hours, and only identifies the most recent set of tracks. This skill may not function in adverse weather conditions.

This skill only functions outside of urban environments, and requires the tracker to concentrate on the trail. If they are distracted, they lose the trail and must find it again.

Natural Mimic

You are familiar with the common sounds of the animals near to your home, and may mimic their calls and sounds. This skill may be combined with Creature Lore to expand your repertoire of animal sounds and noises.

Ranger

This skill represents the ingrained knowledge garnered by a lifetime in the wilderness. The character may study the plants, trees and stars and know which way is north, what the rough time is, and how much time has elapsed since they last checked.

Set Trap I

The character is skilled in the arts of setting basic snares and traps. By spending five minutes preparing an area, they may make a rudimentary snare which will call a 30 second BIND on the first creature to walk through it. If the creature is smaller than a dog, the BIND effect lasts until the trapper returns unless it has special resistances.

Tier 2:

Conceal Track I

A hunter sometimes becomes the hunted – all who study nature know this. A character with this skill is talented in covering their own trail. By moving slowly, they may increase the Track skill required to follow their trail – and only their personal trail – by 1.

This skill takes concentration, and requires the expenditure of one Focus slot for every hundred feet obscured.

Dead Reckoning

The character has an atavistic maze memory and strong flair for finding their way home. By focusing on the paths taken, they may retrace their footsteps and recreate the journeys they have taken. This skill may even function if the character is blinded and in the back of carriage, for example.

Prerequisite: Ranger

Herb Lore

By knowledge, observation and experimentation, the character knows which herbs and plants are good for you, and which ones are not. They may identify common flora by sight. They may also concoct a healing poultice with herbs and roots. This poultice cures 2 hits when applied but does not heal a DISABLE effect.

Natural Tracking II

You are more familiar with tracking, and can now follow tracks made within the last day. This level of tracking gives you a rough indication of how old the tracks are, and informs you as to your quarry – that is, lone animal, pack of animals, lone person, group of people. You also can discern if multiple groups have passed this way during that time, and which set was most recent. This skill may be adversely affected by weather conditions.

This skill only functions outside of urban environments, and requires the tracker to concentrate on the trail. If they are distracted, they lose the trail and must find it again.

Prerequisite: Natural Tracking I

Survive Natural Environment

This skill may be taken multiple times for each environment. This provides a character with the basic skills and knowledge required to live and survive in a specific environment, from where to gather safe food to where to make secure camps.

Each time the character seeks information or guidance by use of this skill, it requires the expenditure of a Focus slot.

Tier 3:

Animal Training I

While a farmer may enjoy the company of simple beasts, you have found an affinity with the wild creatures of hill, forest and mountain. Subject to monster availability, you may start the mission with one of your animal companions, which will be a beast with up to 6 hits. Please discuss with a ref before the mission to determine exactly what your animal companion can do.

In addition to this, while on a mission, you may soothe a natural hostile animal up to the size of a wolf by acting non-threatening and making calming gestures. You may calm as many animals as you are willing to expend Focus slots. Should you or any party member take hostile actions, this effect immediately ends.

Conceal Track II

A hunter sometimes becomes the hunted – all who study nature know this. A character with this skill is talented in covering their own trail. By moving slowly, they may either increase the Track skill required to follow their trail – and only their personal trail – by 2, or else conceal the tracks of a group of up to 7 additional people, increasing the Track skill required to follow their trail by 1.

This skill takes concentration, and requires the expenditure of one Focus slot for every hundred feet obscured.

Prerequisite: Conceal Track I

Natural Tracking III

No animal lives that can evade your skills, no fugitive may flee your insight. At this level, you may follow tracks up to a week old – longer if the weather conditions have been favourable. You can discern the height, weight and number of your quarry, whether they were limping, etc. If multiple tracks are present in an area, you may differentiate between who made which trail and which direction they travelled in. This skill may be adversely affected by weather conditions.

This skill only functions outside of urban environments, and requires the tracker to concentrate on the trail. If they are distracted, they lose the trail and must find it again.

Prerequisite: Natural Tracking II

Set Trap II

The character is skilled in the arts of setting more lethal snares and traps. By spending five minutes preparing an area, they may make a lethal trap which calls QUAD THROUGH KNOCKDOWN on the first creature to pass through it. If the creature is smaller than a dog, it is instead killed outright unless it has special resistances.

Prerequisite: Set Trap I

Tier 4:

Animal Training II

While a farmer may enjoy the company of simple beasts, you have found an affinity with the wild creatures of hill, forest and mountain. Subject to monster availability, you may start the mission with one of your animal companions, which will be a beast with up to 12 hits. Please discuss with a ref before the mission to determine exactly what your animal companion can do.

In addition to this, while on a mission, you may soothe any natural hostile animal by acting non-threatening and making calming gestures. You may calm as many animals as you are willing to expend Focus slots. Should you or any party member take hostile actions, this effect immediately ends.

Prerequisite: Animal Training I

Climb II

Like a spider, the character can scale surfaces with ease and vigour. They may climb trees, cliffs and the like as fast as they can effectively walk. They may also scale sheer surfaces slowly by finding footing in the tiniest of crevices.

Prerequisite: Climb I

Master Woodsman

You are as at home in the trackless forests as a fat merchant is at a joint pie shop and orgy. By taking a few moments to attune yourself to your surroundings, your Ranger, Dead Reckoning, Natural Tracking I and Conceal Tracks I skills all count as Passive skills for the next hour.

Prerequisite: Ranger

Tier 5:

Friend to Nature

You are one with the natural world, and can read animals like a scholar reads their favourite tome. By spending a few moments to centre yourself, you alter your body language and even your scent to sooth and calm all animals you come across.

For the next hour, any hostile natural animals will not attack you unless you take an offensive action against them first, and non-hostile animals will treat you with trust and affection. You may also read the body language and subtle cues on natural animals, which will enable you to gain additional insight about their behaviour and conditions in the nearby environment.

Prerequisite: Animal Training II

Master Herbalist

You are a herbalist and natural physician to rival the greatest alchemists and priests, replacing detailed studies with an instinctive knowledge of healing. For the next hour, the healing granted by you First Aid and Herb Lore skills are doubled.

Prerequisite: First Aid and Herb Lore

Artisan (Earth)

Tier 1

Animal Husbandry

You are an old hand with beasts of burden or barter. You may ride a horse, drive a cart and herd appropriate animals. You know how to soothe frightened domesticated animals, and how to train domestic animals.

Apprentice Craftsman

You are trained to a basic level in a craft of your choice. As well as giving you the basic information necessary to practise that trade, you also know the terms, jargon and techniques used. This may provide useful information on a mission. This skill may be taken multiple times.

In situations where it becomes relevant, this skill may also act as Status I – Crafters Guild

Clockwork Engineer

You are a student of the newly-discovered art of clockwork. Still very much in its infancy, you understand the basics of how clockwork works, and may assemble crude and rudimentary devices which use it. You may also start play with a pocket-watch or other basic clockwork timepiece.

Evaluate.

By examining trade goods, you may determine roughly what they are worth on the open market. You may also identify if an item is Masterwork.

Jury Rig Armour

Your artisans skills have progressed to a point where you may repair a suit of damaged armour. By spending five minutes, you may repair a suit of shattered armour to still provide protection. This causes the AC granted to drop by 1, to a minimum of 1 AC. The armour remains of the original type, however, for purposes of Armour Training skills.

Tie Knots I

You are familiar with how to tie knots that last! In addition to any other use, you may also truss up another person in such a way that they cannot break free without training. By taking ten seconds of appropriate roleplay, you may secure the limbs of another. They require Escape I or some method of cutting the bonds to break free. Another player may free them by using this skill again or cutting the bonds.

Tier 2:

Hone Blade

By spending 5 continuous minutes sharpening a bladed weapon, the character may call an additional 2 hits on their first attack with that weapon.

Journeyman Craftsman

You have progressed to a Journeyman in your field of expertise. You can recognise the handiwork of a master, and have garnered respect and recognition from others in your field. This may provide useful information on a mission.

In situations where it becomes relevant, this skill may also act as Status II – Crafters Guild

Prerequisite: Apprentice Craftsman

Manufacture Armour

You are a trained armoursmith, and make sure you are equipped with the finest fruits of your labours. You may start each mission with an additional suit of either light or medium armour, or any shield of your choice.

Unlike equipment granted via the starting equipment choices, or the Additional / Advanced / Upgraded Equipment suite of skills, this suit of armour is your own property, and as such may be given to or used by any character on that mission.

Manufacture Weapon

You are a trained weaponsmith, and make sure you are equipped with the finest fruits of your labours. You may start each mission with an additional weapon of your choice, barring firearms.

Unlike equipment granted via the starting equipment choices, or the Additional / Advanced / Upgraded Equipment suite of skills, this weapon is your own property, and as such may be given to or used by any character on that mission.

Reweight Bludgeon

By spending 5 continuous minutes tinkering with a blunt weapon, the character may call an additional 2 hits on their first attack with that weapon.

Tier 3:

Manufacture Clockwork Mechanism

You have learned how to make more advanced clockwork mechanisms, including an advanced firing mechanism for pistols. When mounted on a pistol, you may reload and fire them as quickly as you yourself can reload the pistols (rather than the standard ten seconds). Only you, or another person with this skill, may make use of this mechanism.

While this is an Active Skill with regards to manufacturing devices, the advanced pistol reload speed is a Passive effect.

Prerequisite: Clockwork Engineer

Folklore I

Leave the book-learning to the smug scholars – you know full-well that all the wisdom you ever need you learn at your Grandmother’s knee. By spending ten seconds in contemplation, you may act as if you had any non-Hub Tier 1 Grounded Skill of your choice for one use.

Master Craftsman.

You are a recognised master in your field of craftsmanship, with all the accolades and respect that engenders. You are renowned and famous throughout the Kingdom for your skills. In addition to the expertise this skill suggests, you may also find useful information on a mission.

In situations where it becomes relevant, this skill may also act as Status III – Crafters Guild

Prerequisite: Journeyman Craftsman

Tie Knots II

You are familiar with how to tie knots that last! In addition to any other use, you may also truss up another person in such a way that they cannot break free without training. By taking ten seconds of appropriate roleplay, you may secure the limbs of another. They require Escape II or some method of cutting the bonds to break free. Another player may free them by using this skill again or cutting the bonds.

Prerequisite: Tie Knots II

Tier 4:

Folklore II

You are a fountain of home-spun wisdom, folksy knowledge and simple remedies. By spending ten seconds in contemplation, you may act as if you had any non-Hub Tier 2 Grounded Skill of your choice for one use.

Prerequisite: Folklore I

Manufacture Advanced Equipment

While your work may not be the finest under the sun, you specialise instead in the unusual and the advanced. If you have the Manufacture Weapon skill, you may forge pistols, and start each mission with a free pistol. If you have the Manufacture Armour skill, you may create plate armour, and start each mission with a free suit of heavy armour. If you have both skills, you must choose which item you start with.

Unlike equipment granted via the starting equipment choices, or the Additional / Advanced / Upgraded Equipment suite of skills, this item is your own property, and as such may be given to or used by any character on that mission.

This skill may be taken multiple times in order to gain further equipment.

Prerequisite: Either Manufacture Armour or Manufacture Weapons

Manufacture Masterwork Item.

You are rightly acknowledged a master of the forge, and your equipment is only the finest. You may start each mission with a Masterwork item of a type you can already create. You may also re-forged any destroyed Masterwork item given time and appropriate tools.

Unlike equipment granted via the starting equipment choices, or the Additional / Advanced / Upgraded Equipment suite of skills, this item is your own property, and as such may be given to or used by any character on that mission.

This skill may be taken multiple times in order to gain further equipment.

Prerequisite: Either Manufacture Armour or Manufacture Weapons

Tier 5:

Enhance Masterwork Item:

You are truly unsurpassed as a smith, and may forge items renowned in legend and tales. By spending ten minutes working with a Masterwork item, you may augment it in one of the following ways:

You may cause any weapon to inflict an additional hit of damage with each hit.

You may cause any suit of armour to provide an additional hit of AC

You may double the number of SHATTERS required to destroy a Masterwork item.

This augment lasts for one day.

Prerequisite: Manufacture Masterwork Item

Folklore III

Aged Grandmothers now come to you for instruction in the old ways, and in a pinch you can remember even the most obscure of trivia, herb lore or forgotten peasant techniques. By spending ten seconds in contemplation, you may act as if you had any non-Hub Tier 3 Grounded Skill of your choice for one use.

Prerequisite: Folklore II

Alchemy (Fire)

Tier 1:

Acid Vial

You concoct a vial of potent acid to assist in picking locks and forcing entry. When you use this compound, you gain +1 Pick Lock skill. If you have no Pick Lock skill to begin with, you count as having Pick Locks I. This potion explicitly has no effect in combat situations, but may have other uses outside of picking locks – please discuss with a Ref.

Bliss

This highly addictive substance causes the brain to flood the body with hormones, and instills an enormous sense of well-being in the user. For the next five minutes, they may take no hostile actions, and are overcome with a dreamy sense of bliss. Their mood and suggestibility increase, as does their desire to sit and stare at the pretty colours.

However, any damage taken immediately counters this effect as the pain and adrenaline flush the effects of the drug away. When the drug ends, there are no side effects, save a wistful sense of loss and an fierce appetite.

Grind Firedust

You create one shot for use in a pistol. Unlike other compounds, this shot lasts for 6 hours or until discharged. It cannot have this duration extended by the Enhanced Duration skill.

Gripsilk

This tacky concoction is used by warriors to secure their grip in combat. When applied, this compound glues a weapon to the wielders hand. It lasts for one hour, until the first DISARM call is made, or until dissolved with Footloose Ichor.

When applied, the target may call NO EFFECT to the first DISARM call made against them. They may also not release the weapon this has been applied to. Aside from this, this potion explicitly has no effect in combat situations, but may have other uses outside of securing weapons – please discuss with a Ref.

Healing Poultice I

You mix a compound of herbs and chemicals which speeds up healing and the clotting of blood, sealing up wounds. This poultice takes 5 seconds to apply, and heals 1 hit of damage.

Venom I

You mix a tacky and virulent poison which attacks the nervous system of the poor recipient. When applied to a weapon using the Apply Blade Venom skill, the next call with that weapon also causes BIND 10 seconds.

If ingested orally, after 30 minutes the subject takes a 30 second BIND effect as their leg muscles lock up.

Tier 2:

Footloose Ichor

This potion is a mixed bag of acids, oils and serrated powders. When applied, it helps untangle a person from constricting bonds, regardless of origin. This potion immediately ends any BIND effect on the target. Alternatively, if poured on someone tied up, it increases their Escape skill by +1. If they have no Escape skill, it effectively gives them Escape I.

Grind Potent Firedust

You create one shot for use in a pistol. The increased potency means that the next shot does an additional two hits of damage. Unlike other compounds, this shot lasts for 6 hours or until discharged. It cannot have this duration extended by the Enhanced Duration skill.

Prerequisite: Grind Firedust

Healing Poultice II

You mix a compound of herbs and chemicals which speeds up healing and the clotting of blood, sealing up wounds. This poultice takes 10 seconds to apply, and heals 2 hits of damage.

Prerequisite: Healing Poultice I

Shattersand

This compound takes some time to take effect, but is quite effective. You create enough Shattersand to cover a 5' square area. Five minutes after application, the area becomes extremely fragile. Any SHATTER effect counts as if three SHATTERS had been used on the area for purposes of structural damage.

Venom II

Using a twisted variant of the herbs and techniques used in healing poultices, this virulent compound instead thins the blood and causes the hapless victim to haemorrhage badly when injured. When applied to a weapon using the Apply Blade Venom skill, the next call with that weapon also causes BLEED.

If this is ingested orally, the next wound taken within 30 minutes will cause the BLEED effect instead.

Prerequisite: Venom I

Tier 3:

Boost

This highly addictive substance causes the body to flood itself with adrenaline, enhancing reaction speeds and strength. For the next five minutes, the subject gains +1 Brawn or +1 Precision (depending on build). However, for five minutes after that, they suffer -1 to whichever skill received the increase. If that reduces the skill to zero, they are rendered incapable of movement as their body shuts down twitching.

Prerequisite: Bliss

Healing Poultice III

You mix a compound of herbs and chemicals which speeds up healing and the clotting of blood, sealing up wounds. This poultice takes 10 seconds to apply, and heals 4 hits of damage.

Prerequisite: Healing Poultice II

Spark

This highly addictive substance affects Shatner's Bassoon, the part of the body responsible for the perception of time. Everything seems to slow down for the user as their reaction times increase dramatically. For five minutes after using, the subject gains +1 Reflex. However, they struggle to focus on things, and cannot cast any magic spells. For five minutes after this increase wears off, they suffer -1 to Reflex and are incredibly twitchy and disjointed. They may not use any active skills and struggle to follow conversations.

Prerequisite: Bliss

Venom III

This compound causes rapid necrotisation of the flesh and ravages the internal organs of the victim. When applied to a weapon using the Apply Blade Venom skill, the next call with that weapon does an additional 2 hits of damage.

If this is ingested orally, after 30 minutes the target suffers a SIX THROUGH that may not be mitigated by any means.

Prerequisite: Venom II

Tier 4:

Distil Bloodwine

This extremely nasty powder dissolves instantly in liquid, becoming tasteless, clear, and undetectable outside of the Analyse Concoction skill. This compound weakens the targets blood and, while they do not feel different, will cause them to bleed profusely from any wounds taken. For the next 24 hours, or until cured, any physical injury taken automatically causes the victim to BLEED.

Enhanced Duration

Normally, a concoction must be used within five minutes of mixing or else it loses its potency. For three times the cost in Focus Slots, any compound may be mixed which will hold its potency until midnight of the day it is mixed.

Due to the complex and volatile nature of the compound, the creating Alchemist must still be present nearby – that is, a team cannot load up on enhanced duration compounds before a mission and leave the creating alchemist resting in the pub.

This is a Passive skill.

Venom IV

An evolution in the poisoner's art, when introduced to the bloodstream, this toxin causes the muscles to spasm and lock up, causing temporary but total paralysis. When applied to a weapon using the Apply Blade Venom skill, the next call with that weapon also causes IMMOBILISE 10 seconds.

If this is ingested orally, after 30 minutes the target suffers a 1 minute IMMOBILISE effect that may only be cured by the Cleanse spell.

Prerequisite: Venom III

Tier 5:

Healing Poultice IV

You mix a compound of herbs and chemicals which speeds up healing and the clotting of blood, sealing up wounds. This poultice takes 10 seconds to apply, and heals 6 hits of damage.

Prerequisite: Healing Poultice III

Venom V

This compound causes rapid necrotisation of the flesh and ravages the internal organs of the victim. When applied to a weapon using the Apply Blade Venom skill, the next call with that weapon does an additional 4 hits of damage.

If this is ingested orally, after 30 minutes the target suffers a TWELVE THROUGH that may not be mitigated by any means.

Prerequisite: Venom IV

Urban Survival (Shadow)

Tier 1:

Apply Blade Venom

This is the necessary skill to apply venoms to a blade. It can work on any bladed edge, from swords to quarrels to Rending Claws (as per the Therian Skill), to axes.

Disguise I

The first step to taking on another's identity is the masking of your own. While you may not, at this level, take on the specific appearance of another, you may alter your own appearance sufficient to mask your normal identity. You may, however, create a regular alternate identity for yourself (by re-using the same prosthetics, etc.)

This skill takes ten minutes to apply, and requires the expenditure of a Focus slot when the disguise is first put on. This disguise must be touched up every 12 hours to maintain its integrity, and may be removed by vigorous treatment, torrential rain, etc.

You cannot, at this stage, appear as a member of a different race. Also please note that without Mimic your voice is clearly recognisable as your voice.

Distraction

You are a master of stealth and misdirection. If spotted while hiding, you may immediately call Distraction. The target, who must be within 30', must look away for five seconds and make no calls targeted at you. You may only use these five seconds to run, hide, or otherwise seek further cover. Approaching the target or taking any other actions will negate this skill

Escape I

You're a slippery sort, and a pain to keep hold of for any length of time. Use of this skill allows you to slip out of grabs imposed by Lock I or bonds tied using Tie Knots I

Pick Locks I

You are trained in getting into places and things where you are not welcome. This takes ten seconds of appropriate roleplay, but enables you to overcome simple, non-magical locks.

Urban Tracking I

While some may take their pleasure hunting beasts, you prefer the most dangerous game. You are a hunter of men. You are skilled in following the tracks and trails left by urban dwellers, be they man or beast. This skill allows you to tease apart the confusing trails left in towns, and pick out the tracks of your quarry.

You may identify how many people have passed through a particular place in the last two hours, which directions they were travelling in and how long ago they passed through. You may follow specific tracks slowly as long as your quarry remained on the ground. This skill may be affected by adverse weather conditions.

This skill only functions within urban environments, and requires the tracker to concentrate on the trail. If they are distracted, they lose the trail and must find it again.

Tier 2:

Conceal Object I

You are talented at secreting small objects about your person, and hiding them from casual inspection. With this skill, you can hide upon your person one item up to the size of a dagger. It cannot be found save by strip-searching or use of the Perceptive II skill.

Mass Distraction

If spotted while hiding, you may immediately call MASS Distraction. This has the same effects and limitations as Distraction.

Prerequisite: Distraction

Pick Locks II

Merchants lament when you come in to town, for nothing they own is safe. By taking ten seconds of appropriate roleplay, you may overcome all but the most complicated and ingenious of non-magical locks.

Prerequisite: Pick Locks I

Plant Object

They say the hand is faster than the eye, and that is certainly the case for you. This skill enhances your sleight of hand, allowing you to place (or indeed remove) small objects from an unwitting subject. This skill also allows you to introduce, for example, powders to wine surreptitiously and the like.

Urban Tracking II

Bounty hunters whisper of your skill in awe. You are the consummate urban hunter. You may identify how many people have passed through a particular place in the last day, which directions they were travelling in and how long ago they passed through. You can also identify details about who made those tracks – the number of people in the group, rough descriptions of them (height, weight, gender and race) and how long ago they were made.

You can also follow the tracks of your quarry even up on to buildings from the scuffs they make and the marks they leave. This skill may be affected by adverse weather conditions.

This skill only functions within urban environments, and requires the tracker to concentrate on the trail. If they are distracted, they lose the trail and must find it again.

Prerequisite: Urban Tracking I

Tier 3:

Conceal Lie

You are a master of deceit, and are capable of masking your lies and mistruths through a disingenuous nature or an unreadable face. The main use of this skill is to counter the Detect Lie skill – each time you counter a use of Detect Lie, you expend a Focus slot.

Conceal Object II

You are a master of the hidden item, and may now conceal about your person up to four items the size of a dagger. These cannot be found save by strip-searching or use of the Perceptive III skill. You may also apply the Conceal Object I skill to another, by spending ten seconds secreting the item under their clothes.

Prerequisite: Conceal Object I

Disguise II

You have progressed down the path sufficient to completely alter your appearance convincingly. At this level, you may alter your appearance to look like a specific member of your own race, or a non-specific member of a different race. You need to be reasonably familiar with the appearance of the person you are mimicking so as to replicate their features.

While this skill will allow a Shifted person to masquerade as human, it will not allow you to cover massively obvious features – for example, if you're a Therian with horns, you're going to need to keep a big hat on. Without Mimic, please note your voice will remain recognisably your voice.

This skill takes ten minutes to apply, and requires the expenditure of a Focus slot when the disguise is first put on. This disguise must be touched up every 12 hours to maintain its integrity, and may be removed by vigorous treatment, torrential rain, etc.

Prerequisite: Disguise I

Escape II

You are harder to hold on to than a greased pig in a muddy field. Use of this skill allows you to slip out of grabs imposed by Lock II or bonds tied using Tie Knots II

Prerequisite: Escape I

Tier 4:

Concealment

You are as a shadow in the night, a barest flicker in the brush. At least 50% of your body has to be in cover or otherwise hidden to use this skill. At that point, you cannot be seen unless you become completely exposed. You may move slowly as long as you remain mostly in cover. Any aggressive actions will break Concealment

Prerequisite: Mass Distraction

Disguise Other

You have mastered the arts of physical disguise and deception to the point that you can use your skill convincingly on others. Any fool can slap a fake nose on their friend, but you can do something far more advanced.

By spending ten minutes, and using appropriate props, you may effectively use the Disguise II skill on another person. This follows all the usual rules and restrictions of Disguise II.

Prerequisite: Disguise II

Elusive Paragon

You are mist between the fingers of your enemies, and have developed your skills such that even magic finds it hard to get a grasp on you. By spending a few moments, you may then call NO EFFECT to any BIND effects used against you in the next hour as a Passive effect.

Prerequisite: Escape II

Tier 5:

Disguise III

You are a mystery, a cipher, a master of disguise. At this stage, you may take on the appearance of a specific member of any race. This skill also causes some malleability within your own physical make-up, allowing horns to be folded, muzzles to be compressed, and huge rocky outcroppings to be delicately masked. Please note that, without Mimic, your voice will still remain recognisably your voice.

This skill takes ten minutes to apply, and requires the expenditure of a Focus slot when the disguise is first put on. This disguise must be touched up every 12 hours to maintain its integrity.

Prerequisite: Disguise II

Elusive Maestro

No chains may hold you, no tepid grasp of flesh or matter restrict you, and not even magic may impede your movements. By spending a few moments, you may then call NO EFFECT to any IMMOBILISE effects used against you in the next hour as a Passive effect.

Prerequisite: Elusive Paragon

Scholar (Air)

Tier 1:

Cipher I

You are skilled in codes, ciphers and puzzles. You may crack simple codes with a moments concentration, puzzling out the various keys and sequences. You may also create a secret language of your own which allows simple and basic concepts to be disguised. This is both verbal and written, and may be taught to others who have the Cipher I skill for use in combat situations, etc.

Chivalric Lore

You are trained in the manners, ceremonies and behaviour expected from someone interacting with noble courts, chivalric organisations and the like. You are familiar with customs and practises, and may instruct others in appropriate behaviour. You also know correct terms of address for the high-born.

You are also familiar with all the heraldry in use in Corvantin. You may identify someone by their personal heraldry, as well as identify ranks and affiliations in organisations by their tabards. You are also familiar with the genealogy of the main noble families in Corvantin.

Use of this skill requires the expenditure of one Focus slot, as with any other active skill. The knowledge remains at the forefront of your mind for an hour

Legend Lore

You are schooled in the common myths and legends of Corvantin, as well as folk tales, proverbs and songs. Your expertise stops at the Eruption.

Monster Lore I

You are educated in the appearance, habits and behaviour of creatures. You can identify a common naturally occurring animal by sight and, if trained in appropriate skills, by other traces left behind – tracks, injuries, spoor, scent etc.

Refocus I

By passing on meditative techniques, words of encouragement or otherwise assisting another character, you enable them to dig deep within themselves and draw forth resources they did not even know they had.

You must spend 30 seconds roleplaying this with another character, and then spend 3 Tier 1 Focus slots. That character then regains the use of any Tier 1 Threshold, Technique or Focus slot of their own.

Slots regained by the Refocus skill do not refresh at Midnight – they are lost until Midnight of the following day. Thus is the penalty for drawing too deeply upon yourself. The Focus slots spent using this skill on another do refresh at Midnight as normal

Religious Lore I

You know the basics of religious learning and teachings for all of the Five Gods of Enlightenment and Thalaë. You have a passing familiarity with the churches and their practises, as well as the common tales and teachings.

In situations where it may become relevant, this skill may also act as Status I - Church of Enlightenment

Tier 2:

Advanced Education

While all members of the Order of the Gryphon are literate and numerate to a basic level, your education goes beyond this. You are trained in higher mathematics, calculus and algebra. You have a grasp of physics and related disciplines. You can also read and write to a higher degree, and have abilities in calligraphy, illustration and design.

Dead Languages I

You are familiar with the Scholar's Tongue, the dead language of the La'tieri Empire which predated the individual fiefdoms and the Eruption. While a dead language, from a dead culture, it remains the tongue of choice for the wise.

Monster Lore II

You have refined your knowledge to the point where you can identify all natural creatures, regardless of commonality, as well as the commonly occurring Shifted species. You can also make educated guesses about the behaviours of unusual creatures, potential weak spots and the like.

In addition, you have made something of a study in the foul abominations summoned by means of the Shadow arts. You are familiar with the five main types of Undead, and have a good grasp of their usual strengths and weaknesses. You may not identify what upgrades – if any – they have had applied to them, but may make educated guesses about the upgrades available.

Prerequisite: Monster Lore I

Refocus II

As the Refocus I skill, save you may use your Tier 2 Focus Slots to replenish another's Tier 2 Resource Slots.

Pre-requisite: Refocus I

Research

You are a skilled researcher, often discovering facts lost even to the learned. You may speak to a ref before a mission to see what information you have managed to dig out about the locale, the people, the animals and the potential threats you may be facing. This may well be based on rumour and hearsay, however, as well as factual information.

Use of this skill before a dungeon costs one Focus slot, as with any other active skill.

Tier 3:

Cipher II

You are a living code-breaker, capable of smashing through the most complicated encryption given time and opportunity. You may use this skill to decipher complex codes and ciphers, puzzling out their keys and sequences.

At this point, you may expand the secret language created using Cipher I into a fully-fledged language, able to express subtle nuances, although those allies with only Cipher I may get lost in the finer points. The Cipher I skill also becomes a Passive skill for you.

Prerequisite: Cipher II

Refocus III

As the Refocus I skill, save you may use your Tier 3 Focus Slots to replenish another's Tier 3 Resource Slots.

Pre-requisite: Refocus II

Religious Lore II

You have specialised in the teachings, trappings and myths of a particular God. You know the rituals, rites and hidden knowledge of the Church of your choice. At this level, you may also act as a lay preacher of your faith even if Shifted.

In situations where it may become relevant, this skill may also act as Status II - Church of Enlightenment

Prerequisite: Religious Lore I

Shifted Lore

There is no creature walking which can escape your educated eye. You may identify the base species of unique creatures regardless of how Shifted they are, as well as making educated guesses as to behaviours, tracks, weak spots and the like. You are familiar with all Shifted beasts, and may also make educated guesses about the capabilities and powers of Shifted beings.

Pre-requisite: Monster Lore II

Tier 4:

Dead Languages II

Before the Unification by King Corbrey Vanadon, after the Eruption, each Fiefdom had its own spoken and written tongue. Following the installation of the Vanadon line, the Aradorian tongue came to precedence and the other tongues were consigned to dust. You, however, are familiar with these deceased tongues. You may speak and read the original languages found in each Fiefdom prior to the Eruption and Unification.

Prerequisite: Dead Languages I

Mnemonic Trick

By using a trick honed by years of diligent study, you prepare your mind to store information perfectly. This skill requires 30 seconds of focusing before use, after which you may remember – with perfect clarity and recall – everything that happens in the next hour.

This memory does not fade, and you may access it by concentrating for 30 seconds each time. Accessing the memory after the fact is a Passive skill.

Refocus IV

As the Refocus I skill, save you may use your Tier 4 Focus Slots to replenish another's Tier 4 Resource Slots.

Pre-requisite: Refocus III

Tier 5:

Master of Studies

Each morning, as you wake, you unlock one of the vaults of your memory for rapid access and easy reference. You make pick any one of your Scholar skills – until midnight, that skill counts as a Passive skill.

Religious Lore III

You are privy to the highest secrets of your faith. You know all of the teachings and even the rites and rituals forbidden to the uninitiated. You are familiar with the workings and machinations of all of the sects and cults of your faith.

You also have a strong familiarity with the practises, rites and teachings of all of the other faiths to the point where you could pass as a lay preacher for all six Gods and their main sects and cults.

In situations where it may become relevant, this skill may also act as Status III - Church of Enlightenment

Prerequisite: Religious Lore II

Observation (Water)

Tier 1:

Detect Potion

By sniffing, tasting, and otherwise examining a liquid, the alchemist may identify if it has been spiked or supplemented with an alchemical concoction.

Discern Disease

By examining a subject for ten seconds, you may identify if they are suffering from a disease. If this is a commonly occurring ailment, you may also know what it is and how the disease is spread. If it is a magical disease, you may be able to identify that it does not act naturally. If the subject is already dead, and died from a natural disease, you may make an informed guess as to which disease killed it.

When this skill is used on a conscious, willing participant, it counts as a Passive Skill. If the target is unwilling to assist or unable to assist (due to being unconscious or dead) then this counts as an Active Skill.

Discern Poison

By examining a subject for ten seconds, you can identify if they are currently poisoned and – if so – how severe the poison is. This skill may also be used on corpses up to two days old – after that, the rigor mortis etc has erased the detectable signs

When this skill is used on a conscious, willing participant, it counts as a Passive Skill. If the target is unwilling to assist or unable to assist (due to being unconscious or dead) then this counts as an Active Skill.

Discern Wounds

By examining a subject for ten seconds, you may identify how much damage they have taken and how many hits they have left, which limbs (if any) are BROKEN or DISABLED, and if they are BLEEDING. If the subject is already dead, and died from physical injuries, you may gain an informed guess as to what caused the injuries.

When this skill is used on a conscious, willing participant, it counts as a Passive Skill. If the target is unwilling to assist or unable to assist (due to being unconscious or dead) then this counts as an Active Skill.

Penetrate Disguise I

The artifices of masquers and mimics hold no secrets to you. By studying someone, you may pierce the Disguise I skill and discern the true appearance of the person beneath the make-up.

Perceptive I

This skill augments the senses of the character who has it. Firstly, they may call NO EFFECT to Distraction or MASS Distraction (the immunity to MASS Distraction only applies to the character with this skill.) They may also identify if someone is using a fake accent or voice without use of the Mimic skill

Tier 2:

Analyse Concoction

By sniffing, tasting, and otherwise examining a concoction, this skill allows the alchemist to identify what a given concoction is. This takes ten seconds of appropriate roleplay. This skill is not limited to liquids but may be used on any alchemical compound.

Prerequisite: Detect Potion

Detect Lie

By studying a subjects voice, mannerisms and body language you can sniff out the root of deception. You may call this skill when observing or participating in a conversation with another. You must be able to concentrate while having this conversation, and each time you call this skill it expends a Focus slot.

Identify Forgery

By observation and study of the tell-tale signs, you may discern whether a document or object is legitimate or a forgery. This skill will highlight such a deception even if the document itself is legitimate but the signature has been forged or the contents slightly amended.

Prerequisite: Perceptive I

Oneiromancy

You are a student of portents and signs, and adept at these for hints and secrets as to what the future may hold. You spend ten minutes engaged in contemplation of the future – this may take the form of using tarot cards, casting the runes, analysing your dreams or another ritual of your choice.

Upon completion of the ritual, you will be granted insights by the mission writer as to some of the things you may face in the upcoming day. These will, necessarily, be cryptic but should prove useful.

Piece It Together

You have a keen eye for the fine details, and are skilled as casing a place. By studying an area for five minutes, you are able to reconstruct what happened in that area the last time it was used. You can also spot (as a Passive effect) if things have changed upon re-entering a room or scene where you have used this skill, although you will not know exactly *what* has changed without using this skill a second time.

Prerequisite: Perceptive I

Tier 3:

Evade Traps

The characters perceptive skills operate subconsciously, always alert for danger. If they trigger a Trap, they may call “Evade” as an immediate reaction, and ignore the effects of the trap. This costs a Focus, reflexively spent, and may consequently not be used when a character is out of Focus.

The character may not choose to not use this skill – it is a hardwired reaction and not a question of choice.

Prerequisite: Perceptive I

Mimic

Through study, you have learned how to replicate the sounds and mannerisms of another. This is not perfect, and someone closely familiar with the person you are mimicking may be able to see through your mimicry, but you are capable of fooling casual acquaintances and observers.

Maintaining this skill costs one Focus slot per hour of deception.

Penetrate Disguise II

The artifices of masquers and mimics hold no secrets to you. By studying someone, you may pierce the Disguise II skill and discern the true appearance of the person beneath the make-up. You may also pierce the Mimic skill and the voice and accent of the person using that skill.

Prerequisite: Penetrate Disguise I

Perceptive II

This skill augments the senses of the character who has it to legendary levels. A character with this skill may pierce Concealment and Natural Camouflage. They may identify if someone is using Conceal Object II or the Plant Object skill. This also augments the effective searched range of the Track skill.

Prerequisite: Perceptive II

Tier 4:

Empathic Eye

You open yourself completely to the pain and suffering of others, reading their bodies like a book of blood. For the next hour, you treat the Discern Disease, Discern Poison and Discern Wounds skills as Passive skills.

Prerequisite: at least one Discern skill

Prophecy

You have gone beyond the mere surface of fate to the deeper mysteries within. By performing a ritual lasting ten minutes, you may read the signs and portents of yourself or another present to divine glimpses into the future. If you are using this skill to read another's future, they must be present and take an active role – at your direction – in the ritual, but do not need to possess this skill themselves.

Use of this skill will provide cryptic hints and glances into the future – not merely limited to the events of that day or that mission, but into the wider future, showing how the strands of fate and destiny may well fall. A plot writer will present you with your vision when the ritual is complete.

The ritual may take any form you desire as long as it could be used to divine the future - casting the runes, throwing the I Ching, reading tarot cards or examining entrails are just some examples.

Prerequisite: Oneiromancy

Social Chameleon

You are also talented at picking up accents and mannerisms of an area. By spending some time in observation or interaction, you swiftly pick up local mannerisms and blend in to the background. The larger the settlement, the easier you blend in. You may also pick up on rumours and hearsay in an area by spending some time with the locals.

Tier 5:

Omen of Doom and Foreboding

You are an expert at reading the loom of fate, to the point where you may be granted insight into a pivotal moment where your own life is in danger. This skill follows all the requirements and forms of the Prophecy skill, and grants a free use of that skill as part of the benefits.

In addition to the benefits of the Prophecy skill, you (or the person whose future you are foretelling) also gains one free use of the Dodge Blow skill in the next three hours, even if they do not normally have that skill. A character may only benefit from this once per day.

Prerequisite: Prophecy

Total Sensory Awareness

You are a master of observation and perception, such that nothing may escape your gaze. By spending a few moments in meditation, you open up all of your senses to the outside world, processing information on a subconscious level to an almost superhuman standard. For the next hour, you automatically penetrate Concealment, Natural Camouflage and Invisibility as a Passive effect. In addition, may also call NO EFFECT to Distraction and MASS Distraction as a passive effect during that same hour.

Prerequisite: Perceptive III

The Martial Wheel:

Martial Wheel – Hub

Tier 1:

Student of Battle

You have learned well the lessons of war and the tactics of combat. While you may not be a great scholar, you are adept at reading a battlefield and planning assaults. You may study maps and troop dispositions to gain insight as to how best to field your military strength, and may well be regarded as a leader of men in large-scale conflicts.

Technique I

This skill is required to use any of the Active Skills contained within the Martial Wheel. Each time you purchase this skill, you receive a number of Technique Slots which may be expended for that purpose. Technique Slots can only be used to power Skills of their own Tier. If a character expends all of their Technique Slots, they may no longer use any Active Martial Skills.

Each time you purchase this skill, you receive 5 Tier 1 Technique slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Toughness I

The character has spent time working on their health, stamina, toughness and – above all else – their ability to take a kicking. Either by increasing their pain resistance, padding themselves out, or learning to roll with the punches more effectively, the effect of this skill remains the same – the character gains one additional hit.

This is a Passive skill, and may be taken up to 5 times per Tier.

Tier 2:

Technique II

This skill is required to use any of the Active Skills contained within the Martial Wheel. Each time you purchase this skill, you receive a number of Technique Slots which may be expended for that purpose. Technique Slots can only be used to power Skills of their own Tier. If a character expends all of their Technique Slots, they may no longer use any Active Martial Skills.

Each time you purchase this skill, you receive 4 Tier 2 Technique slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Prerequisite: Technique I

Toughness II

The character has spent time working on their health, stamina, toughness and – above all else – their ability to take a kicking. Either by increasing their pain resistance, padding themselves out, or learning to roll with the punches more effectively, the effect of this skill remains the same – the character gains one additional hit.

This is a Passive skill, and may be taken up to 5 times per Tier.

Prerequisite: Toughness I

Tier 3:

Technique III

This skill is required to use any of the Active Skills contained within the Martial Wheel. Each time you purchase this skill, you receive a number of Technique Slots which may be expended for that purpose. Technique Slots can only be used to power Skills of their own Tier. If a character expends all of their Technique Slots, they may no longer use any Active Martial Skills.

Each time you purchase this skill, you receive 3 Tier 3 Technique slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Prerequisite: Technique II

Toughness III

The character has spent time working on their health, stamina, toughness and – above all else – their ability to take a kicking. Either by increasing their pain resistance, padding themselves out, or learning to roll with the punches more effectively, the effect of this skill remains the same – the character gains one additional hit.

This is a Passive skill, and may be taken up to 5 times per Tier.

Prerequisite: Toughness II

Tier 4:

Technique IV

This skill is required to use any of the Active Skills contained within the Martial Wheel. Each time you purchase this skill, you receive a number of Technique Slots which may be expended for that purpose. Technique Slots can only be used to power Skills of their own Tier. If a character expends all of their Technique Slots, they may no longer use any Active Martial Skills.

Each time you purchase this skill, you receive 2 Tier 4 Technique slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Prerequisite: Technique III

Toughness IV

The character has spent time working on their health, stamina, toughness and – above all else – their ability to take a kicking. Either by increasing their pain resistance, padding themselves out, or learning to roll with the punches more effectively, the effect of this skill remains the same – the character gains one additional hit.

This is a Passive skill, and may be taken up to 5 times per Tier.

Prerequisite: Toughness III

Tier 5:

Technique V

This skill is required to use any of the Active Skills contained within the Martial Wheel. Each time you purchase this skill, you receive a number of Technique Slots which may be expended for that purpose. Technique Slots can only be used to power Skills of their own Tier. If a character expends all of their Technique Slots, they may no longer use any Active Martial Skills.

Each time you purchase this skill, you receive 1 Tier 5 Technique slot. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times..

Prerequisite: Technique IV

Toughness V

The character has spent time working on their health, stamina, toughness and – above all else – their ability to take a kicking. Either by increasing their pain resistance, padding themselves out, or learning to roll with the punches more effectively, the effect of this skill remains the same – the character gains one additional hit.

This is a Passive skill, and may be taken up to 5 times per Tier.

Prerequisite: Toughness IV

Brawn Table (Wood)

Tier 1

Mighty

You have built up your muscles to deliver more powerful blows. You may call +1 damage with any Brawn weapon.

In addition to the extra damage, you are also stronger than an average person. This allows you to carry the weight of a body and still walk at a slow pace with ease, and may provide other benefits in game as well

This is a passive skill.

Brute Force

You channel your rage, allowing you to call +1 damage with your next strike.

Pre-requisite: Mighty

Overbear

You throw your weight and might behind your blow. In addition to your normal damage, you may also call KNOCKDOWN.

Pre-requisite: Mighty

Tier 2

Mightier

You have continued down the path of muscular development, becoming incredibly strong. You may call +1 damage with any Brawn weapon.

This is a passive skill.

Prerequisite: Mighty

Sunder

The potent effect of your swings is not limited to destroying the bodies of your foes – this skill allows you to target that damage to their weapons and possessions as well. You may call SHATTER.

Pre-requisite: Mightier

War Stomp

You stamp your foot with concussive force, channelling a wave of energy in front of you. This skill allows you to call MASS PUSH.

Pre-requisite: Mightier

Tier 3

Break Limb

You target a devastating strike to your opponent's limb. You may call BROKEN in addition to your normal damage.

Pre-requisite: Mightier

Powerful

You are not only strong in combat, but have learned how to apply that in everyday life. You become immune to PUSH and PULL effects, and may also carry significantly heavier loads than an average person – you are able to carry up to two unconscious / dead people (or their equivalent) and still walk at a reasonable pace.

This is a passive skill.

Pre-requisite: Mightier

Tier 4

Mightiest

You have reached the pinnacle of human strength, and stand a veritable Adonis. You may call +1 damage with any Brawn weapon.

This is a passive skill.

Prerequisite: Mightier

Power Strike

You wind up and unleash a mighty blow against your opponent. Your next attack does +4 damage.

Pre-requisite: Mightiest

Tier 5

Devastate

This fierce and mighty hit has been the end of many great fighters and the salvation of many more. This hit immediately causes the target to lose 50% of their maximum hits in one strike.

Prerequisite: Mightiest

Defensive Disciplines (Earth)

Tier 1

Novice Armour Training

You have had rudimentary training and experience in the wearing of armour and the use of heavier armour. You may use Medium Armour. You also gain +1 hit of Armour when wearing Light Armour

This is a Passive skill

Reflex I

You sneer at those who rely on armour to protect themselves, knowing that the best way to stay alive is not to be hit at all. You have 1 hit of Reflex AC.

This is a Passive skill

Shield Use

You are trained in the effective use of shields in defence. This skill allows you to use shields. You may use shields in conjunction with both Physical Armour and Reflex Armour.

This is a Passive skill

Challenging Shout

By bellowing a taunting yell, you may draw the ire of an enemy onto you from your comrades. You must yell an appropriate challenge and call "Challenging Shout". That target then must focus their attacks on you for the next 30 seconds.

This skill only remains in effect as long as you advance upon your challenged enemy or hold your ground steadfastly – backing away etc. will immediately break the challenge. Both you and the challenged foe may attack freely any creatures which get in between you, as long as you continue to focus primarily upon the challenged foe.

Roll With the Punches

You have learned to roll with impacts against you, and mitigate the force of the strike. You may reduce the damage of a blow you've just taken by 2 hits. This comes after armour, and cannot reduce the damage below 1. When using this skill, you must call LESSEN.

Tier 2

Journeyman Armour Training

You have received further training in the wearing of armour, and are now so comfortable with the weight it is almost like a second skin. You gain +1 hit or Armour when wearing Medium Armour. You may also wear Heavy Armour.

This is a Passive skill

Prerequisite: Novice Armour Training

Reflex II

You sneer at those who rely on armour to protect themselves, knowing that the best way to stay alive is not to be hit at all. You have 2 hits of Reflex AC.

This is a Passive skill.

Prerequisite: Reflex I

Lightning Reflexes

Your Reflex AC now also counts against direct MAGIC damage, such as from DARTS.

This is a Passive skill.

Missile Deflection

Your skill at parrying blows has advanced to nigh-on legendary levels. You may now call "Deflection NO EFFECT" to any one missile attack which would otherwise have struck you. You must be wielding a melee weapon to use this skill.

Parry

You're a skilled duellist, and react with lightning speed to an incoming attack. You may call "Parry NO EFFECT" to any one melee attack which just struck you. You must be wielding a melee weapon to use this skill.

Tier 3

Shield Expert

You have had advanced training in the use of shields, including more usual sizes. You must call NO EFFECT to the first SHATTER effect directed at your shield. In addition, you can use Door Shields and Bucklers.

This is a Passive skill

Prerequisite: Shield Use

Parry Other

Your defensive training does not just stem to you, but also to your companions. As long as you are adjacent to an ally, you may Parry any one attack which just struck them.

This is a passive skill which enhances Parry

Prerequisite: Parry

Ricochet

Through true skill with the sword, combined with fast reflex, the user may ricochet a ranged attack which had been targeting at them, towards a new target. Upon striking an incoming arrow with either their weapon or shield, the user may yell "Ricochet TRIPLE THROUGH" at a target within 30ft. The user takes no effect from the attack.

Prerequisite: Missile Deflection

Tier 4

Master Armour Training

The weight and type of armour makes no difference to you – you are so comfortable in your protection you scarcely notice you are wearing it. You gain +1 hit of Armour when wearing Light or Heavy Armour.

This is a Passive skill

Prerequisite: Journeyman Armour Training

Reflex III

You sneer at those who rely on armour to protect themselves, knowing that the best way to stay alive is not to be hit at all. You have 3 hits of Reflex AC.

This is a Passive skill

Prerequisite: Reflex II

Rebound

The true defensive master can use an opponent's mistakes to their own advantage. Use of this skill allows the user to redirect an attacker's blow upon himself. Once hit, the user calls NO EFFECT and repeats the damage call back onto their foe. You cannot Rebound a Rebounded blow.

Tier 5

Master of Defence

Tuning their defensive skill to a maximum, the user now only takes half effect from all incoming physical attacks for a duration of 30 seconds. When using this skill, you must call LESSEN.

Prerequisite: EITHER Reflex III or Master Armour Training

Ranged Combat (Fire)

Tier 1:

Pistol Use

You are trained in the use and maintenance of pistols – a prestige weapon and rarely found in the hands of the common man. You may use Pistols in combat, subject to the rules on Firearms found in the Core Rules section.

With this skill, the base damage of a pistol is DOUBLES, and they may benefit from the damage increases granted by Precision I – III

You may only use Active skills from this table to augment your ranged attacks.

This is a passive skill.

Ranged Weapon Use

You are skilled in the use of crossbows, bows and thrown weapons. When you pick this skill, you choose either Brawn or Finesse as your fighting style of choice – once made, the choice is locked in and cannot be changed.

Brawn Ranged weapons may benefit from the damage increases granted by Mighty, Mightier and Mightiest. These typically include longbows and throwing axes.

Finesse Ranged weapons may benefit from the damage increases granted by Precision I – III. These typically include crossbows and throwing knives.

With this skill, Thrown weapons do a base damage of DOUBLES, and Bows do a base damage of TRIPLES.

You may only use Active skills from this table to augment your ranged attacks.

This is a passive skill.

Knockdown Shot

Your shot impacts with overwhelming force. In addition to your normal damage, you may also call KNOCKDOWN with your next attack.

Penetrating Shot

Your projectiles now laugh at the finest armour, piercing even steel like cheesecloth. In addition to your normal call, you may also call THROUGH.

Sharp Shot

Even when it looks like a shot may miss the target, you pull it back from the brink. You may use this skill when a shot has missed the target – that shot now hits after all! Please note, however, that any other augments made to that attack (like from Knockdown Shot, etc.) do not apply.

Tier 2:

Binding Shot

Your shot damages the targets legs, forcing them in place and pinning them to the spot. In addition to your normal damage, you may also call BIND 30 seconds.

Bleeding Shot

Your shot leaves the target with a haemorrhaging wound, causing them to bleed profusely. In addition to your normal damage, you may also call BLEED.

Shot to Disarm

In a dazzling display of accuracy, you knock the very weapon from the hand of your opponent! In addition to your normal damage, you may also call DISARM

Tier 3:

Pistol Specialisation

You continue to hone your skill with these rare weapons. When using a pistol, you do an additional +1 damage.

This is a passive skill.

Prerequisite: Pistol Use

Ranged Weapon Specialisation

You continue to hone your skill at ranged combat. When using a ranged weapon, you do an additional +1 damage.

This is a passive skill.

Prerequisite: Ranged Weapon Use

Disabling Shot

You place your shot in a vulnerable location, crippling your opponent. In addition to your normal damage, you may also call DISABLE against a limb of your choice.

Concussive Shot

Your shot hits with staggering impact, dazing the target and knocking them senseless for a brief time. In addition to your normal damage, you may also call IMMOBILISE 10 seconds.

Tier 4:

Murderous Accuracy

You place your shot in the location which would do the most trauma to them. Your next shot does +4 damage. If the attack misses, this skill use is wasted

Reliable Archer

You are a consummate archer, and no effort is wasted when you set out to slay.

If you have augmented an attack with a Tier 1-3 Ranged Combat Skill, and that attack misses the target, you do not consume the Technique Slot for that skill's use.

This is a Passive effect.

Tier 5:

Pistol Mastery

You are a feared figure with your pistols, and never miss your target. When using a pistol, you do an additional +1 damage.

This is a passive skill.

Prerequisite: Pistol Specialisation

Ranged Weapon Mastery

You continue to hone your skill at ranged combat. When using a ranged weapon, you do an additional +1 damage.

This is a passive skill.

Prerequisite: Ranged Weapon Specialisation

Reaper's Touch

You are death incarnate with a ranged weapon in your hands, able to fell even the hardiest of foes with a single missile.

When using this skill, you may augment that attack with any two Ranged Weapon Skills you already know. Using those augments does not consume the Technique slots for that level.

For example, the legendary archer Guillaume Florenz takes aim upon a foe distant with his mighty longbow. He uses this skill to stack the Murderous Accuracy skill with the Piercing Shot skill. His damage for that call is Twelve Through. Rather than expend a Tier 1 Technique slot for Piercing Shot and a Tier 4 Technique slot for Murderous Accuracy, he only expends his Tier 5 slot for using Reaper's Touch.

Finesse Table (Shadow)

Tier 1

Precision I

You are trained in the arts of precision and accuracy. You do +1 damage with any Finesse weapon.

In addition to the deadly accuracy this skill bestows, you also become capable of pulling your blows so that only minimal injury is caused. You may reduce your standard melee damage call to a minimum of SINGLE

This is a passive skill

Accurate Strike

You cut your opponent to pieces with a perfectly targeted strike. Your next attack does +1 damage.

Pre-requisite: Precision I

Cut to Bleed

While brutish oafs may brag about felling a blow in a single strike, you know full well that a slow and lingering death is far more entertaining. In addition to your normal damage, you may also call BLEED.

Pre-requisite: Precision I

Coward's Retort

By expending a Technique slot, you may call NO EFFECT to a Challenging Shout directed at you.

Tier 2

Precision II

You are trained in the arts of precision and accuracy. You do +1 damage with any Finesse weapon

This is a passive skill

Prerequisite: Precision I

Backstab

You specialise in slaughtering the defenceless. When attacking from behind a foe, all of your damage counts as THROUGH.

This is a passive skill.

Pre-requisite: Precision II

Cut to Blind

You strike your opponent and slice open their forehead, blinding them with a sheet of their own blood. In addition to your normal damage you may also call BLINDNESS 30 seconds.

Pre-requisite: Precision II

Tier 3

Balance

You are the very paragon of grace and acrobatic ability. You become immune to KNOCKDOWN effects. This skill may also see alternate use in dungeons.

This is a Passive skill.

Cut Tendon

The tentative slice from a knowing blade can cripple an opponent. In addition to your normal damage, you may also call DISABLE.

Tier 4

Precision III

You are trained in the arts of precision and accuracy. You do +1 damage with any Finesse weapon

This is a passive skill

Prerequisite: Precision II

Thrust

You thrust forward, piercing your foes protection like a hot needle through butter. In addition to your normal damage, you may call THROUGH.

Tier 5

Dodge Blow

Your opponent aims a strike at your, but they are far too slow. You may call NO EFFECT to any one attack that would otherwise hit you.

Melee Combat (Air)

Tier 1:

Double-Handed Weapon Use

Double-handed weapons cover a wide range, from vast mauls, to mighty claymores, to spears and polearms. Consequently, the methods of fighting with them are also varied. When you pick this skill, you must choose either Brawn or Finesse as your fighting style. This choice cannot be changed after purchase.

Your base damage call with a double-handed weapon is TRIPLES.

Brawn weapons may benefit from the damage increases granted by Mighty, Mightier and Mightiest, and may be used with Brawn weapon skills. Finesse weapons my benefit from the damage increase granted by Precision I-III and may be used with Finesse weapon skills.

This is a passive skill.

Off-hand Weapon Use

You are ambidextrous and skilled in fighting with two weapons. You may call DOUBLES with an off-hand weapon. You must have Use in a single-handed weapon, and your off-hand weapon must be of the same type (that is, you can't fight with a Finesse weapon in your on-hand and a Brawn weapon in your off hand).

This is a passive skill.

Prerequisite: Single-Handed Weapon Use

Single-Handed Weapon Use

Single handed weapons are the most common and varied of offensive tools, and span a vast gamut from subtle dirks and graceful swords all the way up to mighty hammers and thuggish broadswords. Consequently, the methods of fighting with them are also varied. When you pick this skill, you must choose either Brawn or Finesse as your fighting style. This choice cannot be changed after purchase.

Your base damage call with a single-handed weapon is DOUBLE.

Brawn weapons may benefit from the damage increases granted by Mighty, Mightier and Mightiest, and may be used with Brawn weapon skills. Finesse weapons my benefit from the damage increase granted by Precision I-III and may be used with Finesse weapon skills.

This is a passive skill

Disarm Parry

You aim a targeted strike at an opponent's weapon, wresting it out of their hands and rendering them weaponless. You must strike the opponents weapon, and then call DISARM. This skill only works against single-handed weapons.

Hamstring

By striking an opponent in the legs, you damage the muscles and cause them to remain in place. In addition to your normal damage, you may also call BIND 10 seconds.

Tier 2:

Potent Swings I

You call +1 damage with any double-handed melee weapon.

This is a passive skill.

Shield Hew

You smash into an opponents shield, loosening their grip and rendering them vulnerable. When you strike a shield you may call DISARM

Tier 3:

Double-Handed Weapon Specialisation

You call +1 damage with a double-handed weapon.

This is a passive skill.

Prerequisite: Double-Handed Weapon Use

Off-hand Weapon Specialisation

You call +1 damage with your off-hand weapon.

This is a passive skill.

Prerequisite: Off-Hand Weapon Use and Single-Handed Weapon Specialisation

Single-Handed Weapon Specialisation

You call +1 damage with a single-handed weapon.

This is a passive skill.

Prerequisite: Single-Handed Weapon Use

Stun Blow

Your blow rattles the targets wits, rendering them insensible for a brief time. You may call IMMOBILISE 5 seconds.

Tier 4:

Potent Swings II

You call +1 damage with any double-handed melee weapon.

This is a passive skill.

Prerequisite: Potent Swings I

Single-Handed Weapon Mastery

You call +1 damage with a single-handed weapon.

You are also immune to DISARM with this weapon.

This is a passive skill.

Prerequisite: Single-Handed Weapon Specialisation

Whirlwind Disarm

Your foes do not stand a chance against you, as you swiftly disarm even large groups, leaving them undefended before your wrath. For the next 30 seconds, you may call DISARM with each blow.

Tier 5:

Double-Handed Weapon Mastery

You call +1 damage with a double-handed weapon. You are also immune to the DISARM call.

This is a passive skill.

Prerequisite: Double-Handed Weapon Specialisation

Off-hand Weapon Mastery

You may call +1 damage with an off-hand weapon.. You are also immune to DISARM with this weapon.

This is a passive skill.

Prerequisite: Off-Hand Weapon Specialisation and Single-Handed Weapon Mastery

Sever Limb

This skill is feared by all, and rightly so, for it allows a skilled warrior to remove a targeted limb in a single perfect blow. This may be as a precise iajutsu strike with a razor-edged sword, or may simply be the irresistible tearing power of a mighty hammer blow.

Instead of dealing normal damage, Sever Limb immediately does 25% of the targets maximum hits (rounded up) and removes the struck limb entirely. The limb is subject to a DISABLE effect that may only be cured by a Regenerate or Vitality of Spring spell.

Unarmed Combat (Water)

Tier 1:

Unarmed Combat Use

Whether through monastic discipline and training, or through primal ferocity and instinct, you are skilled at fighting without the need for manufactured weapons.

When you take this skill, choose either Finesse or Brawn, to represent your preferred fighting style – you may not change this choice after purchase. If you choose Brawn, you may increase your damage with Might, Mightier and Mightiest, and also use Brawn skills without a weapon. If you choose Finesse, you may increase your damage via Precision I-III, and also use Finesse skills without a weapon.

Your base unarmed strikes do DOUBLES.

You may only use Active skills from this table to augment your unarmed strikes.

This is a passive skill.

Blessing of Water Stance

Currents of magical Air rush through you, invigorating your body and charging your fists with energy. You must concentrate for five seconds while you attune yourself, then for the next minute all of your unarmed damage is MAGIC.

This may be combined with any other Unarmed Combat Stance.

Lock I

You grasp your opponent with a grip like steel. By taking hold (safely) of a limb, you render them unable to use it at all. As long as you maintain your hold, that location is DISABLED and they cannot pull free from you without Escape I or higher.

Trip

You strike your opponent to the legs, sweeping them from their feet. In addition to your normal damage, you may also call KNOCKDOWN

Tier 2:

Disabling Strike

You strike your opponent with a targeted blow, numbing their limbs and rendering them inoperable. In addition to your normal damage, you may also call DISABLE

Forearm Parry I

Either through training and dedication or a cavalier disregard for the sanctity of your body, you have built up a thick layer of impervious scar tissue on your forearms. By blocking an incoming blow with your forearms, you may disregard that damage. However, you do suffer any additional effects and riders attached to it (so, a QUAD DISABLE will not do any damage but will still DISABLE the arm). You must call LESSEN when using this skill.

This cannot be combined with Forearm Parry II – you must chose one or the other effect

Lock II

You may now grasp and DISABLE two limbs at the same time, either two on the same opponent or one limb on two separate opponents. If one opponent is locked up like this, they need Escape II or higher. If two opponents are locked up, they need Escape I or higher.

Prerequisite: Lock I

Tier 3:

Unarmed Combat Specialisation

Let fools put their stock in steel and wood – you know that your hands and feet are far more dangerous than any blade. Your unarmed strikes do +1 damage.

This is a passive skill.

Prerequisite: Unarmed Combat Use

Forearm Parry II

Your forearms are a greater defence than any shield. By blocking a blow with your forearms, you may chose to take the damage of the blow but disregard any riders attached. For example, if you block a QUAD DISABLE, you still take the QUAD (mitigated by any armour) but not the DISABLE. You must call LESSEN when using this skill.

This cannot be combined with Forearm Parry I – you must chose one or the other effect.

Prerequisite: Forearm Parry I

Nerve Punch

You target a pressure point in your opponent, causing their body to spasm and lock up. In addition to your normal damage, you may also cal IMMOBILISE 10 seconds

Tier 4:

Iron Fist Stance

You focus on the glory of combat, and become a machine of destruction. You must let loose a roar as your adrenaline rushes through your body. After that, and for the next minute, your unarmed strikes do an additional +1 damage.

This may be combined with any other Unarmed Combat Stance

Spear Hand Strike

You channel your energies into your hands, encasing them in a shimmering field which cuts through even the toughest steel like cheese wire. Your next blow with each hand also does THROUGH in addition to any other damage. This damage may benefit from the augments provided by the various Unarmed Combat Stances.

Tier 5:

Unarmed Combat Mastery

You have reached the pinnacle of deadliness with hand, foot, elbow and knee. None may match your blows. Your unarmed strikes do +1 damage.

This is a passive skill.

Prerequisite: Unarmed Combat Specialisation

Ensorcelled Juggernaut Stance

You wrap yourself in primal fury. Your muscles swell, and your body is flooded with energy. You must let loose a mighty roar as the energies burst within you. After that, and for the next minute, you gain +1 damage to all unarmed strikes. In addition, all of your damage also becomes MAGIC.

This may be combined with any other Unarmed Combat Stance.

The Mystic Wheel:

Mystic Wheel - Hub

Tier 1:

Delay Onset I

By burning an additional Threshold Slot of the appropriate level, you may delay the onset of a spells effect for 1 minute per slot burned. The spell must be successfully cast and you must inform a Ref.

This skill allows the Delay of Tier 1 spells.

Dowse Ley Line

By using an appropriate focus, and concentrating for five minutes, the character aligns herself with the lines of magic which run throughout Corvantin. This skill will direct the character to the nearest ley line within 5 miles. The stronger the ley line, the stronger the reading.

This Skill requires the expenditure of a Threshold slot each time it is used. The effects last as long as the character maintains concentration.

Sense Magic

You gather your own mystical awareness and then release a pulse of energy. You immediately detect any magical effects present within a 30' radius of you. This is a momentary pulse rather than a continued effect. It will identify any magical items as well as any characters under continued magical effects.

This Skill requires the expenditure of a Threshold slot each time it is used.

Spell Holding I

Through diligent practise, a skilled wizard learns to hold back magical energies within themselves for release at a later moment. Upon successful casting of a spell, the character may burn further Threshold slots of the appropriate Tier – for each additional slot expended, they may delay the triggering of the spell of 30 minutes.

While Holding a spell, the character may move at a slow walk, and may not take any other actions. Running, taking damage, or engaging in any other activity causes the spell energy to immediately take effect on the nearest target. A character may only Hold one spell per Tier.

This skill allows the Holding of Tier 1 spells.

Threshold I

Magic is a draining ability, and taxing upon the soul and body of those who use it. Due to this, a person can only channel a limited amount of magic before their tolerance is exhausted. This is known as their Threshold.

This skill is required to use any of the Active Skills contained within the Mystic Wheel (that is, to cast spells). Each time you purchase this skill, you receive a number of Threshold Slots which may be expended for that purpose. Threshold Slots can only be used to power Skills of their own Tier. If a character expends all of their Threshold Slots, they may no longer use any Active Mystic Skills.

Each time you purchase this skill, you receive 5 Tier 1 Threshold slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Tier 2:

Delay Onset II

By burning an additional Threshold Slot of the appropriate level, you may delay the onset of a spell's effect for 1 minute per slot burned. The spell must be successfully cast and you must inform a Ref.

This skill allows the Delay of Tier 2 spells.

Prerequisite – Delay Onset I

Spell Holding II

Through diligent practise, a skilled wizard learns to hold back magical energies within themselves for release at a later moment. Upon successful casting of a spell, the character may burn further Threshold slots of the appropriate Tier – for each additional slot expended, they may delay the triggering of the spell of 30 minutes.

While Holding a spell, the character may move at a slow walk, and may not take any other actions. Running, taking damage, or engaging in any other activity causes the spell energy to immediately take effect on the nearest target. A character may only Hold one spell per Tier.

This skill allows the Holding of Tier 2 spells.

Prerequisite – Spell Holding I

Threshold II

This skill is required to use any of the Active Skills contained within the Mystic Wheel (that is, to cast spells). Each time you purchase this skill, you receive a number of Threshold Slots which may be expended for that purpose. Threshold Slots can only be used to power Skills of their own Tier. If a character expends all of their Threshold Slots, they may no longer use any Active Mystic Skills.

Each time you purchase this skill, you receive 4 Tier 2 Threshold slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Prerequisite: Threshold I

Tier: 3:

Delay Onset III

By burning an additional Threshold Slot of the appropriate level, you may delay the onset of a spells effect for 1 minute per slot burned. The spell must be successfully cast and you must inform a Ref.

This skill allows the Delay of Tier 3 spells.

Prerequisite – Delay Onset II

Spell Holding III

Through diligent practise, a skilled wizard learns to hold back magical energies within themselves for release at a later moment. Upon successful casting of a spell, the character may burn further Threshold slots of the appropriate Tier – for each additional slot expended, they may delay the triggering of the spell of 30 minutes.

While Holding a spell, the character may move at a slow walk, and may not take any other actions. Running, taking damage, or engaging in any other activity causes the spell energy to immediately take effect on the nearest target. A character may only Hold one spell per Tier.

This skill allows the Holding of Tier 3 spells.

Prerequisite – Spell Holding II

Threshold III

This skill is required to use any of the Active Skills contained within the Mystic Wheel (that is, to cast spells). Each time you purchase this skill, you receive a number of Threshold Slots which may be expended for that purpose. Threshold Slots can only be used to power Skills of their own Tier. If a character expends all of their Threshold Slots, they may no longer use any Active Mystic Skills.

Each time you purchase this skill, you receive 3 Tier 3 Threshold slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Prerequisite: Threshold II

Tier 4:

Delay Onset IV

By burning an additional Threshold Slot of the appropriate level, you may delay the onset of a spells effect for 1 minute per slot burned. The spell must be successfully cast and you must inform a Ref.

This skill allows the Delay of Tier 4 spells.

Prerequisite – Delay Onset III

Spell Holding IV

Through diligent practise, a skilled wizard learns to hold back magical energies within themselves for release at a later moment. Upon successful casting of a spell, the character may burn further Threshold slots of the appropriate Tier – for each additional slot expended, they may delay the triggering of the spell of 30 minutes.

While Holding a spell, the character may move at a slow walk, and may not take any other actions. Running, taking damage, or engaging in any other activity causes the spell energy to immediately take effect on the nearest target. A character may only Hold one spell per Tier.

This skill allows the Holding of Tier 4 spells.

Prerequisite – Spell Holding III

Threshold IV

This skill is required to use any of the Active Skills contained within the Mystic Wheel (that is, to cast spells). Each time you purchase this skill, you receive a number of Threshold Slots which may be expended for that purpose. Threshold Slots can only be used to power Skills of their own Tier. If a character expends all of their Threshold Slots, they may no longer use any Active Mystic Skills.

Each time you purchase this skill, you receive 2 Tier 4 Threshold slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Prerequisite: Threshold III

Tier 5:

Delay Onset V

By burning an additional Threshold Slot of the appropriate level, you may delay the onset of a spells effect for 1 minute per slot burned. The spell must be successfully cast and you must inform a Ref.

This skill allows the Delay of Tier 5 spells.

Prerequisite – Delay Onset IV

Spell Holding V

Through diligent practise, a skilled wizard learns to hold back magical energies within themselves for release at a later moment. Upon successful casting of a spell, the character may burn further Threshold slots of the appropriate Tier – for each additional slot expended, they may delay the triggering of the spell of 30 minutes.

While Holding a spell, the character may move at a slow walk, and may not take any other actions. Running, taking damage, or engaging in any other activity causes the spell energy to immediately take effect on the nearest target. A character may only Hold one spell per Tier.

This skill allows the Holding of Tier 5 spells.

Prerequisite – Spell Holding IV

Threshold V

This skill is required to use any of the Active Skills contained within the Mystic Wheel (that is, to cast spells). Each time you purchase this skill, you receive a number of Threshold Slots which may be expended for that purpose. Threshold Slots can only be used to power Skills of their own Tier. If a character expends all of their Threshold Slots, they may no longer use any Active Mystic Skills.

Each time you purchase this skill, you receive 1 Tier 5 Threshold slots. As with all other Resource Skills, these slots refresh at midnight.

This is a Passive Skill, and may be purchased multiple times.

Prerequisite: Threshold IV

Wood Magic

Tier 1:

Animal Friend

Range: Self

Duration: 5 minutes

For the duration of this spell, the caster sends out calming waves and pheromones which cause animals to trust them and view them as one of their own. A hostile animal will not attack the caster unless they takes an offensive action against them first, and a non-hostile animal will treat the caster with trust and affection.

This spell has no effect on Therian barring that which the Therian player wishes it to have.

Lesser Heal

Range: Touch

Duration: Instant

This spell will immediately heal the target of 2 hits worth of damage taken.

Resist Blindness

Range: Touch

Duration: 30 Seconds

The target of this spell may call NO EFFECT to the next BLINDNESS call made at them in the next 30 seconds. If they are already subject to a BLINDNESS effect it immediately ends

Resist Fear

Range: Touch

Duration: 30 Seconds

The target of this spell may call NO EFFECT to the next FEAR call made at them in the next 30 seconds. If they are already subject to a FEAR effect it immediately ends

Skeletal Repair

Range: Touch

Duration: Instant

This spell will immediately mend any one BROKEN limb. It does not heal any other damage.

Trip

Range: 30'

Duration: Instant

This spell causes the targets footing to become uncertain, as the very earth beneath them conspires to trip them up and drag them down. You may call KNOCKDOWN against one target.

Tier 2:

Camouflage

Range: Self

Duration: 5 minutes

Nature rises up to shield you from enemy eyes. Your coloration changes and adapts to your surroundings, and you blend in to your backdrop. For the duration of this spell the caster is completely undetectable to all senses save touch. Whilst invisible, the caster must remain motionless.

Cleanse

Range: Touch

Duration: Instant

You call upon the healing power of nature to remove impurities from the body. This spell immediately removes any and all diseases and poisons currently inflicted upon the target. This also includes magical poisons and diseases.

Heal

Range: Touch

Duration: Instant

This spell will immediately heal the target of 5 hits of damage.

Prerequisite: Lesser Heal

Lesser Entangle

Range: 30'

Duration: 1 minute

With this spell, the caster causes nature itself to rise up and hold a foe in place. This spell allows you to call BIND 1 Minute against one target within 30'

Regenerate

Range: Touch

Duration: 30 minutes

Over the course of 30 minutes, the target will re-grow any one missing limb. This spell does not heal any other damage.

Prerequisite: Lesser Heal

Tier 3:

Oakskin

Range: Touch

Duration: 5 minutes

This spell turns the targets skin as hard as weathered oak, tough enough to repel the sharpest blades. The target may call NO EFFECT to any one damaging call aimed at them in the next five minutes.

Greater Heal

Range: Touch

Duration: instant

This spell will immediately heal the target of 8 hits of damage.

Prerequisite: Heal

Mass Entangle

Range: 30'

Duration: 1 minute.

This spell allows you to call MASS BIND 1 Minute.

Prerequisite: Lesser Entangle

Nature's Vengeful Grasp

Range: 30'

Duration: 1 minute

This potent spell causes plants to rise up and completely encase the target in a thick cocoon. The target is IMMOBILISED for 1 minute. If they take more than 5 hits of damage, then the cocoon is shredded enough for them to break free.

Tier 4:

Speak With Nature

Range: Self

Duration: 5 minutes

For the duration of this spell, the caster becomes completely one with nature and the plants and animals in it. They are able to communicate with and understand all natural plant and animal life near them.

Please remember that animals and plants will understand and experience things completely differently to humankind, and what might be a simple question for a human to answer may well not be understood by an animal or plant.

This does not instill any form of friendship or trust between the caster – this must be earned by body language or appeasement. However, it will grant the caster an understanding of an animal's moods and the like also.

Prerequisite: Animal Friend

Vitality of Spring

Range: Touch

Duration: Instant

This potent spell restores the target to the pinnacle of wellbeing. It immediately removes any and all poisons and diseases, mends any broken bones, re-grows any missing limbs, and heals the target to full health.

Prerequisite: Regenerate and Greater Heal

Tier 5:

Avatar of Nature

Range: Self

Duration: 5 minutes

The pinnacle of the druidic arts, this spell fills the caster with all the raw power and fury of nature, turning them into a natural disaster made flesh. Their skin becomes as hard as oak, making them immune to all non-MAGIC damage for the duration of the spell. They also gain the benefits of the Mightiest and Powerful skills, even if they would not otherwise qualify

Prerequisite: Nature's Vengeful Grasp

Rebirth

Range: Touch

Duration: Instant

The most powerful of Wood spells, this mighty working calls upon the very power of nature itself to turn back the clock and restore life to a corpse. When cast upon a target corpse – of which at least 50% must be present – the target is restored to life once more.

This miraculous return, however, is not without cost. First and foremost, they lose 50% of their Advancement Points which cannot be regained save through normal awards. They also lose the memory of the last week of their life, as the trauma of their death and rebirth purges it from their mind.

Prerequisite: Vitality of Spring

Earth Magic

Tier 1:

Mend

Range: Touch

Duration: Instant

This immediately repairs any one broken item up to the size of an average table. This includes shields, suits of armour, and doors. This spell has no effect on items which have been disintegrated, or items larger than an average table. This spell will “heal” one “hit” taken by a master-crafted item.

Earthskin

Range: Touch

Duration: 5 minutes

The skin of the target becomes thick and tough, stopping the flow of blood and providing resistance against tearing attacks. They may call NO EFFECT to BLEED.

Earth's Grasp

Range: 30'

Duration: 10 seconds

The rocks and stones themselves rise up to hinder the movement of your foe. You may call BIND 10 Seconds against any one target in range.

Scry Shield

Range: Self

Duration: 1 hour

While this shield is activated, neither the caster nor anything in their possession can be targeted by any scrying spell. Any memories experienced whilst subject to a Scry Shield also cannot be tapped by the Share Memory spell.

Strengthen

Range: Touch

Duration: 5 minutes.

This spell affects any one item touched by the caster, up to the size of an average table. While subject to this spell, that object is completely immune to all SHATTER effects, save a Disintegrate.

Rock Fling

Range: 30'

Duration: Instant

The caster manipulates a cluster of pebbles or small section of wall and throws it directly towards an opponent. Such force inflicts 3 hits of PHYSICAL damage.

Tier 2:

Rockskin

Range: Personal

Duration: 30 minutes

The caster's body becomes rocky and hard, yet strangely supple. This blending allows the caster's Reflex armour to work against Magic attacks.

Prerequisite: Earthskin

Reform

Range: Touch

Duration: Instant

A more powerful version of Mend, this spell completely fixes any broken item up to the size of a small house. It will completely repair a master-crafted item, and anything destroyed by the Disintegrate spell.

Prerequisite: Mend

Earthquake

Range: 30'

Duration: Instant

The caster calls MASS KNOCKDOWN.

Rock Hurl

Range: 30'

Duration: Instant

The caster draws forth a large boulder from the earth and propels it towards a target with devastating force. They may call SIX PUSH.

Prerequisite: Rock Fling

Enchant Armour 1

Range: Touch

Duration: 30 minutes

This spell imbues a suit of armour with magical energies. This allows that armour to count against direct magical damage, such as DARTS, BOLTS and STRIKES.

Each casting of this spell enchants all armour worn by the target. It has no effect on Reflex-granted armour – only physical armour can be enchanted.

Tier 3:

Crystalskin

Range: Personal

Duration: 1 hour

The casters body becomes extremely hard, glimmering like diamonds. This blending allows casters Reflex armour to work against Magic attacks, and provides a further +1 level of Reflex armour.

Prerequisite: Rockskin

Petrify

Range: Touch

Duration: 1 minute

The target is encased in flowing stone, freezing them in place in a tomb of rock. For the duration of this spell, the target is both IMMOBILISED and BLINDED. They do, however, gain 5 hits of Physical Armour from the thick stone encasing them. This does not stack with any existing armour.

If the target takes more than 20 hits of physical damage (before armour is counted) the stone shatters and they are freed.

Personal Shifting Ward

Range: Self

Duration: 1 hour.

For the duration of this spell, the caster is immune to all Shifting effects, be they by spells or by exposure to The Shifting.

Rock Cascade

Range: 30'

Duration: Instant

The caster manipulates a cluster of rocks and throws it directly towards an opponent. Such overwhelming force allows the caster to call TEN KNOCKDOWN

Prerequisite: Rock Hurl

Tier 4:

Diamond Cocoon

Range: Self

Duration: 5 minutes

The caster becomes encased in magical diamond, rendering them impervious to physical harm. Whilst subject to this spell, the caster is completely immune to all physical effects, including damage, BLEEDING, poisons and the like. They are also immune to magical damage caused by enchanted weapons.

The caster may be affected by pure magical damage, such as BOLTS, DARTS and STRIKES, and also affected by magical healing. Whilst in the cocoon, the caster is IMMOBILISED. The caster may end this effect at any time.

Prerequisite: Crystalskin

Enchant Armour II

Range: Touch

Duration: 1 hour

This spell imbues a suit of armour with magical energies. Not only does this turn the armour magical, it strengthens it with a further +1 hit of armour. This allows that armour to count against direct magical damage, such as DARTS, BOLTS and STRIKES.

Each casting of this spell enchants all armour worn by the target. It has no effect on Reflex-granted armour – only physical armour can be enchanted.

Prerequisite: Enchant Armour I

Rock Volley

Range: 30'

Duration: 30 seconds

Rather than one single boulder, the caster draws up and unleashes a volley of mud, rock and stone towards all in their way. They may call MASS SIX MASS BIND 30 Seconds

Prerequisite: Rock Cascade

Tier 5:

Living Bastion

Range: 10' Radius (Dome)

Duration: 5 minutes

Upon casting this defensive spell, all enemies within 10' are immediately pushed back. For as long as the caster remains motionless, no living foe may enter or cast spells into the barrier. However, physical blades and arrows may still penetrate into the dome.

Rise of Earth

Range: 30'

Duration: 30 Seconds

The caster causes the land itself to revolt, rising in a tidal wave to crush and encase those in it's path. The caster may call MASS EIGHT MASS IMMOBILISE 30 Seconds

Prerequisite: Rock Volley

Fire Magic

Tier 1:

Personal Lesser Shifting

Range: Self

Duration: 5 minutes

The caster takes on one of the aspects of a Shifted. They may pick any one ability from the racial table appropriate to their Affinity, and manifest that ability for ten minutes. If they are not Shifted, for the duration of this spell they appear as a member of the appropriate race.

If the caster is already a Shifted, they may choose any additional aspect from their racial table they do not already possess. This specifically excludes any Active skills and the Focus suite of skills.

Fire Dart

Range: 30'

Duration: Instant

This burns the target with magical fire. This spell allows you to call DART against one target in range.

Fireblade

Range: Touch

Duration: 5 minutes

This spell imbues a melee weapon with the destructive power of fire. For the duration of the spell the blade will do +1 PHYSICAL damage.

Enflame

Range: 30ft

Duration: Instant

With a flick of the casters fingers they can set flammable materials or wood alight. If cast on a person's clothing then it will cause 1 hit of damage each 10 seconds. This effect ends after causing 3 hits, or alternatively it can be stopped by spending 5 seconds patting themselves down.

Flare

Range: 30ft

Duration: Instant

By heating up the very fabric of an item it causes an item to briefly superheat. Whilst it causes no long term damage to the target item, the spell causes anyone touching that item to immediately drop it. This spell works on any item regardless of its material composition. The mage calls DISARM.

Leyline Transport

Range: 30ft

Duration: Instant

One of the basic core spells, used frequently across the land, are the series of Leyline Transport spells. For the cost of 1 Threshold per person, the caster may transport people to a predetermined point along a leyline. While the Range is officially 30', all those being transported must be standing on a leyline, be it a singular leyline or a node (where several leylines meet and cross).

Tier 2:

Force Lesser Shifting

Target: Touch

Duration: 5 minutes.

This spell is extremely frowned upon by polite society and may result in extreme sanction if used on an unwilling target. For the duration of this spell, the target takes on the appearance of a Shifted of their Affinity. They also gain any one ability from that races table as chosen by the caster.

If the target is already a Shifted, the caster may choose any additional aspect from the targets racial table they do not already possess. This specifically excludes any Active skills and the Focus suite of skills.

Prerequisite: Personal Lesser Shifting

Fire Bolt

Range: 30'

Duration: Instant

This burns the target with magical fire. This spell allows you to call BOLT against one target in range.

Prerequisite: Fire Dart

Mystic Shunt

Range: Self

Duration: 30 seconds

This odd spell breaks apart the very being of the caster, shunting them into a mystical dimension. They vanish from all senses for 30 seconds. In this time, they may not move, they may not make any calls, cast any spells, or interact in any way with anything until they return. They may end the Shunt at any time during the duration.

Enchant Weapon I

Range: Touch

Duration: 30 minutes

This spell imbues a weapon with magical energies. At its most basic, this allows the wielder to call MAGIC along with their usual damage call.

Each casting of this spell affects one single or double handed weapon OR five throwing weapons OR 3 arrow / quarrels OR six bullets.

Leyline Return Transport

Range: 30ft

Duration: Instant

One of the basic core spells, used frequently across the land, are the series of Leyline Transport spells. For the cost of 1 Threshold per person, the caster may transport people to a predetermined point along a leyline. While the Range is officially 30', all those being transported must be standing on a leyline, be it a singular leyline or a node (where several leylines meet and cross).

Unlike the lesser Leyline Transport spell, this also embeds a shard of magic in those transported, allowing them to return without the presence of the original casting mage. They must travel from the location they arrived – merely another point along that leyline is not sufficient. For this reason, transport generally goes from node to node.

Prerequisite: Leyline Transport

Tier 3:

Mask Shifting

Range: Touch

Duration: 5 minutes

This spell allows the caster to conceal the effects of the Shifting against human eyes. This will also mask the effects of the Shifting from such scrutiny as the Perceptive and Penetrate Disguise suites of skills. However, this spell cannot protect against the racial abilities which detect shifting.

Prerequisite: Force Lesser Shifting

Controlled Mystic Shunt

Range: Self

Duration: 30 seconds

This odd spell breaks apart the very being of the caster, shunting them into a mystical dimension. They vanish from all senses for 30 seconds. While they may not interact with anything during this time, nor call any skills, they may move freely. As they are in a different dimension, they may also pass through solid walls or locked doors without impediment. They may end the Shunt at any time during the duration.

Prerequisite: Mystic Shunt

Fire Strike

Range: 30'

Duration: Instant

This burns the target with magical fire. This spell allows you to call STRIKE against one target in range.

Prerequisite: Fire Bolt

Flickerfield

Range: Personal

Duration: 30 minutes

When cast upon a person the spell creates a noticeable shimmer around their body, which discharges in a brilliant burst of light when damage is taken. The next time the caster is hit they must call MASS BLINDNESS 30 Seconds.

Tier 4:

Personal Greater Shifting

Range: Self

Duration: 5 minutes.

A more powerful version of Personal Lesser Shifting, this spell has two options:

a) The caster takes on several aspects of a Shifted. They may pick any three abilities from the racial table appropriate to their Affinity, and manifest that ability for ten minutes. If they are not Shifted, for the duration of this spell they appear as a member of the appropriate race.

b) The caster takes on one aspect of a Shifted of any affinity. . They may pick any one ability from any racial table, and manifest that ability for ten minutes. If they are not Shifted, for the duration of this spell they appear as a member of the appropriate race.

If the caster is already a Shifted, they may choose any three additional aspects from their racial table they do not already possess, including another application of a multiple-pick ability, or one ability of any other type of Shifted. Their appearance shifts into a hybrid of the two Shifted types.

The caster may choose an Active ability from the racial tables, but may not pick this ability multiple times. If the abilities chosen are Active skills, the caster gains a Focus slot of sufficient level to allow that skill be to be used once. They may not choose the Focus suite of skills.

Prerequisite: Personal Lesser Shifting

Firestorm

Range; 30'

Duration: Instant

A terrifying and potent spell, this causes a cone of pure magical flame to rush from the casters hands and incinerate all in its path. The caster may call MASS BOLT

Prerequisite: Fire Strike

Enchant Weapon II

Range: Touch

Duration:

This spell imbues a weapon with magical energies, allowing it to carve through normal materials like cheesewire. The damage caused by the weapon becomes MAGIC THROUGH. Each casting of this spell affects one single or double handed weapon OR five throwing weapons OR 3 arrow / quarrels OR six bullets.

Prerequisite: Enchant Weapon I

Tier 5:

Force Greater Shifting

Target: Touch

Duration: 5 minutes

This spell is extremely frowned upon by polite society and may result in extreme sanction if used on an unwilling target. This is a more powerful version of Force Lesser Shifting and this spell has two options:

- a) The target takes on several aspects of a Shifted. The caster may pick any three abilities from the racial table appropriate to the targets Affinity, and manifest that ability for ten minutes. If the target is not Shifted, for the duration of this spell they appear as a member of the appropriate race.
- b) The target takes on one aspect of a Shifted of any affinity. . The caster may pick any one ability from any racial table, and have the target manifest that ability for ten minutes. If the target is not Shifted, for the duration of this spell they appear as a member of the appropriate race.

If the target is already a Shifted, the caster may choose any three additional aspects from the appropriate racial table the target does not already possess, or one ability of any other type of Shifted. The targets appearance shifts into a hybrid of the two Shifted types.

The caster may choose an Active skill from the racial tables, but may not pick this ability multiple times. If the abilities chosen are Active skills, the caster gains a Focus slot of sufficient level to allow that skill be to be used once. They may not choose the Focus suite of skills.

Prerequisite: Force Lesser Shifting

Flickershield

Range: Personal

Duration: 1 minute

When cast upon a person the spell creates a noticeable shimmer around their body. Upon each physical strike against the wearer the field emits a bright flash of burning light. The caster must call MASS DART each time they take physical damage for the duration of the spell.

Prerequisite: Flickerfield

Shadow Magic

Tier 1:

Agony

Range: 30'

Duration: 10 seconds

You cause the targeted limb to spasm in uncontrollable pain, rendering the unfortunate soul affected unable to use the limb until the pain passes. You may call "DISABLE (chosen limb) 10 Seconds"

Unlike a normal DISABLE effect which lasts until healed, this automatically ends after the ten seconds is up.

Fear

Range: 30'

Duration: 30 seconds

This spell allows you to call FEAR 30 Seconds against any one target within 30'.

Inflict Disease

Range: 30'

Duration: Instant

This spell inflicts a natural disease of moderate severity against the target. For sample diseases, see below suggestions. This is not an absolute list, so please speak to a referee if there's a different effect you're looking at. These disease last until cured.

Crabs – You cannot maintain any Active skills that require concentration (such as the Tracking suite of skills) due to extremely distracting itching.

Fishbelly Fever - your skin goes incredibly pale and slightly slimy. You sweat profusely and your eyes bug out slightly. You seem far sicker than you actually are, and this will likely have severe social consequences.

Laryngitis – it is extremely painful to talk, and you cannot speak louder than a croaky whisper.

Milkeye - your eyes get misted up with weak cataracts. You count as having one level less of Observation.

Muscle stiffness - You cannot run, but can walk fast.

Rash - The victim's skin is covered in a nasty looking rash. They cannot wear any armour heavier than Light.

Stumbles - Due to an inner ear infection, you cannot use the Balance skill. If you take a KNOCKDOWN effect, you must remain on the floor for at least five seconds before getting back up.

"The Shivers" - cannot use any Ranged Weapons due to constantly shaking hands.

Tinitis - The victim hears a loud ringing sound in their ears and can only hear people shouting at close range.

Raven's Gleaning

Range: Touch

Duration: Instant

The mage stares into the eyes of a fresh corpse, and gains knowledge of what the corpse saw upon the exact moment of its death. The corpse must have eyes for this to work. This skill is explicitly NOT blocked by Scry Shield.

Wield Life-force I (Shadow Magic, Tier 1)

The darkest gift of the school of Shadow is the ability to drain, manipulate and subsume the very life-force of other creatures. This spell must be cast upon a corpse and has two potential effects:

- 1) You may animate the corpse as a Zombie. This has the basic Zombie statistics as detailed in the Necromancy section. For each additional Threshold Slot expended upon this corpse, you may choose an additional upgrade to be applied to the Zombie from the list, up to a maximum of three. The Zombie is completely loyal to the caster and will remain until midnight, at which point it will collapse. A necromancer may have as many active Undead as they have AP's spent in Shadow magic.
- 2) Alternatively you can choose to take the life energy into yourself. This potential energy stays within you for 30 minutes. Within this time it can be expended to instantly cast any Shadow spell of the same Tier as the Wield Life-force Spell cast. This instantly cast spell still costs Threshold as appropriate for that spell. You may have as many "stored spells" as you have available corpses – however, any corpse which has been drained in this manner is Exhausted, and may never be raised as an Undead or used to fuel any future Wield Life-force spell.

Pre-requisite: Spell Holding I

Wither Limb

Range: Touch

Duration: Instant

This feared spell is the bane of many warriors. It immediately shrivels and withers one targeted limb chosen by the caster, rendering it subject to a DISABLE effect.

Tier 2:

Blindness

Range: 30'

Duration: 30 seconds

For the next 30 seconds, the target is subject to the BLINDNESS effect.

Book of Blood

Range: Touch

Duration: Instant

This must be cast upon a corpse, which does not need to be fresh. The caster gains the memory of the last ten seconds immediately preceding the corpse's death. This will not show anyone or anything under the effect of Scry Shield during the affected 10 seconds.

This is a scrying-based spell.

Prerequisite: Raven's Gleaning

Shatterbone

Range: 10'

Duration: Instant

This spell draws upon the powers of darkness and decay to break apart the targets bones. You may call <target limb> BROKEN.

Prerequisite: Wither Limb

Spirit Venom

Range: 10'

Duration: 30 Minutes

This spell fills the targets veins with a virulent spiritual toxin. For the next 30 minutes, they take 2 hits of damage every five minutes which cannot be reduced in any way. While this damage may be healed by any means, only a Cleanse spell can counter this effect.

Wield Life-Force II

As Wield Life-force I, save that the Undead you raise is a Ghoul.

Pre-requisites: Spell Holding II and Wield Life-force I

Tier 3:

Degenerate

Range: Touch

Duration: 30 minutes

This horrific spell is the subject of nightmares and one of the many reasons Shadow magic is feared. Over the course of 30 minutes, all of the victim's limbs shrivel up. They become completely useless, and subject to a DISABLE effect. Please note that, unlike normal DISABLE effects, only a Regenerate or Vitality of Spring spell can reverse this effect, and a separate Regenerate spell must be used for each limb.

Prerequisite: Wither Limb

Mass Fear

Range: 30'

Duration: 30 seconds

You instil living nightmares into all in your path, blasting their fragile minds with dread and terror. You may call MASS FEAR 30 Seconds.

Prerequisite: Fear

Speak With Dead

Range: Touch

Duration: Instant

This spell allows a Shadow magic practitioner to converse with the spirit of the deceased. They may ask three questions of the corpse, which does not need to be fresh. The corpse must answer each question truthfully, but may not take more than a sentence per answer.

Wield Life-Force III

As Wield Life-force I, save that the Undead you raise is a Revenant.

Pre-requisites: Spell Holding III and Wield Life-force II

Tier 4:

Enfeebling Burst

Range: 30'

Duration: 5 minutes

A devastating spell of Shadow magic, this spell strips a target of their inherent strength. For 5 minutes the unfortunate soul targeted loses the use of the Might and Precision suite of skills, the Powerful skill and the Balance skill.

Prerequisite: Degenerate

Life Drain

Range: Touch

Duration: Instant

This feared spell allows a Shadow caster to feast on the very life force of their target. The target of this spell takes 10 MAGIC THROUGH hits, and the caster heals 6 hits.

Wield Life-Force IV

As Wield Life-force I, save that the Undead you raise is a Wraith.

Pre-requisites: Spell Holding IV and Wield Life-force III

Tier 5:

Mass Enfeebling Burst

Range: 30'

Duration: 5 minutes

This horrific spell saps the strength not just from one but from many, reducing all who oppose the shadowmancer into simpering children. The mage calls MASS Enfeebling Burst.

Prerequisite: Enfeebling Burst

Wield Life-Force V

As Wield Life-Force I, save that the Undead you raise is a Ghast

Pre-requisites: Spell Holding V and Wield Life-force IV

Air Magic

Tier 1:

Detect Scrying

Range: Self

Duration: 1 hour

For the next hour, the caster will know if they, or an item in their possession, are being magically scryed upon. This will be a strong feeling, and will last for the duration of the scrying effect being used. It does not provide any further information than that a scrying-based spell is being used.

Know Source

Range: Touch

Duration: Instant

By the use of this spell, the caster immediately knows the origin of an item touched. The caster will only be told the name of the place where the item was made, and if this is an unfamiliar name to the caster, so be it.

This is a scrying-based spell.

Mirage

Range: 30'

Duration: 5 minutes

This spell bends air to create an illusion of the casters devising. This spell can create either a visual illusion or an auditory illusion – the character decides at the time of casting.

The illusion created is fixed at time of casting and will last for the full duration but – with concentration – the caster may alter or manipulate the illusion they have created. They may not change it from visual or auditory but may alter the scope and parameters of the illusion – so a haunting tune may increase in pitch and volume or change to a jaunty jig, a bush may burst into ghostly flame, or the menacing monster may slowly stalk towards a person.

Locate Object

Range: Self

Duration: Instant

This spell may be used for the caster to gain knowledge of the whereabouts of any object well known to him/her. Under normal circumstances, this spell should give a reasonably accurate answer, e.g. under the bed in the casters bedroom, although as usual this is at the ref's discretion. If the item is on another plane of existence or destroyed the ref's call will be "Bounce".

This is a scrying-based spell.

Shatter Touch

Range: Touch

Duration: Instant

By touching an item, this spell tears it apart and renders it useless. The caster may call SHATTER on any item touched.

Zephyr

Range: 30'

Duration: Instant

This spell summons forth a strong burst of wind, which may either PULL or PUSH one target 10'.

Tier 2:

Grand Mirage

Range: 30'

Duration; 5 minutes

By manipulating the matter or air, the caster may summon forth a phantasmagoria of sight and sound. This spell summons forth an illusion which affects both sight and sound. The illusion created is fixed at time of casting and will last for the full duration but – with concentration – the caster may alter or manipulate the illusion they have created as detailed in the Mirage spell.

Prerequisite: Mirage

Locate Person

Range: Self

Duration: Instant

This spell may be used for the caster to gain knowledge of the whereabouts of any person well known to him/her. Under normal circumstances, this spell should give a reasonably accurate answer, e.g. in the Bastard and Whippet public house in Sturmgaard, although as usual this is at the ref's discretion. If the person is on another plane of existence or dead the ref's call will be "Bounce".

If the person is somewhere in the Shifting, the caster will get a vague direction but no more than that. If the person has been Shifted since the caster last met them, they will get a vague direction but no more than that, as they are no longer the same person.

This is a scrying-based spell.

Prerequisite: Locate Item

Magic Mirror

Range: Touch

Duration: Five minutes

This spell opens a link between two mirrors, both of which must be familiar to the caster. It allows the caster to see and hear what is reflected in the other mirror, and vice versa, thus enabling conversations.

Any reflective surface may be used, such as highly polished armour, but unless it is an actual mirror the information transmitted will be blurry and muffled.

This is a scrying-based spell.

Shatter Range

Range: 30'

Duration: Instant

This spell tears apart one item at a distance, rendering it useless. The caster may call SHATTER on any one item within 30'.

Prerequisite: Shatter Touch

Tornado

Range: 30'

Duration: Instant

This spell summons forth a mighty cone of wind in a horizontal tornado, hurling around all in its path. This spell allows the caster to call either MASS PUSH or MASS PULL.

Prerequisite: Zephyr

Tier 3:

Dumbness

Range: 30'

Duration: 5 minutes

While subject to this effect, the target is completely incapable of making any vocalisation, including humming, whistling or barking like a dog. They may still make external noises, like banging on tables. They are also incapable of casting spells.

Invisibility

Range: Self

Duration: 10 minutes

This spell renders the caster completely invisible to all types of vision. Whilst invisible, the caster may walk normally, but may take no offensive actions, nor run. They may use such skills as lock-picking, palm object and the like. If the caster runs, attacks, casts a spell or otherwise commits a forceful or aggressive action, the invisibility spell goes down.

Please note that this spell only affects vision – they may still be heard, scented and the like. Due to the air currents surrounding them, however, they do not leave any tracks.

Prerequisite: Grand Mirage

Share Memory

Range: Touch

Duration: Instant

By this spell, the caster may share a single memory of a willing target, even memories that the target themselves have forgotten. By the use of this spell, the caster may gain familiarity with an item, or person, to such an extent that such spells as Locate Person or Item may be cast.

This is a scrying-based spell. Memories obtained while under the effect of a Scry Shield spell may not be recovered by this spell.

Thunderclap

Range: 30'

Duration: Instant.

A cone of noise and pressure erupts from the caster, blowing all in front of them to the ground. The caster calls MASS KNOCKDOWN.

Prerequisite: Tornado

Tier 4:

Greater Invisibility

Range: Self

Duration: 10 minutes

This spell renders the caster completely undetectable to all senses. Whilst invisible, the caster may walk normally, but may take no offensive actions, nor run. They may use such skills as lock-picking, palm object and the like. If the caster runs, attacks, casts a spell or otherwise commits a forceful or aggressive action, the invisibility spell goes down. Due to the air currents surrounding them, they also do not leave any tracks.

Prerequisite: Invisibility

Psychometry

Range: Touch

Duration: Instant

The caster gains knowledge of the history of one touched object within the last hour. They will know who has handled it and what it was used for.

This is a scrying-based spell.

Chain Lightning

Range: 30'

Duration: Instant

The caster summons the fury of the storm into their hands, and then unleashes it in a burst of lightning which arcs from target to target. They may call MASS BOLT.

Prerequisite: Tornado

Tier 5:

Heaven Thunder Hammer

Range: 30'

Duration: Instant

With a roar of thunder to rival the Gods themselves, the caster unleashes a massive burst of concussion and fury to strike down all in their path. Not only does the wave of sound throw enemies to the floor, the sheer volume causes blood vessels to rupture. The caster may call MASS KNOCKDOWN MASS BOLT

Prerequisite: Chain Lightning

Shatterstorm

Range: 30'

Duration: Instant

This spell causes an invisible pulse of air which bursts asunder the paltry works of man. The caster may call MASS SHATTER

Prerequisite: Shatter Range.

Water Magic

Tier 1:

Absorb Magic I

Range: Personal

Duration: 30 Minutes

You erect a shield of magical energies around yourself which negate any incoming spell effect. You MUST call “Absorb NO EFFECT” against the next Tier 1 Spell cast against you. This spell negates friendly magic as easily as malevolent spells. You may only have one Absorb spell per Tier active at any point in time.

Disorientate

Range: 30ft

Duration: Instant

Through force of mind the caster temporarily disables a targets balance. They may call a KNOCKDOWN effect upon that target.

Empathy

Range: Touch

Duration: 5 minutes

For the duration of this spell, the target will relate more positively to the caster and more inclined towards friendship than they otherwise would do. This is not full mind control – the target will not suicidally defend the caster, nor will they trust them with their innermost secrets and desires. However, they will be friendly towards them and substantially more inclined to assist them. Any hostile action by the caster will break this effect.

Empathy and Mass Empathy only work against living creatures of human intelligence or higher. This spell cannot be used on targets already engaged in combat.

Empathic Healing

Range: Touch

Duration: Instant

Drawing upon the water which flows as blood in all things, the caster takes some of the pain away from a person and takes it upon them. The target immediately heals 4 hits of damage, and the caster takes 2 hits of damage. This damage cannot be reduced or mitigated in any way.

Reflective Balance

Range: Personal

Duration: 10 Minutes

Gathering together their empathic abilities, water mages have the unique ability to channel a spike of energies which release their charge against someone taking a hostile action against them. Whilst it does not stop or reduce the damage done, it usually allows the mage an opportunity to flee or neutralise the threat. Once cast, the next blow striking the caster causes a feedback of energies against the aggressor, allowing the mage to call KNOCKDOWN at them.

A mage may only have one 'Reflective' spell up at any single time. Further 'Reflective' spells override an existing one.

Sense Pain

Range: 10' Radius (Dome)

Duration: 1 Minute

By tapping into the minds of those around him, the caster may sense the current wounds of all targets within 10'.

Tier 2:

Absorb Magic II

Range: Personal

Duration: 30 Minutes

You erect a shield of magical energies around yourself which negate any incoming spell effect. You MUST call "Absorb NO EFFECT" against the next Tier 2 Spell cast against you. This spell negates friendly magic as easily as malevolent spells. You may only have one Absorb spell per Tier active at any point in time.

You may also use this spell to counteract any spell of a lower Tier if you wish.

Prerequisite: Absorb Magic I

God's Question

Range: 30ft

Duration: 5 Minutes

The target must tell the truth about the next question the caster asks of them. They may lie by omission, or answer truthfully a different question to that asked, but cannot knowingly tell a falsehood. This spell trumps and renders unusable the Conceal Lie skill

Grip of Ice

Range: 30'

Duration: 30 seconds

You freeze the water in the area around a targets leg, encasing their feet in magically-hardened ice. This spell allows you to call BIND against one target in 30'

Mass Empathy

Range: 30'

Duration: 5 minutes

As the Empathy spell, save that it affects all targets within range. This spell cannot be used on targets already engaged in combat.

Prerequisite: Empathy

Reflective Grasp

Range: Personal

Duration: 10 Minutes

Gathering together their empathic abilities, water mages have the unique ability to channel a spike of energies which release the charge against someone taking a hostile action against them. Whilst it does not stop or reduce the damage done, it usually allows the mage an opportunity to flee or neutralise the threat. Once cast, the next blow striking the caster causes a feedback of energies against the aggressor, allowing the mage to call BIND 30 Seconds at them.

A mage may only have one 'Reflective' spell up at any single time. Further 'Reflective' spells override an existing one.

Prerequisite: Reflective Balance

Tier 3:

Absorb Magic III

Range: Personal

Duration: 30 Minutes

You erect a shield of magical energies around yourself which negate any incoming spell effect. You MUST call "Absorb NO EFFECT" against the next Tier 3 Spell cast against you. This spell negates friendly magic as easily as malevolent spells. You may only have one Absorb spell per Tier active at any point in time.

You may also use this spell to counteract any spell of a lower Tier if you wish.

Prerequisite: Absorb Magic II

Command

Range: 30'

Duration: 30 seconds

The caster issues a magical imperative which cannot be denied. The target must obey any one command. This must be a single action, not take more than 30 seconds to complete, and not be self destructive.

For example "Command: run away" or "Command: dance for me" are valid. "Command: go to the next town"; "Command: stab yourself in the face" and "Command: walk over here and give me your sword" are not valid.

Prerequisite: Empathy

Freeze

Range: 30'

Duration: 1 minute

You encase the target completely in magical ice, completely immobilising them. For the duration of this spell the target is IMMOBILISED. If they take more than 5 hits of damage whilst frozen, the spell immediately breaks.

Prerequisite: Grip of Ice

Reflective Terror

Range: Personal

Duration: 10 Minutes

Gathering together their empathic abilities, water mages have the unique ability to channel a spike of energies which release the charge against someone taking a hostile action against them. Whilst it does not stop or reduce the damage done, it usually allows the mage an opportunity to flee or neutralise the threat. Once cast, the next blow striking the caster causes a feedback of energies against the aggressor, allowing the mage to call FEAR 30 Seconds at them.

A mage may only have one 'Reflective' spell up at any single time. Further 'Reflective' spells override an existing one.

Prerequisite: Reflective Grasp

Tier 4:

Absorb Magic IV

Range: Personal

Duration: 30 Minutes

You erect a shield of magical energies around yourself which negate any incoming spell effect. You MUST call “Absorb NO EFFECT” against the next Tier 4 Spell cast against you. This spell negates friendly magic as easily as malevolent spells. You may only have one Absorb spell per Tier active at any point in time.

You may also use this spell to counteract any spell of a lower Tier if you wish.

Prerequisite: Absorb Magic III

Gods Truth

Range: 30’

Duration: 5 minutes.

For the next five minutes, the target is completely incapable of telling an untruth. They may lie by omission, or answer truthfully a different question to that asked, but cannot knowingly tell a falsehood. This spell trumps and renders unusable the Conceal Lie skill

Prerequisite: God’s Question

Reflective Shatter

Range: 30’

Duration: 10 minute

Gathering together their empathic abilities, water mages have the unique ability to channel a spike of energies which release the charge against someone taking a hostile action against them. Whilst it does not stop or reduce the damage done, it usually allows the mage an opportunity to flee or neutralise the threat. Once cast, the next blow striking the caster causes a feedback of energies against all ahead of him. When hit by a physical damage effect the mage must call MASS SHATTER to their front arch.

A mage may only have one ‘Reflective’ spell up at any single time. Further ‘Reflective’ spells override an existing one.

Prerequisite: Reflective Terror

Tier 5:

Absorb Magic V

Range: Personal

Duration: 30 Minutes

You erect a shield of magical energies around yourself which negate any incoming spell effect. You **MUST** call “Absorb NO EFFECT” against the next Tier 5 Spell cast against you. This spell negates friendly magic as easily as malevolent spells. You may only have one Absorb spell per Tier active at any point in time.

You may also use this spell to counteract any spell of a lower Tier if you wish.

Prerequisite: Absorb Magic IV

Disintegrate

Range: 30'

Duration: Instant

As a running stream can wear away the toughest granite, so too can the magic of water wear away the strength of the toughest craftsmanship, reducing it to little more than dust. This spell affects a 10'x10'x10' cube within 30' of the caster, and reduces all metal items instantly to dust regardless of their integrity or strength. This spell will even supersede a Strength spell.

Supplemental Rules

This Is My Boomstick: **A note on using pistols.**

While firearms – specifically pistols – do exist in The Shifting LRP, they have a specific set of traits, both in and out of character. These are detailed below.

OC Rules:

- All pistols must be single-barrelled cap-firing flintlocks. While more advanced pistols may exist, they are beyond the scope of normal characters and will have unique profiles as and when they become available. At this stage in the game, muskets, rifles and other longarms are not in existence.
- Pistols have an effective range of 10', in which range they cannot miss. Simply point your pistol at your chosen target, pull the trigger and call the damage. Outside of 10', the pistol has no effect.
- If the cap does not trigger, the Firedust has clearly been affected by water or other environmental concerns. It still counts as a use of Firedust, and will need to be reloaded. However, any Technique slots spent on augmenting the attack are not used.
- A pistol takes 10 seconds and one charge of Firedust to load, and will remain loaded until discharged or 6 hours has passed.
- A character may carry and use as many pistols as they can afford to source. However, pistols are subject to the standard “one call per weapon per second” combat rules.

IC Conventions:

- Pistols are very much a prestige item, and the purview of the wealthy, connected or otherwise notable. Consequently, carrying and using a pistol will doubtless inform those who see you that you are such a person. Conversely, if you see someone else carrying a pistol, you can draw certain inferences about them.
- While it is not unheard-of for a Shifted to carry a pistol, it is very definitely a talking point and something that will be commented upon. Given the potential deadliness of pistols, and the sub-human social status of Shifted, it will draw a great deal of attention if discovered.

Putting the Romance back into Necromancy: A guide to tampering with the dead

Core Rules:

- The necromancer can have as many undead bound to him and active as he fancies summoning. They all de-power at midnight, along with everything else, but if he's prepared to spend all those Threshold slots and time again, then a horde of undead can be his to play with.
- While PC's can *technically* do this, they are limited IC by the Sanctioning imposed on them by the Churches of Enlightenment and the Vaes Inquisitat. This will authorise them to have no more than 1 (or 2, or 3, depending on monster numbers) additional undead at any given point in time when on active Crown service. A character wishing to have undead minions on a mission should speak to the mission writer before the start to ascertain exactly how many he is sanctioned have for that mission.
- All undead will have a base concept behind their starting stats. A necromancer can, however, pump more Threshold into the spell to augment their abilities. So, for example, a necromancer could have 4 Tier I Zombies, or 1 powered-up Tier I Zombie.
- An Undead can have no more than 3 upgrades from a set list per Tier.

Common Undead Traits:

Slow Moving: This does not mean the traditional pointless zombie shuffle. They can walk at normal speed, they just can't run. They can also attack at full normal speed.

Mindless: They cannot adapt to battle plans, they pick a target and move in. They are unaffected by FEAR effects, Force Emotion spells and the like.

Cannibal: The undead may feed upon a corpse. This will heal the undead 1 hit for every minute spent feasting.

Threshold Sink I – The undead may hold within itself a single Tier I spell. This spell must be cast into it by the animating necromancer, and consumes a Threshold Slot as per normal. The spell may be instantly cast by the undead.

Threshold Sink II – The undead may hold within itself either a single Tier II spell or two Tier I spells. These spells must be cast into it by the animating necromancer, and consumes Threshold Slots as per normal. These spells may be instantly cast by the undead.

Threshold Sink III – The undead may hold within itself either a single Tier III spell OR two Tier II spells OR four Tier I spells. These spells must be cast into it by the animating necromancer, and consumes Threshold Slots as per normal. These spells may be instantly cast by the undead.

Dark Feasting – when the undead drops a target unconscious or dead, they heal 5 hits

Incorporeal – the undead is a tainted spirit and exists apart from the physical world. They are immune to all non-magic damage, and all of their damage is MAGIC as a base. They are immune to all physical effects (even when they are magically imposed) save IMMOBILISE

Dominate Lesser Undead – all undead are inherently bound to the will of their animating necromancer, and follow his desires without question or compunction. However, many of the lower orders of undead are mindless, or feral beasts at the very least. A necromancer may not be willing to remain in their presence to give them commands. An undead with this trait is a manifestation of the animating necromancers will, and channel that will into effective control. All lesser tier undead will obey this beings commands as long as they do not counteract the wishes of the animating necromancer.

Shadow's Caul – the undead is protected somewhat from the damaging effects of Wood healing magics. They take half effect from the "Heal" line of spells, and is not instantly destroyed by "Vitality of Spring". Instead, the undead takes damage equal to half its total hits.

Tier I Undead – Zombie:

Zombies are tough and strong, but slow and stupid. By taking time and energy, a necromancer can offset some of those penalties, but it does cost.

Base Stats:

12 Hits
0 AC
Weapon Use
Slow Moving
Mindless
Mighty

Upgrades:

Necrotic Vigour (+6 hits)
Mightier
Powerful
Necrotic Toughness (+1 hit Phys AC. This does not stack with worn armour.)
Animal Cunning
Speed Increase (May run)
Cannibal

Tier 2 Undead – Ghoul

While zombies are slow but tough, ghouls are fast and remorseless killers. They lack the inherent strength of a Zombie, but make up for it with an animal cunning and ferocity. By taking time, a necromancer can augment a ghoul pack into a threat to even the most skilled warrior.

Base Stats:

10 hits
1 hit Reflex AC
Unarmed Combat Use
Precision I
Animal Cunning
Balance (as a Passive Skill)
Cannibal

Upgrades:

Necrotic Vigour (+8 hits)
Precision II (+1 damage)
Quick and the Dead (+1 Reflex AC)
Rending Claws (First hit with each hand is THROUGH)
Threshold Sink I
Unarmed Combat Specialisation

Tier 3 Undead – Revenant

Revenants are the mightiest of the physical undead – strong, tough and implacable. They are imbued with much of their original personality, albeit twisted and warped by the necromantic shackles about them. They do not retain any real memories of their lives, save for a few brief fragments of high emotion. While revenants can speak, they rarely do so, save to command their underlings or to pass on a message from their creator.

Base Stats:

15 hits
2 hits Phys AC
Mightier
Weapon Specialisation (all weapons)
Potent Swings I
Shield Use
Powerful
Grave's Beckoning (may call PULL at will)
2x Technique I
2x Tier I weapon skill of their choice
Dominate Lesser Undead

Upgrades:

Necrotic Vigour (+10 hits)
Necrotic Reinforcement (+1 Phys AC)
Entropic Burst (May call MASS DART once)
Improved Grave's Beckoning (May call MASS PULL once)
Threshold Sink II
Dark Feasting
Weapon Master (Gives the Revenant an additional 2x Technique I, 2x Technique II, 2x Technique III and one weapon skill from each Tier)

Tier 4 Undead – Wraith

As your mastery over death and its servant's increases, you eschew the need for physical remains entirely. By tearing apart the veil between this life and the next, you may draw forth a malevolent spirit known as a wraith. While the lower forms of undead are the animated remnants of formerly living being, a wraith is a being composed of pure spirit, a shadow from the lands beyond that holds no kinship with men. Wraiths are intelligent and calculating, and while they can speak and reason with the best of philosophers, they are more at home feasting upon the very life energies of the weak and helpless.

Base Stats:

10 hits
2 hits Reflex AC
Unarmed Combat Specialisation
Precision II
Chill Touch (May call Life Drain once)
Incorporeal
Dark Feasting
Threshold Sink I
Dominate Lesser Undead
Shadow's Caul

Upgrades:

Improved Chill Touch (may call Life Drain an additional 2 times per day)
Entropic Shield (Reflex armour applies to direct MAGIC damage, gain +1 hit Reflex AC)
Empowered Spirit (+10 hits)
Threshold Sink II

Tier 5 Undead – Ghast

Ghasts are the fuel of nightmares, the bane of the living. These malevolent spirits are composed of pure death energy torn from the next life and bound into vaguely human form. They are forged from the souls of the damned, those who died in pain and despair, and they exist solely to spread that misery and suffering. They are avatars of Thalaе herself given form and influence over the mortal realm, and only the most powerful and depraved of necromancers dare draw them forth.

Base Stats:

30 hits
3 hit Reflex AC
Weapon Mastery (all weapons and unarmed)
Precision III
Mightiest
Chill Touch (May call Drain Life 4 times)
Dark Feasting
Incorporeal
Threshold Sink III
Threshold Sink II
Dominate Lesser Undead
Shadow's Caul

Upgrades:

Reaper's Kiss (This replaces Mastery, Mightiest and Precision III. Instead, all of the Ghast's attacks call Drain Life.)
Harrowing Burst (The Ghast may call MASS IMMOBILISE MASS STRIKE once)