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Introduction

Welcome! Vanguard is our attempt to immerse you into a world of adventure and excitement. It is a place where you can escape your everyday life for a life of intrigue and high adventure; a place where you can swap your mouse and keyboard for a sword and shield, magic spells, or even boomers! In short, Vanguard is a place where heroes and villains are born.

As this is the beginning, there are some people and organizations I have to thank before going any further. These people and groups were instrumental in the forming of Vanguard, and the rules we use to play it.

First and foremost I want to thank my family who have always stood by me. I love you.

Now the rest. I want to thank NERO, because they formed the basis of so much that is LARP in the United States. To me, they are the father of LARPing.

If there is a father, then there is a mother. I want to thank SOLAR for being that mother to me. It is not a game I play any longer, but it is where I found my love of LARPing.

I want to thank my best friend since childhood, Chris Costello. Thank you for dragging me to SOLAR. Thank you for helping me discover who I could be by forming TALAN as my partner. It was a wonderful and scary ride, and I am by far a better person for it.

Thank you Khedron for always discussing game theory with me. Whether I agreed or not, I always learned something.

I want to thank TALAN for helping me discover some of the rules used in Vanguard. While I wrote a lot of them, Chris Costello and Chris Dale were instrumental in their discovery. TALAN is so much a part of who I am, I am not sure I could pick out what sprung to my mind new, and what was already there from TALAN. I attempted to start fresh, but things we love always peek out.

I want to thank Jessi Burns Vassar. The first time I heard of Rest/Recovery being used in a LARP it was from her, so she gets credit here for the concept. She was also the best dang Monster Marshal I have ever seen.

Finally, I am going to thank my staff. Chris Dale, Aaron Cook, and Jeremy Brady; I love you guys, and this could have never come to pass without you. Truer friends a man never had.

Thank You,
Chip Rose

Credits

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The Timeline of The Empire

AM = Age of Myth

PM = Post Myth

Ill'Andar = Nation of Elves, Dwarves, Deep Dwarves, and Gnomes

Dok'Lphar = Dark Elves and Night Elves, and Red Caps

Varn = Wolf Race, Feline Race, and Fairies

Year 0: The Age of Myth ends. Before this time, magic was much more common, and creatures now known only in stories roamed the land - Dragons, unicorns, and other magical beasts of all sorts.

Year 100 PM: The Faith is formed, and The Order is soon established. No form of magical monster has been seen for the past 100 years. Zombies, Ghosts, Vampires, and other monsters are swiftly becoming creatures of myth and legend.

Year 100-499 PM: The Dark Ages begin as the last vestiges of the A.M. societies fall.

Year 500 PM: Constantine the First unites all of the mixed lands under one rule with the aid of the Orcs and the Dok'Lphar. Constantine decrees that the Empire shall be ruled by an Emperor for a set amount of time, and at the end of this 150 year period the Empire is to be turned over to a Senate elected by the people of the Empire. Constantine formally recognizes the Faith and The Order as official agencies of the Empire. The Ill'Andar lands to the north are not a part of the empire.

Year 500 PM: The Source is discovered and put to use by the Empire. Discord with the Ill'Andar begins as the God King opposes the use of the Source.

Year 606 PM: Kade the First son of Constantine takes the throne. Constantine is now rarely seen in public.

Year 614 PM: Kade dies and Constantine becomes acting Emperor until his grandson Casca reaches majority.

Year 625 PM: Casca the second takes the throne upon the death of his grandfather Constantine.

Year 650 PM: Nero the First refuses to relinquish control of the Empire. He maintains control through military might.

Year 670 PM: The Dok'Lphar discover that The Source can be used as a slug propellant. With this knowledge they create what became known as "Boomers," so named for the noise they make when fired. These handheld weapons propel projectiles at great speed towards a target. They decide to only share this knowledge with The Order.

Year 675 PM: The Order, which is the military might of the Faith, uses the new boomer technology to defeat Nero the First's legions. Nero is sentenced to death for crimes against the

people, but a lynch mob intervenes before justice can be meted out. The Faith appoints the new Senate.

Year 675-699 PM: The Source becomes the fuel for the nation and its military prowess. There is an age of peace and growth. The Ill'Andar live in seclusion and refuse to trade with the Empire. Their God King is worshiped as a deity and believed to be immortal.

Year 700-799 PM: The Ill'Andar discord escalates into full war. The God King decides that the Ill'Andar will force the Empire to cease their use of the Source. They fail, and are held at their own borders by the Empire's superior technology. The Ill'Andar refuse to use Source and make no advances. They do still however use "Magic" and are able to hold their own borders from counterattacks.

Year 753 PM: A Goblin craftsman named Igblik Nothrok repurposes a wine press into a printing press; later that year, he develops a moveable type bracket and typesetting blocks.

800 PM: The God King dies of old age and is the last Elf to live for more than 200 years. With his death, Ill'Andar requests peace with the Empire. A treaty is signed.

Year 800-850 PM: A great leader within The Order begins construction of a wall between the Empire and the Kingdom of Ill'Andar. Hadrian's wall stretches the full width of the continent. Hadrian's wall is made of pure Source and it is defended by Goblin technology. The Faith then closes off the Dragon's Spine mountain range from further mining of the Source. The Order withdraws from the public eye and is slowly forgotten by many.

Year 875 PM: The Ill'Andar are granted embassies in various cities of the Empire. From these small areas of sovereign lands the Ill'Andar are allowed to preach their anti-Source beliefs.

Year 875-998 PM: The Empire enjoys the longest period of peace and growth in its history.

Year 999 PM: Rumors of mythical monsters in the North Star Islands circulate.

Year 1000 PM: First contact is made with the Varn, a bestial race comprised of Wolf people, Cat people, and Faeries. Contact is first made in the North Star Isles in the center of the Vast Sea. The rumors of mythical monsters prove to be Varn sightings.

Year 1010 PM: War with the Varn breaks out over colony rights in the North Star Islands.

Year 1058 PM: A member of the Faith living as an envoy amongst the Dok'Lphar nation collaborates with an alchemist and tinkerer to create Source-empowered projectile cartridges, improving the reloading system for most boomers.

Year 1063 PM: A Goblin shipbuilding team sells three radical new seagoing ships to the Imperial Navy: the *Watchman*, the *Peregrine*, and the *Implacable*. These three ships incorporate screw propeller drives, naval scale Source artillery, a steam powered engine system, and steel armor plating on strategic points of decking and hull.

Year 1070 PM: A ceasefire is called with the Varn when the center and largest island of the North Star Isles is completely destroyed by the detonation of a Source bomb. The destruction is so massive that the blast can be seen and felt on the far side of each nation. Neither side created nor detonated the bomb. Peace talks begin immediately.

Year 1071 PM: The leadership of both the Empire and the Varn are convinced that there is a greater threat that has not completely revealed itself. An alliance is formed between the Empire and the Varn nation in the hopes of presenting a united front against this unknown threat when it reveals itself. The Ill'Andar are invited to attend the discussions, and to join the alliance when it is formed. They decline on both accounts.

Year 1080 PM: The Ill'Andar are granted embassies in the Varn nation.

Year 1085 PM: The Varn are far less tolerant of the anti-Source propaganda, and all of the Ill'Andar embassies are destroyed. The Ill'Andar are allowed to evacuate. The Empire manages to broker peace and stop another war from breaking out.

Year 1087-1099 PM: There has been relative peace between the nations for the last 20 years. Much of the Source reserves have dwindled within both the Empire and the Varn nation. In response to this Source crisis the Faith has once again opened up the Dragon's Spine mountain range for Source mining. This has created a Source rush as many try to gain wealth and fame in these untamed lands, and scores of little towns have sprung up within the mountain range to support the Source mining.

Year 1103 PM: The Ripple happens for those that remember it. This is the current day. What will you do to make your mark here?

Basic Game Play

Lexicon

General Terms:

- ❖ **Armor Points (AP):** Armor Points act as temporary Hit Points that are not Recovered by Healing effects, but may be Recovered by taking a Long Recovery.
- ❖ **Damage Reduction (DR):** DR is subtracted from the total damage of an attack before applied to Hit Points.
- ❖ **OOP:** A state whereby you cannot be interacted with for good or ill. Used sparingly. Represented by a white headband or a single fist or weapon on top of the head.
- ❖ **Body:** Body refers to the amount of health a character has. Typically this is 10 + 5 per level. Not to be confused with..
- ❖ **"Body":** Refers to a tagline that ignores all armor.

Delivery Methods:

- ❖ **Touch:** The player tags another player with a packet in hand to deliver an effect. For safety reasons, Touch effects must be delivered to an unresisting (unconscious, paralyzed, willing, etc.) target. Brandishing a weapon or packet is resisting.
- ❖ **Melee:** The player swings a boffer weapon, calling damage with each swing. A legal melee strike requires an arm holding the weapon to move at minimum 45 degrees. This is done by stating the damage amount and then the damage type. **Example:** "Five Normal!"
- ❖ **Foam Dart:** Uses the tagline "Boomer" when delivering damage: "10 Boomer". Boomer damage bypasses all but Plate armor, unless the armor has been modified to

specifically stop Boomers. Like Melee, except delivered with a Boomer. Foam darts may be recovered in play where they are found.

- ❖ **Arrow:** An arrow shot from a bow. Arrows may be recovered in play where they are found.
- ❖ **Packet:** A packet is thrown and the effect is stated if it strikes the target, including the target's clothing or anything held. Damage from Packet delivered attacks are stopped by physical shields, but other effects will still affect the wielder. Packets may be recovered in play where they are found. Any effect delivered by Packet may also be delivered by Touch.
- ❖ **Ray:** Point at a target and yell the effect, specifying who or what the target is. This is done by calling the player's name, race, character name, or calling out physical details about the targeted player or object.
- ❖ **Voice Call:** "By the Sound of my Voice: <Ability>" This is rare, but it affects anyone who can either see the person using the ability or hear them. There is no upper range limit.

Combat Effects

- ❖ **Bufs:** Players can only have a total of three buffs, plus one per ten levels, active at any given time. Bufs are defined in the individual skills. A player may also have only one of each unique buff active at any time. This caps at level 20, with 5 buffs. Bufs are removed if the player hits dead or devastated status. Negative effects do not count as Bufs.
- ❖ **Magic Shield:** A Magic shield is any ability denoted with (Shield) in the description. These negate attacks not modified by Pierce. Magic Shields all share a single buff slot, unlike any other buffs.
- ❖ **Rear Attacks:** An attacker must be standing behind the defending character's shoulders. Such an attack qualifies as a rear attack and cannot be dodged, evaded, parried, riposted or sidestepped.
- ❖ **Searching:** To take treasure from players or monsters requires a 3-count of searching **using an empty hand**. The character being searched must silently begin handing over all tagged items, source, and cogs as quickly as possible. If this is interrupted, any items not handed over at that time are undiscovered and require an additional 3-count to begin again. Searching with a weapon has no effect.
- ❖ **Dragging:** To drag a character that cannot act (whether they be stunned, bleeding out, or otherwise unable to act), place an empty hand on the player (with permission) and state "**dragging**." The other player will follow you to represent being dragged. While dragging, a character can only walk, not run. If the dragging player takes damage, he must immediately stop dragging. When you stop dragging (whether by choice or by taking damage), say "**dropping**," and point to where you are dropping the player. If the player being dragged cannot safely follow the dragger, they may place a hand over their head to represent being out of play until they are able to catch up. No character may be dragged unless they are unable to act.
- ❖ **Killing Blow:** To take a character that is in Bleeding Out status to Dead status, place your weapon on the character's back, between the shoulder blades, and state "Killing Blow 1, Killing Blow 2, Killing Blow 3." When this is completed, the character is taken to Dead status immediately. If the character receives healing or the weapon used in the killing blow is Hit, the killing blow fails. If you are not in Bleeding Out status and someone attempts a killing blow, state "No effect" and the Killing Blow fails. Unless using Feign Death, the person performing the Killing Blow is aware of the resistance.

- ❖ **Impaling:** If a player is not maintaining safe distance (as defined in the Safety Rules), your character may place your weapon on the offending player and state "Impaling 1, Impaling 2, Impaling 3." You may not move your weapon or body closer to maintain the unsafe distance, but if you complete this count with the weapon still touching the offending player, that character immediately goes to Dead status. There is no defense against Impaling other than maintaining a safe distance.
- ❖ **Death Effects:** Some abilities refer to death effects or non-death effects. The death effects are Slay, Decimate. These take you directly to Dead status.
- ❖ **Devastate Effects:** These are the abilities that reduce you to Devastated status: Assassinate, Death Blow, Infernal Consume, Banish Evil, and Trapped in Amber. These take you to Devastated and you have only 60 seconds to dissipate.

States of Being

- ❖ **Bleeding Out:** The player can kneel or lay on the ground. They are unconscious from blood loss. Count to 60 slowly, after which you are Dead.
- ❖ **Dead:** The player can kneel or lay on the ground. Count to 300 slowly, then Dissipate.
- ❖ **Devastated:** Dead+. This effect is otherwise the same as Dead status, except it can only be fixed by Rebirth and you only have 60 seconds to be fixed before you Resurrect.
- ❖ **Dissipate:** See Plot to draw from the Resurrection bag. Leave your tagged items where you dissipated first.
- ❖ **Stunned:** Still standing, but unable to move or act in any way. Stun is automatically broken by taking any damage or the second count of Killing Blow.
- ❖ **Immobilized:** One or more limbs, or the entire body, is unable to move.
- ❖ **Immunity:** Will only take one point of damage from that type. Such as Weapon Warding.
- ❖ **Body Damage:** Damage that ignores armor when calculated and only counts towards base body.
- ❖ **Massive:** Damage that is taken if it hits your person (shield, weapon, or body) in any way. Massive may not be applied while blocking with a weapon. DR applies, but AP does not.
- ❖ **Mind Affecting:** Anything that affects the player's mind, such as Befuddle, Sleep, and Fear.

Crafting

- ❖ **Mod:** Short for Modular Clockwork Array, a Mod is a small clockwork widget that is attached to a weapon or piece of armor to grant a skill, ability, or effect.
- ❖ **Enchantment:** Mechanically identical to a Mod, an Enchantment uses Rituals instead of Schematics and may be placed on all items.
- ❖ **Inscriptions/Tattoos:** Beautiful, or hideous, designs in ink imbued with abilities and effects by mixing the ink with Source in measured amounts.
- ❖ **Schematic/Ritual:** Schematics/Ritual are blueprints used to craft Mods or Enchantments. They have 4 uses before they must be remade.
- ❖ **Mod Slot:** This is the space that Mods or Enchantments use in items. Stronger metals have more mod slots.
- ❖ **Alteration:** This is a flaw or a bonus granted to any item based on a change in its construction.
- ❖ **Heart of Eternal Fire:** This is a rare item that boosts the raw power of a Master crafter.

Safety

In order to enjoy game play, there are a few basic safety rules everyone should observe. Attacking with a melee weapon requires the player swing their weapon at a 45-degree angle and attempt to hit a different body location with each swing. The head and groin are illegal targets, and any hits to these locations will cause no damage. Likewise, the hands are not legal targets if deliberately aimed for, incidental hits to the hands should still be taken.

- ❖ Melee hits should not be delivered with excessive force, nor cause pain or bruising. Any block of a melee strike is considered effective if the incoming weapon strikes anything else, including weapons and shields, before the body of the target. Entangling melee weapons in billowing clothing to block a hit is a safety hazard and not allowed.
- ❖ Boomer weapons should not be used for the purpose of blocking an attack for safety reasons, nor should weapon strikes be directed at boomers. To target a Boomer with a melee ability, strike the lower arm and state the ability with the target "Boomer". Accidents will happen, but continued observations or complaints of excessive force or hitting illegal targets will be subject to warnings and eventual game ejection.
- ❖ Players should maintain a safe distance from other players during combat. While allies sometimes huddle up or form a shield line, at no point should two enemy combatants be close enough to touch the others back with their hand (As a general rule). If one player is not moving, the other player player is responsible for maintaining this distance.
- ❖ If a player is not maintaining safe distance, you may place your weapon on the offending player and state "Impaling 1, Impaling 2, Impaling 3." You may not move your weapon or body closer to maintain the unsafe distance, but if you complete this count with the weapon touching the offending player, that character immediately goes to dead status. There is no defense against Impaling other than maintaining a safe distance.

There are also times when a player is moving backwards or into an area that they cannot see clearly. If you see that a player is going to back into a tree, over a rock, or off the side of the mountain, please let that player know immediately. **Safety is our number one concern.**

Medical

Players are responsible for monitoring their own health, especially regarding temperature, hydration, and other health issues. Designated health officials will be present and announced at the Opening Ceremonies for each event, and can be contacted for medical issues.

Plot Calls

As hard as we try, it is unlikely that we will ever write a rule book that perfectly encapsulates every situation that can arise during a game. In situations where the rules are unclear, unknown, or unwritten, plot members may make a call on the field. This call is viable until the rulebook can be accessed to verify, or the rules updated, if necessary.

Also keep in mind that some monsters may have abilities that may not be apparent to your characters. Some rare and powerful allies and enemies may have abilities that aren't in the rulebook! While it is fine to get clarification, arguing with plot members causes a game interruption that is not fun for staff or players. Just like many tabletop games, the DM, GM, or, in this case, plot, makes the final call on the field.

Warning: Please accept whatever the Marshall's call until after the excitement has died down. Then revisit the situation and see if there isn't a different call that needs to be made going forward. Otherwise, you may be asked to pull for a resurrection for your character in order to keep the game flowing smoothly.

IP theft (Or entering a Cabin)

IP theft or entering another player's cabin uninvited, or an occupied but empty cabin, requires a member of Plot to be present. Cabin notes are to be filled out if there are any defenses on a cabin, such as: locks, guardians, traps, etc. If the notes are not filled out, defenses will not be taken into account. Theft of an item In Play requires an immediate notification to plot. Any phys reps must be given to Plot before Sunday morning or before the character/player leaves, whichever is earlier. Plot will return them to the OOP owner.

Under a player's bed, and in clearly marked OOP containers, are assumed to be out of play areas. Stowing IP items in OOP areas is cheating and won't be tolerated. Placing item tags near/on the physical representation (physrep) for the item is a good practice as well, that way everything stays together.

Items that cannot physically leave a character (such as cursed/Burn items, fist/claw physreps, or those racial weapons that do not exist outside of their wielder's hands) should be marked with an OOP white band around the blade/usable portion if possible. Any attempt to do this to an item that does not qualify is cheating and will be punished accordingly. In a similar vein, attempting to put these physreps on top of other weapons, to hide/obscure them, will be treated the same way.

Body

Each player starts with 10 body and gains 5 more per level, including level 1. Thus, a level 1 character starts the game with 15 body.

Weapons

Damage can be dealt in several ways. Typically these are Melee, Boomer, and Spell Packet.

Boomer attacks, arrows and bolts, and packet powers cannot be blocked by a weapon without the purchase of special domain powers. Basic attacks in this fashion (any Constant power, including Source Mark) can be blocked successfully by a shield.

Players take a minimum of 1 point of damage from any attack even if immune to the damage type, or if their DR is over the damage called. This represents the concussive force of any attack made on a person.

Base Weapon Damage

- ❖ Dagger/Thrown Weapon: 2
- ❖ One-Handed:
 - Sword: 3
 - Axe or Mace: 4
- ❖ Two-Handed Weapon: 8
- ❖ Projectiles:
 - Boomers: 10 per projectile, max 3 simultaneously. Each dart beyond the first add 10. (Boomers that shoot multiple projectiles add 10 damage per projectile launched; maximum 3 projectiles per shot unless modded). Boomers use the "Boomer" damage tagline, which bypasses all DR and AP unless stated otherwise.
 - Arrows: 10
 - Varn Boomer: 10 Massive per projectile. Phys-repped by Mega Nerf Launchers, otherwise follow the same rules as Boomers. Players may not start with a Varn Boomer unless you are a Varn Nation Race
- ❖ Source Mark: 2. Cannot be thrown while taking damage, unless the character has Pain Tolerance.

Weapon Sizes

These are guidelines for safety concerns and game balance. These are not strict unwavering rules meant to force conformity. We recognize that based on an individual's size these numbers could be much different and still be safe.

Max length of unpadded handle/haft area

- ❖ One handed: 12"
- ❖ Two Hander: 16"

Damage Area

- ❖ Dagger/Small: 12-15"
- ❖ One Handed: 20-38"
- ❖ Polearm: 20-38"
- ❖ Two Hander: 39" + based on size of user and safety.

Axe and Mace head striking area size

- ❖ 1 handed Axe Head: Blade area 6" minimum
- ❖ 1 handed mace flange: 4" length minimum
- ❖ 1 handed hammer head surface: 5" Minimum
- ❖ 2 handed Axe Head: 10" minimum
- ❖ 2 handed Mace Flange: 9" minimum
- ❖ 2 handed Hammer Head: 6"

Bows and Arrows:

- ❖ Bows may have no more than a 25-pound pull. No exceptions.

- ❖ Arrows are to be foam tipped and large enough to not fit in an eye socket.

All weapons purchased from a latex/plastidip manufacturer will be ruled upon on a case by case basis based on the safety of the weapon. **No physrep may have exposed pvc pipe, or unpadded areas except handles.**

Packet Dimensions: Packets are approx 6" square pieces of Solid non-green Neon-colored cloth filled with bird seed and closed with a rubber band. Packets should not be packed so tightly as to be solid, but should have a detectable amount of give, like a beanbag.

Boomers

Boomers are a powerful force in the world, but still have not managed to become the primary weapons of the day. There are many reasons for this oddity when boomers appear to be such powerful weapons:

- ❖ Reload times are extremely long for everything except advanced Dok'Lphar boomers.
- ❖ Boomer shots can be stopped by the physical shields many warriors use, unless the Boomers have been modified to Pierce such things.
- ❖ Boomer projectiles are solid slugs and may be reused by picking them up where they are found.
- ❖ In a world with a lot more explosions and far less reliance on heavy cavalry, Boomers have far less psychological impact.
- ❖ The Source used to power Boomers is a resource used for many other things.
- ❖ Boomers are still not as reliable as a melee weapon; boomers are prone to jamming, which leaves the user in a predicament.

So, while boomers are powerful--absurdly powerful in some cases--they are still not the main weapon of the Empire or the Varn Nation. Ill'Andarians do not use them at all.

Only the Dok'Lphar know the secret of making automatic boomers. In game terms, this means that only Dok'Lphar players are allowed to start the game with battery-powered dart guns. Other players can acquire them, but it must be through role playing.

Safety Check in

Head of Plot (HoP) will be responsible for weapon check in. The HoP will carry several colors of tape. When a weapon has been passed for safety a strip of tape will go around the top or bottom of the unpadded hand grip to signify that a weapon is safe, the color will be based on the type of weapon it will be in game.

- ❖ **Blue**, 1 handed
- ❖ **Red**, 2 handed
- ❖ **Yellow**, 1 handed axe, mace, or hammer.

This check in **must be done every event**. Players failing to check weapons will get one warning, and sent to check in a weapon with the HoP. A second infraction will see the weapon removed from the game. A third infraction will result in game suspension. If the player returns and continues this unsafe trend they will be asked to not return.

Armor

Armor comes in two different bonuses based on the armor type, Armor Points (AP) and Damage Reduction (DR). In general, padded, cloth, and leather armor grant AP while chain and plate grant DR. The physical location of the armor also has a bearing on the amount granted. **Armor does not increase from stacking layers in the same section; if stacked, the greater of the two values is always counted.** A player cannot benefit from wearing stacked armor in any way. When one set of armor is removed in combat by any means, a second set will not kick in even if worn underneath the primary set.

Without Armor Aptitudes, the limit to a player's DR is 10, and their AP Limit is 50. This is the limit for DR or AP from all sources, physical or magical.

Armor cannot be worn on top of one another as stated already, but wearing both AP and DR will combine as long as they are on different locations.

Armor Locations are Chest, Shoulders(includes upper arm), Forearm, Thigh, Shin, and Head.

Armor Values

Costume (Grants AP)

Boomer damage ignores Costume AP, being taken directly from the target's hit points.

- ❖ **Chest:** 5 AP
- ❖ **Shoulder, Forearm, Thigh, Shin:** 1 each
- ❖ **Head:** 2

Leather (Grants AP)

Boomer damage ignores Leather AP, being taken directly from the target's hit points. Leather must be at least 7 ounces in thickness, otherwise it will count as Costume.

- ❖ **Chest:** 10 AP
- ❖ **Shoulder, Forearm, Thigh, Shin, Head:** 5 each

Chain (Grants DR)

Boomer damage ignores Chain DR. Lightened chain (aluminum, butcher's mail) without an in-game tag counts as Costume AP. Brigandine with plates 2" diameter or larger grant Chain DR, otherwise it grants Leather AP.

- ❖ **Chest:** 2 DR
- ❖ **Shoulders, Forearms, Thighs, Shins:** 1 if both are worn
- ❖ **Head:** 1

Plate (Grants DR)

Plate DR is applied normally to the Boomer tagline. Plate armor must be 18g or thicker, lighter weight will grant Chain DR. Plot recommends you ask them directly about any potential purchases of armor that you intend to follow this rule. Hanging tassets do not count for DR, must be true cuisses.

- ❖ **Chest:** 2 DR
- ❖ **Shoulders, Forearms, Thighs, Shins:** 1 each
- ❖ **Head:** 1

Headbands

Various constant effects are designated by headbands. Also, important OOP information can be conveyed by headbands. You should not wear a headband of one of the following colors unless you are signifying that you are in that state.

White: OOP, this character is not there. Ignore them, and a player in a white headband cannot interact with in-play characters for any reason. Use as sparingly as possible.

Orange: Medically Designated Non-Combatant, this character can not participate in combat, and cannot be hit by any weapon or ability. If a monster/player wishes to kill a person wearing an orange headband, simply walk up to the character and perform a killing blow (without touching the character). At this point, the person must stand still (but may scream to alert nearby PCs). In order to remove an orange headband, it must be cleared by a medic after combat is over.

Purple: Aetherial Shift (see ability)

Recovery

Players have 6 Recoveries per event. A player is able to recover their Battle Pool tags by recovering for 1 full minute in play. They can alternately recover for 5 minutes and recover all of their Domain and Racial abilities as well. No matter the time chosen (1 minute or 5 minutes), the player only has six Recoveries per event. Characters may purchase the skill Extra Recoveries for more at level ten.

When Recovering, the player must be at full rest; any combat action taken by the player or done to the player will break the Recovery and the time must be restarted. This does not expend the Recovery attempt.

To indicate *Recovery during combat*, the player must kneel with his/her hands clasped. If the player's hands become unclasped then the Recovery is considered interrupted as well. Outside of combat, leisurely activity suffices in place of clasping hands and kneeling. Recovery is a great chance to role-play a convivial rejoinder in the tavern, practicing martial forms, patching up your armor, or meditating, to name a few.

When a player takes a Recovery, they should take a Recovery chit off their ring and return it to the nearest member of Plot.

- ❖ Short Recovery: Replenishes all Hit Points and Battle pool tags. Takes 1 minute.
- ❖ Long Recovery: Replenishes all armor (unless shattered), hit points, Battle pool tags, racial skills, and Domain powers. Takes 5 minutes.

Example: Bob has expended all of his Pool tags, but still has all of his Domain powers. As Bob is feeling a bit thirsty, he decides to go to the tavern and rest for a moment with a drink of water. He Recovers and hands a chit to a Plot member. As this is the first Recovery Bob has taken, he still has five left for the event.

Resurrection

When a player Dissipates, they must find a marshal and pull a stone from a bag carried by Plot personnel. While doing so, their body has Dissipated and they are a wandering spirit. The standard stone count and effects of these stones is as follows:

- Blue (1) Player Resurrects with all skills as if the event had just started, and all memory leading up to the moment of their Death.
- White (9) Player Resurrects normally with no memory of the 15 minutes before they Died. The white stone is lost from their count, but can be replaced by spending 1 Build to purchase a replacement white stone (the Build is permanently lost from the character and does not accumulate towards level or other benefits). This may be done an unlimited number of times, but only once per event. Players always have a minimum of one white stone.
- Red (2) The player has experienced a difficult, traumatic resurrection and **loses a recovery**. If the player has no recoveries to lose, they instead lose a white stone. After pulling the red stone, the player replaces the red stone then pulls again. If that pull results in a red or black stone, the character gains a True Curse at a later time. Red Stones remain after being drawn.
- Black (1) Permanent character Death. The player creates a new character with half the Build of the Dead character. The character can be preserved if a **Character Preservation Fee** of \$20 is paid. In lieu of paying the \$20 character preservation fee, the player can full-time monster their next event. They may pay for the event as normal to get bonus build.

Life Boon

Player sacrifice is a wonderful and powerful thing. Each player has the ability to offer up a white stone to guarantee another person Resurrects without having to pull from the bag. This sacrifice is called the Life Boon.

To grant a Life Boon a player sacrifices a White Stone from their total. This converts into a Life Boon for a chosen player. The granted Life Boon is consumed instead of the Life Boon holder pulling from the bag.

The player who grants the Life Boon loses their white stone, but can repurchase it at the next event they attend. A player who has granted a Life Boon may not have one and the player who has a Life Boon may not grant a Life Boon. Players may only ever have one Life Boon in or out at any given time.

A Life Boon remains on a character until it is consumed. To give a Life Boon the player(s) must report to Plot and have the Boon recorded on their Character sheet. This can be done during the downtime by contacting Plot. A player can only grant one life boon ever in their life.

Character Creation

Each player starts with 25 base Build to represent life experience and racial bonuses, plus another 10 Build. Spending it all gets you to level 1. Each game they play, the character gains 4 build plus any gained from cleaning, birthdays, or specials. The player can spend their Build points on skills and abilities. For each 10 Build points they spend, the character will advance a level; at 45 total Build spent they are level 2, at 55 total Build spent they become level 3, etc.

Total Build = 25 Build for life experiences + 10 Build for level 1 + Build gained in play

Players who optionally pay for their first event start with **+10 build** to spend.

Players who have been coming for a year or more gain the option to spend their expected build for the event they come in with a new character, and up to two build transferred from an older character, before the game. This means they will receive 0 for the event before Cleaning, Birthday, or Donation build gained that month.

Newly created characters have 3 full events to change their character as though a Respend was purchased. After this, only actually purchasing the options below will be used to change a character.

Character Respec's and Respends

Characters may be Respec'd during downtime and must have Plot approval. Each Respec costs a number of build equal to their level. **In this case only:** all build banked for that character is counted as spent. For instance, a level 6 character can Respec for 6 build, while a level 15 character can Respec for 15 build. Respecs cover skills and abilities, including racial subtypes and choices; they do not change the character's race. This needs roleplay as it is a life-altering event, except in the case of new characters using their free option.

If you want to Respend your race in addition to your skills and abilities, the cost is increased to 2x your current level in build. In addition, you lose all items that plot designates belong to the character. This represents your character leaving Jacob's Spire permanently and may not be done if that character is in a position of authority within the game world. This step must be applied before making a new character if you wish them to start above standard levels. If this build is transferred after a new character is made, it will count against the 10/month limit for spending.

A character will be Respec'd after a black stone is pulled and the Character Preservation fee is paid, or Respend if not. Both of these options will be at half the previous build amount and cost zero in these cases. Respec-ing in this way still loses all non-bound items. A character cannot drop below level 5 by doing this, unless they were already below level 5.

Intelligent items are never Respec'd and are lost on Respends unless a black stone caused the Respend, then its build is halved. Build can never be transferred out of an Intelligent item under any circumstance.

Level based effects

Body is 10 + 5 (or more, check your Race) per level

Number of **Bufs** active at any one time: 3 + 1 per 10 levels, max 5.

Tattoos/Inscriptions: One + 1 per 5 levels.

Tier 1 Domains: Min. Level 5 to purchase, Level 3 to use in an item.

Tier 2 Domains: Min. Level 10 to purchase, Level 8 to use in an item.

Tier 3 Domains: Min. Level 15 to purchase, Level 13 to use in an item.

AA's: Min. Level 20 to purchase.

Maximum level is currently 40.

Birthdays

Players gain **+1 build** for the event they attend during their birth month.

Races

The linked race books information regarding the races of the world of Vanguard. The descriptions contain references to the "real world" in order to assist the player in understanding and choosing a race for their character. These should be considered inspiration for costuming above and beyond the hard-and-fast costuming requirements for the races. For details on each of the races, the Table of Contents directs to each one individually. Unless otherwise specified racial abilities count as domain abilities for purposes of counter abilities and shields. Their number of uses determines what domain Tier they should be considered.

All races have additional choices to make as to what family, house, subtype, or group that was a part of their backstory. These choices are detailed in individual race books, linked above. Some race books are still in progress, please pardon our dust while we fill in their individual Lore. (Back to [Table of Contents](#))

Skills

Using Abilities and Skills

To use an Ability or Skill, simply state the ability name followed by its Effects. Effects (Damage, Confinement, Pierce, etc.) must always be stated. There are no verbals unless an incantation is indicated for the ability.

Constant Skills

Constant skills represent the player's base attack abilities, their damage aptitudes (increased damage) with those attacks, as well as a few other special abilities.

Melee Usage (5 Build)

The ability to do base weapon damage with any melee weapon. Without this skill, melee weapons only do 1 point of damage.

Hand-and-a-Half Damage (5 Build)

May wield a one handed melee weapon with two hands to increase its base damage to 6.

Ranged Usage (5 Build)

The ability to use any form of ranged weapon in battle. This includes, but is not limited to, Bows, Crossbows, Shot Boomers, Rifle Boomers, and Pistol Boomers. Without this skill, ranged weapons only do 1 point of damage.

Two-Weapon Fighting (5 Build)

The ability to fight with two weapons. Skills and Aptitudes, can be used with either hand as long as matching weapons are being used (I.E. two swords, two maces, etc.). Uses a buff slot when used from a crafted item.

Shield Usage (5 Build)

The ability to use a shield in combat. Without this skill, damage from attacks that hit the shield is still taken.

Monk (10 Build)

(Passive) This power allows a player to use their fists as natural weapons. This requires a dagger-sized boffer weapon and does base 3 damage. The player uses combat aptitudes for damage with both fists and does not take damage or effects that hit the boffer or the forearm while unarmed. If an effect is blocked this way, the player must state "Monk." Fists can only be modded by tattoos. Effects and taglines that ignore weapons ignore Monk.

Armor Aptitude (10 Build)

The ability to wear more armor and bypass the normal soft cap. Each Aptitude increases the amount of armor you can achieve as a maximum by 5 AP and 1 DR. Note that this does not change armor values or automatically grant additional armor, it only increases the maximum that can be reached. Combat Aptitudes do NOT count towards Armor Aptitudes. Uses a buff slot when used from a crafted item.

Combat Aptitude (10 Build)

Adds +1 damage for melee weapons and +2 damage for ranged weapons and source mark each time it is purchased.

Elemental Source Mark (5 Build)

The ability to infinitely throw 2 point damage packets of a specific Elemental type, which must be chosen upon purchase. This also allows the player to purchase aptitudes to increase the damage of the packets. The player may choose Earth, Wind, Fire, or Water.

Pain Tolerance (10 Build)

(Passive) This power allows a character to cast Source Mark abilities while taking damage. Source Mark abilities include Source Mark damage, Spell pool abilities, and Faith, Insight and Burn domain abilities.

Jack of All Trades (20 Build)

This is the ability to attempt any craft skill in the game as an apprentice. If the player wishes to advance in a craft skill, then apprentice level of the skill must be purchased first regardless of possessing Jack of All Trades. Those who have this skill do not get paid the monthly coin of having apprentice skill levels. All bag pulls for Jack of All Trades use a Simplified Bag. Can not be placed in an item.

Extra Body (10 Build)

(Passive) Grants 20 extra body per time purchased.

Extra Recovery (5 Build)

(Passive) Allows for 1 extra Recovery per event per purchase. May be purchased additionally once every 10 character levels. This ability cannot be placed into items.

Frugal Craftsman (10 Build)

(Passive) May be purchased multiple times, but each time it must be applied to a new craft skill in which you are at least apprentice level. Effects apply only to the craft it was purchased for and increase automatically when the craft does. This ability cannot be placed into items.

- ❖ At Apprentice, your craft's Source cost is reduced by 15%.
- ❖ For Journeyman, your metal requirement is reduced by 1, minimum 1 talent. Apothecaries gain +1 potion per craft, instead.
- ❖ Craftsmen gain an additional 15% reduction in Source cost (30% total).
- ❖ Masters reduce metal requirements by an additional 1, total of -2, minimum 1 talent per craft still. Apothecaries gain an additional +1 potion per craft, total of +2.
- ❖ Grandmasters gain a further 20% Source cost reduction (50% total).

Savvy Craftsman (10 Build)

(Passive) The character when making their initial money/craft resource pulls at the start of a game may shift their stone pull one shift in either direction on the pull chart (this does not apply to both pulls of Respected Craftsman). This ability cannot be placed into items. Pull Chart: Blue - White - Red - Black.

Respected Craftsman (10 Build)

(Passive) The character when making their initial money/craft resource pulls at the start of a game may pull two stones instead of one from the bag. This applies to only one craft skill per purchase. This ability cannot be placed into items.

Extra Equipment Slot (10 Build)

(Passive) The character may wield one additional item by placing it in their bag or belt. This item does not take up an equipment slot, but is considered equipped. This allows a weapon placed on the belt to be used as if it were a trinket. Purchasable once, and character must be at least level 10.

Extra Magic Armor (10 Build)

(Passive) Grants the character an additional armor mod slot, plus one per 10 levels above level 10. This can only be purchased after level 10, and only purchasable once.

Craft Skills (5 Build for each Tier): There are eleven Crafts: Apothecary, Armorsmith, Boomersmith, Clockwork, Enchanting, Field Surgeon, Scribing, Source Engineer, Trinket

Crafting, Underwater Basket Weaving, and Weaponsmithing. A player can start as an Apprentice in up to two, a Goblin can start as an Apprentice in as many as they can purchase. See [Crafts](#)

Near Language (2 build, 3 months of roleplay): A language from within the same political kingdom as your race's. See [Languages](#) for details.

Local Language (3 build, 6 months of roleplay): A language from outside your political kingdom. See [Languages](#) for details.

Ancient Language (4 build, 9 months of roleplay): A language not seen for a long time, or has no living speaking representatives. See [Languages](#) for details.

Powerful Language (5 build, 12 months of roleplay): A language that is innately powerful and only taught by similarly powerful beings. See [Languages](#) for details.

Polyglot/Omniglot (20 build): Only purchasable at character creation with approved backstory. Allows a character to speak/read/write any Near or Local language. Costs for Ancient and Powerful Languages are unchanged.

Melee Pool (5 Build): Each purchase grants four Melee Pool tags. Once spent, these tags return after a long or short Recovery. Unless otherwise noted, all skills cost one tag. You may use any of the skills below if you have enough tags to spend on them:

- ❖ **Iron Grasp:** The ability to resist the Disarm Power.
- ❖ **Disarm:** The player can force another player to drop their weapon (Melee or Ranged) and not draw another for 5 seconds. The player must hit the weapon they wish to disarm (or the forearm if targeting a boomer) and declare "disarm <item>" when the weapon is struck. This skill does not work on shields.
- ❖ **Pommel Strike:** The target is stunned for 5 seconds. The player must strike the target above the waist with the legal striking surface of your weapon and declare "Pommel Strike."
- ❖ **Bash:** The player hits another character or their shield with a melee weapon. The target is knocked back 5 steps. If the target is unable to move backwards the full 5 steps due to an environmental factor, they become stunned for 5 seconds.
- ❖ **Sunder (2 tags):** Player can Destroy target weapon, armor, or shield. Player strikes the weapon, armor, or shield and declares "Sunder [armor/weapon/shield]!" The target item is then Destroyed unless otherwise protected, armor is reduced in DR by 1; if the target does not have any DR, Sunder reduces AP by 10. Instead of striking a Boomer directly, the attacker should strike the forearm of their target. Sundered items can be repaired with Goblin Glue.
- ❖ **Side Step (2 tags):** The player can avoid any Battle Pool attack or unaltered weapon attack. The player declares 'Side Step.'
- ❖ **Feint (3 tags):** The player can make a basic attack or Melee Pool ability unable to be sidestepped. The player declares "Feint" + the ability or damage.

Chemix Pool (5 Build): Each purchase grants four Chemix Pool tags. Once spent, these tags return after a long or short Recovery. Unless otherwise noted, all skills cost one tag. You may use any of these skills if you have enough tags to spend on them:

- ❖ **Goblin Glue:** This skill restores a sundered weapon, shield, or armor(1 DR or 10 AP). Requires a 10 count to apply.
- ❖ **BOOM!:** Packet delivered 10 points of Chemix Fire damage, +2 for each Combat Aptitude.
- ❖ **Healing Potion:** Heals target for 10 hit points. This ability can not heal a target that is bleeding out.
- ❖ **Neutralizing Oils:** Removes all negative pool ability effects from the target.
- ❖ **Poison:** The target calls two less damage with all sources. This ability stacks but can never reduce a player's damage below one.
- ❖ **Concussive Shot:** The player's next shot does no damage but Stuns a target for 5 seconds.
- ❖ **Salamander Skin (2 tags):** Resist any elemental attack that has not been enhanced by a Domain ability. This includes attacks such as Source Mark, or if a weapon has an Elemental Effect. This power will only resist a single attack such as one packet or one swing of a weapon, or one Battle Pool power with an Elemental Effect. To use Salamander Skin, declare "Resist!"

Spell Pool (5 Build): Each purchase grants four Spell Pool tags. Once spent, these tags return after a long or short Recovery. Unless otherwise noted, all skills cost one tag. You may use any of these skills if you have enough tags to spend on them:

- ❖ **Elemental Strike:** This spell boosts damage for one packet, dealing [15 + Source Mark Damage] total damage. "Elemental Strike <Damage><Tagline>!"
- ❖ **Snare:** Target's right foot is stuck to the ground and cannot be moved. This can be broken with an uninterrupted 10 count, or snap the snare immediately (which cause the player to take 20 body damage). This effect ends immediately if the target loses 20 total body.
- ❖ **Stabilize:** When cast on a bleeding out target, the target pauses their count towards reaching "Dead" status until 5 minutes pass, they are damaged or they are healed with an ability capable of healing a bleeding out character. If the target is damaged or the 5 minutes pass, the character restarts their bleeding out count at 1.
- ❖ **Bind (2 tags):** Target's arms are stuck to their sides for 10 seconds. This can be broken with an uninterrupted 10 count, or snap the bind immediately (which causes the player to take 20 body damage). This effect ends immediately if the target loses 20 total body.
- ❖ **Repel:** The target, once hit by the caster's packet, may not move towards the caster while they hold up their hand. This effect is broken if the caster takes damage. The caster may only have one repel in effect at a given time, and may not use the hand signifying the repel for anything else. This counts as a knockback effect for purposes of immunities and resistances. A target can only be affected by a single Repel at a time.
Note: This ability does not knockback the target, it only prevents them from moving towards the caster.
- ❖ **Ray (+3 tags):** This power can be combined with another Spell Pool power to cast a spell and strike the target without throwing a packet. Player must point at a target and state "<Spell Pool skill> Ray." and then clearly designate who/what the target is. This cannot be used without another Spell Pool skill.
- ❖ **Befuddle:** (Mind Affecting) The target cannot attack or hinder the caster for 10 seconds. This effect is broken if the caster attacks the target. The target may defend themselves.

Domain Abilities

Domain powers represent stronger abilities that can be Active, Constant, or Passive. At levels 5, 10, and 15 the player receives one power from the domain of their choice free of build cost. The player can purchase further Domain powers as long as they meet the prerequisites of that Domain Pool. Free domains must be from the same tier or lower indicated below.

Domain Prerequisites

The prerequisite for each Domain is the same: the number listed is what is needed to buy more Domain powers in a tier past the free power granted. The goal is to be true to the spirit of the open system, and maintain balance. This is based on character total build, which includes the 25 points of life build.

Domains may not be purchased more than once unless otherwise stated in the Domain.

- ❖ **Level 5/Tier 1:** No prerequisites.
- ❖ **Level 10/Tier 2:** 100 build total spent on non-Domain skills.
- ❖ **Level 15/Tier 3:** 125 build total spent on non-Domain skills.
- ❖ **Level 20+:** The player may choose a free Domain ability from any tier, and they unlock Advanced Arts. Every five levels above twenty they receive another free Tier 3 or below choice.

Advanced Arts have prerequisites based on previous Domain choices.

The Domains

- ❖ **Alchemy:** A form of supportive magic achieved through the use of magical transmutation.
- ❖ **Combat:** This is the melee and boomer domain. It represents training in raw battle.
- ❖ **Faith:** This represents those who are dedicated to peace and healing.
- ❖ **Insight:** Knowledge of the universe and how it works grants these powers.
- ❖ **Stealth:** The skills of those who wish to remain covert.
- ❖ **Burn:** This throwback to the Age of Myth is a new discovery within the Empire. Be warned, each time a player purchases Powers from The Burn, the player gains a physical Deformity; You will roll a random d20 roll on the Burn Deformity Chart. This is a hidden chart, outcomes vary.

Note: If a Domain does not say it can be used in a specific way, then respect the spirit of its wording and only use it the way it says that it can be. This will prevent confusion and helps all the abilities work well together. A Marshall is the only person who can say if an ability may be used in a non-standard way.

Unless otherwise stated abilities are packet delivered. Burn abilities may be delivered via melee, packet, or Boomer.

Tier 1 (5 build each)

Alchemy

Bastion

Verbal: "Bastion"

(Buff) Once + 1 per 4 aptitudes per long recovery; Grant target immunity to knockback and 1 DR + 1 per 4 aptitudes; the caster has until the target's next recovery. DR soft cap rules apply and this ability does not allow the target to resist Power Stomp.

Harmful Transmutation

Verbal: None

(Passive) This ability adds 5 to your BOOM! damage for each Aptitude you possess, instead of +2, and you can alternate any source mark damage tagline you possess.

Insulate

Verbal: "Insulate <Tagline>"

(Buff) Once + 1 per 4 aptitudes per long recovery; the target takes 5 less damage + 5 per 4 aptitudes from any source of the designated source mark element (designated when cast, the caster must have access to the designated source mark element).

Vitae

Verbal: "Vitae"

Once + 1 per 4 aptitudes per long recovery; heal yourself to full hit points. May not be used while you're fighting someone unless you also possess Pain Tolerance. *Will not heal a player who is dead or devastated.*

Wonderglue

Verbal: "Wonderglue"

Once + 1 per 4 aptitudes per long recovery; snares and binds target for 30 seconds. Can be broken by taking 40 body.

Combat

Martial Armor Proficiency

Verbal: None

(Passive) This ability allows the player's armor to be increased in effectiveness based on the character's level. The character designates one location (such as shoulders, arms, etc) of armor from the armor chart which has the value of each piece of armor worn there increased by +1 DR or +5 AP, depending on what it already provides. The character chooses an extra location every five levels beyond level five. This does not bypass the armor maximum.

Parry

Verbal: "Parry"

Once + 1 per 4 aptitudes per long recovery; While armed with a physical weapon, natural included, expend one use of Parry to negate a battle pool (including feint) or tier one domain ability that strikes the user.

Power Attack

Verbal: "Power Attack 100 <Tagline>"

Once + 1 per 4 aptitudes per long recovery; 100 damage, melee delivered, cannot be stacked with damage dealing abilities.

Provoke

Verbal: "Provoke"

(Mind Affecting) Once + 1 per 4 aptitudes per long recovery; The player provokes a target to attack them without being able to stop. Once this target is provoked it cannot stop attacking the player that initially provoked it, until they, or the target, have fallen to bleeding out status. Player strikes a target with a weapon and declares "Provoke" to activate this ability. If successful you may activate Power Attacks for 8 melee pool tags. If the provoking player intentionally leaves the line of sight of the target, the effect is ended.

Shield Disarm

Verbal: "Shield Disarm"

Once + 1 per 4 aptitudes per long recovery; Expend one use of Shield Disarm to disarm a target's shield. forcing the target to drop the shield on the ground for 5 seconds. If the shield can't be dropped to the ground safely, the target may instead hold the shield behind their back and resume its use after a 10 count (during this count, any attack that hits the shield is taken by its wielder). Parry cannot counter Shield Disarm.

Faith

Cleanse

Verbal: "Cleanse"

Once + 1 per 4 aptitudes per long recovery; allows player to cleanse negative effects from a character except missing limbs and dying/dead/devastated effects. Some greater effects require Rebirth instead.

Greater Stabilize

Verbal: "Greater Stabilize"

(Passive) Changes the Stabilize spell pool ability as follows: When cast on a Bleeding Out target, the target pauses their one minute count towards "Dead" status. When cast on a Dead target, the target pauses their 5 minute dissipation count. Once 5 minutes pass or if the target is damaged by another effect, the target restarts their bleeding out or dissipation count(as appropriate) at 1.

Healing Source

Verbal: "Heal [Source Mark +10, 100, 200, or 300]"

10 + 10 per 4 aptitudes per long recovery; Expend uses or Domain Powers to heal with Source Mark energy. Using Healing Source will heal the target for [10 + Source Mark Damage]. Using a tagged Domain Power will convert its effect into healing: tier 1 domain effects heal for 100, tier 2 domain effects heal for 200, and tier 3 domain effects heal for 300. This ability can target bleeding out characters, but costs the caster an additional use to do so, unless a Domain power was converted. This does consume the use of the converted Domain Power.

Sacrificial Surgeon

Verbal: None

(Passive) This power allows a player who is performing Field Surgeon to ignore incoming damage until the Field Surgeon is complete. Upon completion of Field Surgeon, all of the damage taken is applied.

Weapon of Faith

Verbal: None

(Passive) This allows the character to call the Light tag with their damaging attacks. Light damage is especially effective against certain types of creatures.

Insight

Elemental Adept

Verbal: "<Damage> <Tagline> Body"

(Passive) The player may apply the "Body" tag to any packet delivered effect of one chosen source mark element they can cast, chosen when they purchase this skill. Body tagline attacks ignore armor, but can still be blocked by physical shields, or Domain Shields. This can be purchased multiple times, choosing a new damage tagline to affect each time.

Hex Striker

Verbal: None

(Passive) Grants the ability to deliver Spell Pool Abilities and Insight Domain abilities with a ranged or melee weapon.

Minor Source Shield

Verbal: "Minor Source Shield / Flash"

(Shield) Once + 1 per 4 aptitudes per long recovery; Create a protective barrier around yourself or another person; While surrounded by this barrier, you may 'Flash' any battle pool tag by expending two spell pool tags or expend the Minor Source Shield to flash a battle pool attack or tier one domain ability.

Source Blast

Verbal: "Source Blast 100 <Tagline>"

Once + 1 per 4 aptitudes per long recovery; 100 damage, packet delivered cannot be stacked with damage dealing abilities.

Source Mastery

Verbal: None

(Passive) Allows the player to change their Source Mark damage effect at will between the four basic elemental taglines, Earth, Wind, Fire, or Water. This is done by throwing a packet and calling the damage and then the Effect tagline after. In addition, they may choose two of the following taglines: Acid, Plasma, Crystal, Lightning, Ice, or any other tagline approved by plot. This ability can be purchased multiple times, granting an additional two taglines per purchase.

Stealth

Loot

Verbal: "Loot"

(Passive) When searching, the player does not need to complete a 3-second count, and their search cannot be interrupted. The player simply declares "Loot" and the target begins turning over any and all tagged items, source, and cogs. If the looted character cannot immediately turn over their tags, the caster can retrieve them OOP at a later time.

Low Blow

Verbal: "Low Blow! 25 Body, 5 second stun."

Once + 1 per 4 aptitudes; This attack stuns the target for 5 seconds and deals 25 body damage. This cannot be negated with Parry or Minor Source Shield. This attack must hit the target in leg.

Shadow Meld

Verbal: None (Gesture)

(Buff) Once + 1 per 4 aptitudes; The player is able to blend into the shadows, becoming completely unseen by players or monsters as long as they remain stationary. This can be any shadow large enough to envelop the player, and blending and reappearing are instant. Shadow Meld is indicated by crossing a player's left arm across the chest. Those with Aetherial Vision can see those who are Shadow Melded. This also allows the character to call the Dark tagline with their damaging attacks. Dark damage is especially effective against certain types of creatures.

Trick Shot

Verbal: None

(Passive) Grants the ability to use any Melee Pool ability, any ability with the Delivery of 'Melee,' or any Combat or Stealth Domain Power with a ranged weapon.

Waylay

Verbal: "Waylay"

Once + 1 per 4 aptitudes per long recovery; Player can Stun a target from behind for 30 seconds. This cannot be negated with Minor Source Shield. Any damage breaks the stun.

Burn

Aetherial Shift

Verbal: Aetherial Shift

Once + 1 per 4 aptitudes per long recovery; This power allows the player to turn invisible and shifts them into an Aetherial state. This makes them unable to physically interact with the real world, but they can still interact with other Aetherial creatures. The player is unable to pass through physical barriers, but is unaffected by any attack from a physical player or creature. To return to a physical state, the player must perform a 3-count. The Aetherial state is represented by a purple headband or bandana, or two arms crossed overhead.

Corpse Flesh

Verbal: None

(Passive) This power makes the player appear as an Undead creature to Undead creatures. Because of this, those creatures will not attack the player unless the player initiates combat with them.

Fear

Verbal: "Fear"

(Mind Affecting) Once + 1 per 4 of any aptitudes per long recovery; This power forces a target to cower or retreat from the caster until attacked by the caster, cleansed or killed. Once the player gets at least 50 ft from the caster, they may halt their retreat. If the player cannot get at least 50 ft from the caster, they must cower, foregoing any offensive or support action, and only defending or healing themselves.

Fel Flesh

Verbal: None

(Passive) This power grants the player +1 permanent DR (+1 per 4 aptitudes). If this DR is destroyed it may be recovered on a 3-count out of combat. Taking damage stops this count. This can exceed the soft cap for DR without the purchase of Armor Aptitudes. This DR is always the last DR affected by abilities that destroy DR.

Soul Burn

Verbal: "Soul Burn"

Once + 1 per 4 of any aptitudes per long recovery; This power deals 50 Body damage. A player hit with this ability cannot be healed by any means until they are Cleansed, reach dead/devastated status, or take a recovery. This also allows the character to call the Infernal tagline with their damaging attacks. Infernal damage is especially effective against certain types of creatures.

Tier 2 (10 build each)

Alchemy

Ablative Oil

Verbal: "Ablative Oil"

(Buff) Once + 1 per 8 aptitudes; Coats the target's item in an ablative compound. Makes the target item immune to Sunder until any recovery is taken.

Acidic Compound

Verbal: "Acidic Compound! Minus <X> DR!"

Once + 1 per 8 aptitudes per long recovery; Reduces the target's DR by 1 plus one half the caster's number of aptitudes. Items damaged this way must be repaired at a forge.

Quick-Dry Formula

Verbal: "Goblin Glue 1, Goblin Glue 2, Goblin Glue 3."

(Passive) Goblin Glue is reduced to a 3 count.

Trauma Core

Verbal: "Trauma Core +<½ aptitudes>"

(Buff) Once + 1 per 8 aptitudes per long recovery; Grant the target's weapon (natural or manufactured) a bonus to damage. Target gains +1 damage per 2 aptitudes of the caster until their next recovery. Uses a buff slot for each casting.

Weaken

Verbal: "Weaken <SM damage>"

Once + 1 per 8 aptitudes per long recovery; This reduces a target's damage by the caster's Source Mark Damage. The caster declares "Weaken <Source Mark Damage>!" This Debuff remains until the target dies, takes a Recovery, or it is removed via Cleanse or Rebirth.

Combat

Adrenaline Rush

Verbal: "<Damage> Massive"

(Buff) Once + 1 per 8 aptitudes per long recovery; This skill allows the character to call Massive tagline on their next consecutive 10 swings that call damage. DR is applied against Massive Damage, Armor points are not.

Disable Arm

Verbal: "Disable Arm"

Once + 1 per 8 aptitudes per long recovery; Disable a target's arm. Player must hit the target's arm with a weapon and declare 'Disable Arm!' From that point forward, the target no longer has use of the arm that has been struck. The arm remains useless until the target Resurrects or is the target of Repair Limb.

Dodge

Verbal: "Dodge"

Once + 1 per 8 aptitudes per long recovery; Expend one use of Dodge to declare "Dodge" and negate a racial, battle pool, tier one, or tier two domain ability targeting you that is not modified by the "Accuracy" tag. You must be facing the origin of the targeted effect to "Dodge".

Exploit Weakness

Verbal: "<Damage> Body"

(Buff) Once + 1 per 8 aptitudes per long recovery; The player can call direct Body damage against a single declared target until the target's next resurrection or the user's next long recovery. Body damage ignores armor points and DR. This is done by adding the word, 'Body' to the tagline.

Slay

Verbal: "Slay <Tagline>"

Once + 1 per 8 aptitudes per long recovery; Declare "Slay" and land a melee strike to drop the target to dead status, or deal 200 damage to a target with Exceptional Health.

Faith

Grace

Verbal: None

(Passive) This passive power allows Field Surgeon to only untie or retie their cord knots to perform their level of Field Surgeon.

Health Shield

Verbal: "Health Shield"

(Buff) Once + 1 per 8 aptitudes per long recovery; This shield buff reduces incoming body damage by 10 until the target takes a recovery.

Purify

Verbal: "Purify"

Once + 1 per 8 aptitudes per long recovery; This ability can return a target affected by the Raise Zombie/Possess domain back to Dead or Devastated, whichever they were when affected by Raise Zombie/Possess.

Repair Limb**Verbal:** "Repair Limb"

Once + 1 per 8 aptitudes per long recovery; This allows the player to restore a Disabled Arm.

Revive**Verbal:** "Revive"

Once + 1 per 8 aptitudes per long recovery; This power will return any target that is in dead status (not devastated) count to Normal status and grant them 10 hit points.

Insight**Aetherial Vision****Verbal:** "Aetherial Vision"

(Buff) Once + 1 per 8 aptitudes per long recovery; This power allows the player to see other players and creatures who are Aetherial Shifted or Shadow Melded.

Decimate**Verbal:** "Decimate"

Once + 1 per 8 aptitudes per long recovery; drop to dead status, or 200 damage to targets with Exceptional Health

Dispel**Verbal:** "Dispel"

Once + 1 per 8 aptitudes per long recovery; This ability immediately removes any active buffs on the target, including passives from items that are currently taking buff slots. This does not remove Burn buffs. This ability cannot be flashed by a Major Source Shield, but a Greater Source Shield absorbs it, negating it without expending the Greater Source Shield (unless Pierce is added).

Major Source Shield**Verbal:** "Major Source Shield" or "Flash"

Once + 1 per 8 aptitudes per long recovery; Create a protective barrier around yourself or another person; While surrounded by this barrier, you may expend the Major Source Shield to flash any battle pool or tier one or two domain ability.

Source Bond**Verbal:** "Source Bond <Tagline>"

(Passive) This grants the target character the ability to infuse weapons they are holding one of the character's Source Marks taglines and also adds +2 damage to any weapon in the caster's hands while it is active. The weapons lose the effect at any time the user is not holding them. The ability to imbue weapons with a Source Mark tagline remains until the target player takes a recovery. If the character has no source mark, an elemental tag (Earth, Wind, Fire, or Water) must be chosen when purchasing this skill.

Stealth

Danger Sense

Verbal: "Danger Sense + <Ability>"

Once + 1 per 8 aptitudes per long recovery; The player is able to expend a defensive skill even when attacked from the rear. This expends both the defense and Danger Sense.

Escape Artist

Verbal: "Escape Artist"

(Buff) Once + 1 per 8 aptitudes per long recovery; This ability makes the player immune to pool and domain Effects that limit movement. The player declares "Immune" when hit by such an Effect. This power also allows the player to escape any bonds, be they: rope, manacles, traps, mystical, or chemical confinement.

Evasive Mind

Verbal: "Evasive Mind"

(Buff) Once + 1 per 8 aptitudes per long recovery; The player is immune to mind-affecting skills and abilities.

Feign Death

Verbal: None

Once + 1 per 8 aptitudes per long recovery; The player appears completely Dead and in the process of Dissipating for up to 5 minutes. They are allowed to take a Recovery while this skill is active and while using this ability, they may attack a person once as if it were a Rear Attack, regardless of defenders position. Attacking ends Feign Death. A character cannot play dead without the use of this Domain and a Field Surgeon may examine them and know they are not dead. Players should state "No Effect" to Killing Blows.

Smoke Pellet

Verbal: "Smoke Pellet"

Once + 1 per 8 of aptitudes per long recovery; This power allows the player to run away for 15 seconds without pursuit. The caster can not be targeted during this time and cannot effect anything not already on their person. The player throws a packet down on the ground and declares "Smoke Pellet!" Monsters and players within sight are not allowed to pursue the player for a duration of 15 seconds.

Burn

Demon Bones

Verbal: None

(Passive) The player can harden their bones to the consistency of Demon Bones, making them resistant to Disable Limb and Wither unless used in conjunction with pierce. To invoke Demon Bones, the player declares "Resist!"

Dominate

Verbal: "Dominate"

(Mind Affecting) Once + 1 per 8 of any aptitudes per long recovery; The caster may force an undead or possessed target they've raised to serve them as a willing ally. The caster may only

control one target in this way. The target will follow any command short of suicide. This lasts for five minutes, or until the caster takes a recovery, after which the target is no longer under control.

Raise Zombie / Possess (choose one or the other upon purchase, may be purchased twice)

Verbal: "Raise Zombie" or "Possess"

Once + 1 per 8 of any aptitudes per long recovery; The caster can raise a target dead character as a Zombie, or Possess any target who is in the Dissipate count. The caster has no control over the target. The target has hit points and damage of their original living self, but cannot activate domains or items. If a PC is raised, they will resurrect upon their death. A Zombie or Possessed skips their bleeding out and dissipation count and resurrects immediately when reduced to 0 hit points. Zombies and Possessed take +5 damage from Light.

Reflect Shield

Verbal: "Reflect Shield"

(Shield) Once + 1 per 8 of any aptitudes per long recovery; This shield will reflect any non-Piercing attack back at the attacker. Pierce Effects are still negated, just not reflected. This will not reflect Trapped in Amber, Deathblow, Arcane Storm, Assassinate, or Infernal Consume, but can flash these abilities (except Assassinate).

Wither

Verbal: "Wither"

Once + 1 per 8 of any aptitudes per long recovery; The target's bones become brittle like glass and their muscles weaken. The target is reduced to 5 maximum body, base weapon damage, and is unable to move unless dragged. This power lasts until the target resurrects or the Cleanse Domain ability or Rebirth power is used on them.

Tier 3 (15 build each)

Alchemy

Armored Hide

Verbal: "Armored Hide"

(Buff) Once + 1 per 12 aptitudes per long recovery; This buff prevents damage to the target for the next 10 hits. Magic tagline damage bypasses this defense.

Contagion

Verbal: "Contagion"

Once + 1 per 12 aptitudes per long recovery; Prevents the target from using battle pools, domain abilities, racial abilities, or Apothecary items until their next long recovery. Rebirth can remove this effect.

Restorative Vapors

Verbal: "Restorative Vapors"

Once + 1 per 12 aptitudes (per event), the player's long recovery is completed in 60 seconds.

Trapped in Amber

Verbal: "Trapped in Amber"

Once + 1 per 12 aptitudes per long recovery; Encases target in a crystal prison, then reduces them to Devastated status (or does 300 damage to a target with Exceptional Health.) The crystal prison remains until shattered, or until 240 seconds have passed, preventing the player from being healed or moved. If you survive the Devastate effect, you are still trapped in the amber prison. A living target inside an amber prison may use a Shatter or Disjunct to break it.

Weapon Warding

Verbal: "Weapon Warding"

(Buff) Once + 1 per 12 aptitudes per long recovery; The player will take minimum damage from Normal, Blunt, and Claw/Fist taglines. Declare "Warded" if you are hit by those taglines in combat. Body, Massive, Elemental taglines, and Magic all automatically circumvent this.

Combat

Deathblow

Verbal: "Deathblow <Tagline>"

Once + 1 per 12 aptitudes per long recovery; This is a Devastate effect and is treated as Massive and Magic, bypassing defenses as appropriate. Deathblow does 300 Massive Magic damage to characters with Exceptional Health.

Flurry

Verbal: "Flurry <Skill>, Flurry <Skill>, Flurry <Skill>, Flurry <Skill>, Flurry <Skill>"

Once + 1 per 12 aptitudes per long recovery; Expend a use of flurry and call any domain you possess that you can deliver via melee strike five times in succession. The same target may not be chosen twice in a row during a flurry. This expends the Flurry and the called domain.

Pierce

Verbal: "<Skill/Ability> + Pierce" or "Endure"

Once + 1 per 12 aptitudes per long recovery; Spend one Pierce use and one battle pool or domain use to deliver the ability with the Pierce tag added, making the effect impossible to flash or block, or spend one Pierce to declare "Endure" and negate any racial, battle pool, or domain ability targeting you unless it is modified by Pierce already.

Riposte

Verbal: "Riposte + <Skill/Ability>"

Once + 1 per 12 aptitudes per long recovery; When affected by a melee ability, negate its effect and instantly counterattack with any racial, pool or domain tag your character possesses that your character can deliver via melee strike. This will use the Riposte skill, but not the skill from which the effect was taken. This requires the user has a melee weapon in hand. This ability works against Accuracy and Pierce modified attacks.

Shield Defender

Verbal: "Shield Parry"

(Passive) You learn to use your shield more effectively, granting you +1 DR per tier of the shield's metal. This DR can exceed the DR Softcap. If the shield is Sundered, Shattered or Disarmed, you lose this bonus DR. In addition, you may now Parry tier 2 and 3 domain abilities that hit your shield, by expending one Parry use and declaring "Shield Parry".

Faith

Banish Evil

Verbal: "Banish Evil"

Once + 1 per 12 aptitudes per long recovery; This ability acts as an intensified Devastate effect against Undead and creatures with burn deformities and may be delivered by packet or melee attack. Banish Evil cannot be physically blocked and takes effect as though it had the Massive taglines. Banish Evil does 600 damage to creatures with Exceptional Health.

Healing Surge

Verbal: None

Once + 1 per 12 aptitudes per long recovery; Player has 4 individual packet throws in which they can call the same Effect of any packet delivered effect they possess from the Faith Domain. The same target may not be chosen twice in a row during a flurry. This expends both the Healing Surge and the tag which is being modified by the Healing Surge.

Invigorate

Verbal: "Invigorate"

(Buff) Once + 1 per 12 aptitudes per long recovery; Target gains 50 temporary hit points. This hit point Buff remains until the target takes a Recovery. These hit points may be replenished by healing. This effect can not be stacked.

Rebirth

Verbal: "Rebirth"

Once + 1 per 12 aptitudes per long recovery; This power heals the target to full hit points, revived from dead or devastated status (if applicable) and removes any negative Effects the target is suffering, but not true curses. This does not cure Undead status.

Resurrectionist

Verbal: "Resurrectionist"

(Buff) Once + 1 per 12 aptitudes per long recovery; This Buff is a spell shield that is inactive until the player finishes Bleeding Out and is in Dead status. Upon reaching Dead status the player is Revived to full health once, after which the buff is gone. This buff can only target the caster.

Insight

Arcane Storm

Verbal: "Arcane Storm! Devastate, Devastate, Devastate"

Once + 1 per 12 aptitudes per long recovery; Throw 3 consecutive packet attacks that deliver the Devastate effect, or does 300 damage to characters with Exceptional Health. If used in conjunction with Elemental Fury, only 2 more packets are added.

Elemental Fury

Verbal: None

Once + 1 per 12 aptitudes per long recovery; Player has 3 individual packet throws in which they can call alternating or the same Effect(s) of any packet delivered effect they possess from the Insight Domain, Alchemy Domain, or Burn Domain. The same target may not be chosen

twice in a row during a flurry. This uses both the Elemental Fury and the skills or tags which are being used with the Elemental Fury.

Empower

Verbal: None

(Passive) The player may activate a Minor Source Shield for 4 spell pool tags, a Major Source Shield for 8 spell pool tags, or a Greater Source Shield for 12 spell pool tags. The player must have purchased the applicable shield skill to activate additional uses, and may only cast those additional uses on themselves.

Disjunct

Verbal: "Disjunct"

Once + 1 per 12 aptitudes per long recovery; Remove all buffs on the target, including Burn buffs and passive abilities from items that are currently taking a buff slot. Also, prevents the use of activated items. Activated items can be used again after a long recovery.

Greater Source Shield

Verbal: "Greater Source Shield" or "Flash"

(Shield) Once + 1 per 12 aptitudes per long recovery; Create a protective barrier around yourself or another person; While surrounded by this barrier, the target can expend the Greater Source Shield to flash any battle pool, racial, or domain ability and may harmlessly 'Absorb' Dispel attacks.

Stealth

Accuracy

Verbal: "<Skill/Ability> + Accuracy" or "Evade"

Once + 1 per 12 aptitudes per long recovery; Spend one Accuracy along with a battle pool skill or a domain or racial ability to use it with the Accuracy tag added, making the effect impossible to dodge or Evade, or spend one Accuracy to declare "Evade" and negate any racial, battle pool, or domain ability. You must be facing the origin of the targeted effect to "Evade" it.

Assassinate

Verbal: "Assassinate"

Once + 1 per 12 aptitudes per long recovery; If this attack is delivered as a rear attack during combat, it takes the target to the Devastated status or does 300 damage to a target with Exceptional Health. This attack is automatically applied with Pierce.

Shuriken

Verbal: Varies

Once + 1 per 12 aptitudes per long recovery; This power allows the player to packet deliver one melee racial, pool, or domain attack from Shadow Meld or Shadow Phase without breaking the stealth effect. Approved throwing daggers may be used instead of packets.

Master Assassin

Verbal: None

(Passive) This power allows the player to call an additional 10 damage when performing a rear attack. When doing so, they also call Body Damage.

Shadow Phase

Verbal: (Gesture)

(Passive) While Shadow Melded, the player becomes invisible and undetectable and can move as long as they remain in the shadows. If at any time the character leaves the shadows, the effect ends. Players using Shadow Phase cannot be seen with Aetherial Vision. In order to correctly signify Shadow Phase, the player should cross both arms over the chest. This is a passive skill but the character must still expend Shadow Meld to enter Shadow Phase.

Burn

Infernal Consume

Verbal: "Infernal Consume"

Once + 1 per 12 of any aptitudes per long recovery; This power takes the target to Devastated status or does 300 damage to a target with Exceptional Health. If negated with anything short of an Advanced Art, Infernal Consume still dispels all active buffs.

Mimic

Verbal: "Mimic"

(Buff) Once + 1 per 12 of any aptitudes per long recovery; The Mimic can absorb any attack (except an Assassinate) that hits them, and then store it for use later. The player can only have one skill/spell stored at a given time, and once a spell is stored, Mimic is used and must be recast. For instance, if the player is hit by a Slay Accuracy Pierce, the player negates the entire ability and the player may choose to store either the Slay, the Accuracy, or the Pierce. If used to "absorb" an Infernal Consume, the secondary effect of a dispel is still triggered, dispelling this and other buffs (the replicant cannot store the Infernal Consume for later use.)

Revenant

Verbal: "Revenant"

Once + 1 per 12 of any aptitudes per long recovery; Allows the caster to raise as a Revenant a target in their Dissipate Count. The Revenant has the full stats and items of the raised being, as if they just took a recovery (this does not use one of the target's recoveries). The Revenant is a calculating, intelligent Arch-Villain class creature focused on killing the living. The caster has no control over the Revenant. If a PC is raised, they will resurrect upon their death as a Revenant. This can not be cured by any means except resurrection. A revenant appears to be a normal, non-undead creature. A revenant skips their bleeding out and dissipation count and resurrects immediately when reduces to 0 hit points, losing their memory of their time as a Revenant.

Third Eye

Verbal: "Third Eye"

(Passive) This ability allows the character to see a character under the effect of Shadow Phase, or creatures and objects that are invisible or Aetherial. They can also affect any character on the Aetherial Plane or in Shadow Phase from the Material Plane.

Well of Power

Verbal: None

(Passive) When purchasing this ability, also choose another domain or racial ability that you possess that has a certain number of uses per long recovery. You now have twice as many uses of the chosen ability per long recovery. This domain may be purchased more than once, but a different domain ability must be chosen each time.

A Note on Abilities

On occasion, Greater Powers will use skills and abilities not listed here. Please see a Marshal if you did not hear the description of the power, or if you need clarification of an effect.

Advanced Arts (20 Build each)

Advanced Arts act as Domain powers for purposes of Recovery.

Aegis of Faith

Verbal: "Aegis of Faith"

Requirements: Sacrificial Surgeon, Empower, +3 Faith Domains

(Buff) This power allows the character to protect themselves and allies from all offensive attacks. Upon activation, the character's allies must be touching the caster, and the caster declares the Verbal while pressing the palms of his hands together in front of his chest. Nothing can harm the caster or his allies touching him nor can the caster or allies harm anyone not under the Aegis. The protection will fail if the caster takes a single attack of 1000 damage or more, the caster resurrects, or the caster separates his hands. This may be cast once per long recovery. While under this effect, the caster may take one step (allowing those touching him to follow in suit) by performing a ten count.

Arcane Precision

Requirements: Source Blast, +4 Insight Domains

(Passive) All of your combat aptitudes now grant +4 damage to your Source Mark Attacks instead of +2.

Battle Dancer

Requirements: Dodge, Accuracy, +1 Combat and +2 Stealth

(Passive) All of your uses of "Dodge" are now "Evade". In addition, once per long recovery, you may "Evade" a targeted Advanced Art ability used against you except Hellfire.

Battle Master

Requirements: Danger Sense, +4 Combat Domains

(Passive) Danger Sense becomes a passive skill (always on), and you may apply your DR and AP to attacks with the Body tagline.

Blink

Verbal: "Blink"

Requirements: Shadowmeld, Shadow Phase, Escape Artist, +1 Insight Domains, +1 Stealth Domains

The character is able to find a way to move with incredible speed and in the blink of an eye. A player may expend an Aetherial Shift or Shadow Meld in order to Blink. The player may move 20 steps and become intangible while doing so (signified by holding their hands or weapons crossed over their head). The player cannot attack, take items, or otherwise interact with other players/monsters/NPC's while moving in this manner. While moving the player must declare "Blink" to avoid confusion. The player may choose to exit Blink status in plain sight, Shadow Meld, Shadow Phase or Aetherial.

Call to Arms (Dust hasn't settled)

Verbal: "Call to Arms"

Requirements: Weapon of Faith, Source Bond, +3 Insight Domains

(Passive) The character forms a singular bond with a weapon. Once bonded, the character can call it to them from any distance. This allows a character to resurrect with an item, or have plot return a stolen item. The weapon cannot be prevented in any way from returning. Only one two handed weapon, one pair of one handed weapons, or one weapon and shield combination may be bonded by Call to Arms.

Combination Strike

Verbal: None

Requirements: (Flurry, Healing Surge, or Elemental Fury), Accuracy, +1 Combat Domain, +1 Insight Domain, +1 Stealth Domain

(Passive) The character has internalized their skill with multi-hitting disciplines. They may now strike the same target with every flurry swing they use. This removes the restriction that flurries cannot hit the same target twice in a row.

Consummate Sorcerer

Requirements: Elemental Adept, Source Blast, Decimate, Dispel, +1 Insight Domains

(Passive) Damage of Elemental Strike is now doubled and two less spell pool tags (to a minimum of one) are required to apply the Ray tag to an Elemental Strike. In addition, Source Blast, Decimate, and Dispel each gain one additional use per long recovery.

Coup de Grâce

Verbal: "Coup de Grâce"

Requirements: Low Blow, Master Assassin, +3 Stealth Domains

(Passive) This ability allows a player to call "Coup de Grâce" instead of "Killing Blow 1, Killing Blow 2, Killing Blow 3", instantly putting the target into dead status, expending Resurrectionist on the target to no effect, and shortening the dissipate count to 30 seconds. In addition, gain +5 damage when using Master Assassin.

Cunning Duelist

Verbal: Varies

Requirements: Riposte, +2 Combat Domains, +2 Stealth Domains

(Passive) This power allows a Riposte to be directed at a target within melee range, instead of only the attacker. When this skill is used to attack a target other than the attacker they may not be negated with Dodge, Evade, or Riposte as this is considered a rear attack on the target.

Deadshot

Requirements: Trick Shot, Pierce, +1 Combat Domains, +2 Stealth Domains

(Passive) All of your weapon aptitudes now grant +4 damage to your ranged attacks instead of +2.

Elemental Armor

Requirements: Insulate, Source Mastery, Empower, +2 Insight Domains

(Buff) Once + 1 per 12 aptitude per long recovery; The caster bestows a protective barrier on themselves or an ally, making the target immune to packet delivered Earth, Fire, Water,

Wind, Acid, Crystal, Plasma, Ice, and Lightning elemental effects. The target takes -20 damage from any melee attacks with these taglines, before applying DR.

Executioner's Strike

Verbal: "Executioner's Strike"

Requirements: Deathblow, Accuracy, +2 Combat Domains, +1 Faith

Once + 1 per 12 aptitude per long recovery; This allows the character to make a declared strike against a dead, or devastated foe. This immediately forces the target to resurrect and they must pull from the resurrection bag twice.

Exceptional Health

Requirements: Extra Body x2, Invigorate, +2 Combat Domains

(Passive) The player's total hit points are doubled. Death and Devastate effects deal damage instead. Any death effect that drops the player to 0 hit points or below still renders them Dead or Devastated, as appropriate. This ability may only be purchased once.

Focused Rage

Requirements: Massive Damage, Provoke, +3 Combat Domains

The character may declare themselves in a Fury and designate a single target as the object of their rage; while in Fury their incredible rage allows them to ignore Damage called under 1000 and non-death effects until their single designated target is dead. They must make a clear, concerted effort to attack the target of their rage. Devastate effects such as Death Blow and Infernal Consume take effect normally. Death effects such as Slay and Decimate may be Sidestepped for 4 melee pool tags. This power may be activated once per recovery.

Healing Bond

Verbal: "To <Name>, <Domain Verbal>"

Requirements: Sacrificial Surgeon, Grace, +3 Faith Domains

The player designates one target for every Field Surgeon charge they expend, and until they take a recovery they may target those designated with any Faith domain effect by declaring "To <Name>, <Domain Verbal>" (For example: "To Besra, Rebirth!"). If the target can hear the verbal, they take the domain effect.

Heart of Faith

Requirements: Healing Source, Repair Limb, Revive, Rebirth, +1 Faith Domain, The player may not possess Source Life

(Passive) You only need to spend one use to bring a person up from bleeding out, and Healing Source is changed to 20 + Source Mark. In addition, Repair Limb, Revive, and Rebirth each get one additional use per long recovery.

Hellfire

Verbal: "Hellfire!"

Requirements: Infernal Consume, +4 Burn Domains, Has not purchased Heroic Effort

Once + 1 per 12 of any aptitudes per long recovery; The caster throws one packet dealing 2000 Burn damage that ignores physical and magical shields, pierces and destroys Aegis of Faith or Ward, extends to the Aethereal Plane, and cannot be negated by any effect short

of an advanced art. Targets dropped below 0 HP by this ability are taken to **devastated** status and have only a 30 second dissipate count.

Heroic Effort

Verbal: "Heroic Effort"

Requirements: Accuracy, Pierce, Greater Source Shield, Has not purchased Hellfire

Once + 1 per 12 of any aptitudes per long recovery; The player resists any effect or single attack combination of effects that target the character or items they are wearing or holding. Heroic Effort may be used to negate Advanced Art attacks.

Indestructible Resin

Requirements: Bastion, Ablative Oil, Armored Hide, +2 Alchemy Domains

(Buff) Once per long recovery, the caster can cover themselves in a thin resin that infuses and hardens their armor. While buffed, the caster is immune to any racial, pool, or domain effect that would damage or reduce their DR, and may treat armor points as additional, healable HP. Shatter will Destroy the resin, but the caster may resist a Shatter that targets them by expending one use of any one of the requirement domains. Focused Shatter cannot be resisted. The caster may recast Indestructible Resin by expending one of each of the requirement domains.

L'Eau de Vie

Requirements: Healing Source, Vitae, Restorative Vapors, +2 Faith Domains

(Passive) Vitae may now be used on others. In addition, you gain two extra uses of Vitae per long recovery and one extra use of Restorative Vapors per event.

Martial Focus

Requirements: Power Attack, Slay, Deathblow, +2 Combat Domains

(Passive) All of your aptitudes now grant +2 damage to your melee attacks instead of +1.

Master of the Way

Requirements: Monk, Dodge, Health Shield, Weapon Warding, +1 Faith Domain

(Passive) The character gains one DR per 2 character levels if they are not wielding a manufactured weapon or wearing physical armor. This goes above the soft cap.

Mirrored Shield

Requirements: Parry, Major Source Shield, Shield Defender, +2 Insight Domains

(Passive) Whenever the character would use Shield Parry to negate an offensive attack, they may call "Reflect" instead of the "Shield Parry". This still expends one use of Parry. In addition, the character gains one additional Parry use per long recovery. You may also expend a Parry to negate Shatter.

Necromancer

Verbal: "Raise Zombie / Revenant, Necromancer"

Requirements: Corpse Flesh, Dominate, Raise Zombie, Revenant, +1 Burn Domain, The player may not possess Source Symbiote.

(Passive) This power allows the caster to control the Undead creatures they have created. The creatures will follow advanced commands and act upon the intent of a command to the best of their ability with no deviation. The caster now counts as an Undead for skills that affect Undead creatures, with the exception of Corpse Flesh. In addition, any undead

the caster creates gain 10 DR (surpassing the cap), 100 additional hit points, and increase melee damage by 10, adding the "Dark" tagline. Revenants the caster creates are treated as having Exceptional Health for the purposes of Death and Devastate Effects.

Potent Alchemy

Requirements: Harmful Transmutation, Insulate, Trauma Core, +2 Alchemy Domains

(Passive) Alchemy buffs double in effectiveness. Affected Domains: Bastion (+1 DR per 2 aptitudes), Harmful Transmutation (+10 damage per aptitude), Insulate (+10 per 4 aptitudes), Trauma Core (+1 damage per aptitude), Armored Hide (20 hits of invulnerability to damage)

Power Ray

Verbal: "Power Ray + <Tag> <Target>"

Requirements: Fear, Wither, +2 Insight Domains, +1 Burn Domains

(Passive) This power allows the player to once, plus once per 12 aptitudes, per long recovery cast any Insight, Faith, or Burn Domain power without having to hit the target with a packet or ranged attack. The caster may expend 2 uses instead to deliver a packet delivered Advanced Art this way.

Power Stomp

Verbal: "POWER STOMP!"

Requirements: Power Attack, Demon Bones, Deathblow, +2 Combat Domains

Once, +1 per 8 aptitudes, per long recovery all players in sight or hearing range of the player must take 10 steps backwards and are stunned for 10 seconds. This is done by stomping hard on the ground and saying, "Power Stomp!". This defeats any and all immunities or defenses except Heroic Effort.

Protection Aura

Requirements: Martial Armor Proficiency, Health Shield, Greater Source Shield, +1 Faith Domain, +1 Insight Domain

(Buff) The Source Mark generates an armor field that grants the character 50 armor points and 5 DR. This armor regenerates without taking a recovery, regenerating after 10 seconds as long as the player is not in active combat or taking damage. This armor can stack with other forms of armor and may exceed the armor cap.

Ravaging Attack

Verbal: "Ravaging <domain>! 2000 and Devastate!"

Requirements: (Deathblow, Assassinate or Trapped in Amber), +4 of any domains

Once + 1 per 12 aptitudes per long recovery; Expend one use of any prerequisite domain, and deal 2000 damage to the target. The Ravaging Attack must be delivered in whatever style the expended domain is normally delivered, and "Ravaging" is added to the call, preceding the normal attack's verbal. A Ravaging Attack deals damage and conveys the devastated effect.

Shatter

Verbal: "Shatter"

Requirements: Exploit Weakness, Massive Damage, Pierce, +2 Combat Domains

Once + 1 per 8 aptitudes per long recovery; Shatter breaks the target item, rendering it broken and useless until repaired at a forge or other appropriate workshop by an

appropriately skilled crafter. All mods/enchants/inscriptions applied to the item at the time of the shatter are similarly broken. By expending 2 uses of Shatter at once, the attacker may declare "Focused Shatter" destroying the target item utterly, leaving nothing behind worth repairing. This results in the item and all mods/enchants/inscriptions being lost and the item card should be turned into Logistics for removal from the game. An Adamite item or an Item of Power destroyed with a Focused Shatter will regenerate after a long recovery. Shatter requires an Advanced Art ability to avoid or negate.

Shield Mage

Verbal: "Shield Strike (Domain Power)!"

Requirements: Parry, Hex Striker, Shield Defender, Riposte, +1 Insight Domain

(Passive) Anytime the player takes a melee hit on their physical shield, they may call any normally packet delivered Domain power they possess against the person who struck the shield. This domain power must be one they possess, and it expends one use of the domain power. In addition, the character gains one additional Parry use per long recovery.

Source Life

Verbal: Source Life

Requirements: Healing Source, Elemental Adept, Well of Power, +2 Burn Domains, the player may not possess Heart of Faith

(Passive) This ability allows the caster to heal any number of creatures for 15 HP, any number of times, if the creature has positive hit points. This number can not be increased above 15 by any means.

Source Purge

Verbal: "Source Purge"

Requirements: Wither, Contagion, Disjunct, +2 Burn Domains

Once + 1 per 12 aptitudes per long recovery; The caster throws one packet that burns out the target's connection to Source magic completely. Any buff effects on the target are immediately removed, and the target cannot activate any ability or effect stored in any of their items. Until the target takes a long recovery, they cannot use Source Mark, Spell pools, Alchemy, Faith, Insight or Burn domains.

Source Symbiote

Requirements: Greater Stabilize, Source Mastery, Rebirth, +1 Faith Domain, +1 Insight Domain, The player may not possess Necromancer.

Once + 1 per 12 aptitudes per long recovery; The player is instantly Revived to full hit points when they reach the end of their 5-minute Dissipation count. The character may not be raised as undead as long as they still have a use left. Hellfire negates the Source Symbiote Revive, but does not consume one of its uses doing so.

Spiritual Combatant

Requirements: Monk, Riposte, Healing Surge, +2 Faith Domains

(Passive) This ability allow players to apply Riposte to packet or ray delivered pool and domain attacks, when not holding a weapon; this includes Source Mark attacks enhanced by Domain powers. If the character expends a Riposte use in this way it functions as a Reflect. The appropriate defensive skill must be expended to use this ability. In addition, the character gains one additional Healing Surge use per long recovery.

True Faith

Requirements: 5 Faith Domain, Role Play, Plot approval

(Passive) The player may purchase burn domains without taking burn deformities. Certain burn domains will be replaced with secret Faith-based powers. Failing to follow the plot approved code will result in either the loss of the burn abilities, or gaining the appropriate burn deformities.

Voracity

Verbal: "Voracity 1, Voracity 2, ... Voracity 9, Voracity 10"

Requirements: Corpse Flesh, Soul Burn, Resurrectionist, +2 Burn Domains

1 per Burn domain the character possesses per event; This skill allows the character to claim the energy of a defeated foe. In order to use this ability, the character must touch the body of a target which they have directly rendered Dead. After an uninterrupted 10 count, the character is then instantly considered to have used and completed a Long Recovery and the target resurrects.

Ward

Requirements: Minor Source Shield, Trapped in Amber, +2 Alchemy Domains, +1 Insight Domains

Put a blanketing barrier upon a player dwelling. This ward is indestructible to all but the greatest of magics (such as Dragons Breath, 1000 damage in one attack, or Focused Shatter). The caster may create up to 4 Ward Keys when the ward is first cast so that it can be lowered from outside the ward. Anyone with a ward key may lower it, as well as the caster. The ward will last for 1 event before needing to be recast. The player may only have one Ward active, plus one per tier of Scribing the caster has purchased.

Weapon Master

Requirements: Parry, Deathblow, Riposte, +2 Combat Domains

(Passive) This ability allows the player to block any incoming attack with a melee weapon, including Massive damage, packet delivered attacks, Pierce taglines and Advanced Arts. Riposte may be used against ranged and source mark effects. This covers attacks that cannot normally be blocked by a weapon, such as boomer darts, arrows, and Source Mark Effects.

Crafting

Crafting is the application of skills to convert raw materials into usable products. Most Crafting is done with metals, as they are the only materials capable of storing and harnessing the power of the Source. The Source does not act as storage, but a resource for building and maintaining items.

When crafting any item that holds a skill or ability, a willing player (not necessarily the caster), must give up the use of that appropriate skill or ability. This ability is **gone for the next 24 hours**. If this goes longer than the game, by donating it Saturday afternoon or later, the remainder of the hours are continued at the next game. Donated **abilities cannot be racial, nor come from items**. Bonuses to damage types or DR do not need a skill to donate, the crafter can make up to their max bonus inherently.

- ❖ **Apprentices:** Apprentices are limited to crafting +1 bonuses, or granting an item the use of constant skills, including Pools. They work in Copper.
- ❖ **Journeyman:** Journeymen can craft +2 bonuses and can create ability holding items that can store Tier 1 Domains. They create in Silver.
- ❖ **Craftsman:** Craftsmen are able to create +3 bonuses and Tier 2 Domain holding items. They imbue in Iron.
- ❖ **Masters:** Masters of a craft may work up to +4 bonuses and Tier 3 Domains. They create artistry in Steel.*
- ❖ **Grandmasters:** Grandmasters are consummate crafters and while normally limited to +6 bonuses, they have been known to create extremely complex and powerful works, sometimes working Advanced Arts into items and similarly spectacular abilities. They reveal mysteries in Mithril and Adamite.

* May work with Mithril and Adamite if they use a Heart of Eternal fire for the item, allowing them up to +6 bonuses.

All max bonuses are doubled for ranged damage types, such as Source Mark and Boomer.

Mod Slots Needed:

- ❖ One: Mods containing Pools, Damage bonuses, DR bonuses, Skills, and T1 Domains.
- ❖ Two: Mods containing T2 Domains
- ❖ Three: Mods containing T3 Domains
- ❖ Four: Mods containing Advanced Arts.

Battle Pool mods are always made with Copper. AA's can only be made of or put into Adamite.

Time and Uses

A Mod, Enchantment, or Inscription/Tattoo only lasts for **3 months** before needing to have its energies renewed. Mods use Source Engineer, Enchantments need Enchanting, and Tattoos use Scribing. This is done by spending the Source needed to create it again at the Boom Room.

Items taking up Mod Slots are also limited in the number of uses of a given skill, pool, domain, or ability they provide. This starts at **3 uses per event**, but may be raised to a maximum of 5 by spending 10 of the same metal talents per additional use. These uses can only be added as an item is being made, but are not required to be on a Schematic/Ritual/Sketch in order to gain them.

Repairing

Unless otherwise specified, a craft skill may be used to repair broken items. This must be done at a shop or facility (cannot be done on the battlefield) on a 5 knot cord by untying and retying. A shattered item is repaired in the same way, except a single talent of the appropriate metal and 5 source per tier of the metal is used, max 20.

Monthly Crafting Compensation

Player may make a craft skill bag pull based on a craft skill level bag pull for monthly crafting. The player may pull for each craft skill they have. They may choose to pull for Cogs/Source or Metals. No modifications are allowed for these pulls. Jack of all Trades does not receive this.

- ❖ **Blue:** 200 cogs, 100 Source, or 1 Steel Talent
- ❖ **White:** 50 cogs, 25 Source, or 1 Copper Talent
- ❖ **Red:** 100 cogs, 50 Source, or 1 Silver Talent
- ❖ **Black:** 150 cogs, 75 Source, or 1 Iron Talent

Crafting Costs

Each time a craftsman attempts to craft an item, components are required. In Vanguard, there are currently only two types of components: metals and Source. Crafting any given item requires both. For items that are non-metal there exist woven metal versions that are crafted using the same system.

The following is the cost for creating an individual item, such as a sword or a gauntlet. Mods, Enchantments, and Tattoos all count as individual items and must be installed in an item to grant their benefits. Enchantments and Tattoos must be done immediately upon crafting them, Mods can be installed later, if necessary.

- ❖ **Copper:** 10 talents of Copper and 20 Source
- ❖ **Silver:** 10 talents of Silver and 40 Source
- ❖ **Iron:** 10 talents of Iron and 80 Source
- ❖ **Steel:** 10 talents of Steel and 160 Source
- ❖ **Mithril:** 10 talents of Mithril and 300 Source*
- ❖ **Adamite:** 10 talents of Adamite and 600 Source*

* If not a Grandmaster: add 1 Heart of Eternal Fire.

Metal Benefits

- ❖ **Copper:** Has no special effects and only 1 slot for Enchantments or Mods, but may hold an alteration.
- ❖ **Silver:** 2 Mod Slots and Silver weapons call 2 extra damage to Lycanthropes and Varn, and Silver chest Armor decreases damage received from these creatures by 2.
- ❖ **Iron:** 3 Mod Slots and Iron weapons call 2 extra damage against Elementals, Iron chest armor decreases damage received from elemental taglines by 2
- ❖ **Steel:** 4 Mod Slots and Steel items resist two Sunders per long recovery of the wielder
- ❖ **Mithril:** 5 Mod Slots, +1 weapon damage, +1 to armor's DR; Unsunderable
- ❖ **Adamite:** 6 Mod Slots, +2 weapon damage, +2 to armor's DR; Indestructible; Magic tagline.

The Bag Pull System and Levels

All crafting must be done in-play at gatherings. Each player who attempts a Craft skill must pull from a bag of stones to determine the success or failure of that attempt. The number of stones in a **Standard Bag** is 1 Blue, 9 White, 2 Red, and 1 Black.

- ❖ **Blue:** A success and a roll on the blue alterations chart
- ❖ **White:** A success.
- ❖ **Red:** A success with a roll on the red alterations chart
- ❖ **Black:** Failure and all materials are consumed.

A **Simplified Bag** uses the same stones, but a White or a Blue is a Success, while Reds and Black are Fails. Alterations are not gained in a Simplified Bag.

A list of Alterations for specific types of items are maintained by plot. **Masters** can shift Alterations up or down one, while **Grandmasters** can shift them two places.

Apprentices may remove 1 White Stone from their bags, while a **Journeyman** can remove 2. **Craftsmen** can remove 3. **Masters** can remove up to 5, while **Grandmasters** can remove 7.

Once per event, for a given craft skill, a Master or Grandmaster may choose to replace their Black Stone with a Blue Stone, before the bag pull.

Becoming a Grandmaster

The path to become a Grandmaster is a long and difficult one. While not costing build, the journey is a well roleplayed one. To start find a Grandmaster in play to guide you on your journey. The rewards for doing so are generally unique and well worth elevating one's self above the pinnacle of Mastery. (The rewards are negotiated on an individual basis based upon the roleplay of becoming a Grandmaster.) This process typically takes a year.

Passives on Items

Wearing an item with a passive domain power placed upon it takes up a buff slot only while that passive power is active. Once the power is deactivated the buff slot is freed up.

All burn powers placed on an item take up a buff slot and can only be removed and deactivated with the Ritual: Remove Curse. The Burn Deformity for the item is rolled at creation of the item, and the player wearing the item has one gather to get costuming for that Burn alteration.

Activation of a passive must be declared verbally by stating "Activate X". Deactivation may also be achieved verbally, with the exception of Burn items which must be removed first.

Equipment Slots

A person may only wield a certain number of enhanced items. A person may wield one item in each hand (such as a focus, weapon, boomer, or shield), plus an additional **3 trinket items** (such as rings, brooches, or necklaces), plus armor. A trinket item may resemble a weapon, but if designated a trinket when crafted, it may not be swung or shot as a weapon. An

example would be a ceremonial dagger. A player's armor can hold a **maximum of 8 total enchantments or mods**, amongst the pieces of armor they wear. They may additionally only equip **1 Item of Power**, defined as anything that grants an AA. Items of Power bind themselves to the character upon equipping, preventing the use of two Items of Power by a single character unless the first one is lost. No item may contain more than one mod of the same ability.

The Crafts:

Apothecary

The ability to craft brews that grant the imbiber effects. Every potion or brew must be phys repped on the player's person. These must be the approximate size of a 5-hour energy shot container, which can be provided by plot on a first-come first-serve basis. Those who study the Apothecary arts are known as Herbalists. Herbalists know three types of brews per tier: Restoratives, Stimulants, and Toxins. Toxins must be imbibed by the target to take effect. All imbibing takes place on a three count: "Drinking 1, Drinking 2, Drinking 3."

Brews cost 1 talent of metal and half the Source cost of an item of the same metal.

❖ **Apprentice:**

- Restorative: Grants a full heal.
- Stimulant: Regain one Battle Pool.
- Toxin: Cause 100 Body to the imbiber.

❖ **Journeyman:**

- Restorative: Repair a Limb.
- Stimulant: Regain 1 use of a Tier 1 Domain you possess.
- Toxin: Weaken 20.

❖ **Craftsman:**

- Restorative: Revive the target.
- Stimulant: Regain 1 use of a Tier 2 Domain you possess.
- Toxin: Wither on the target (not Burn).

❖ **Master:**

- Restorative: Rebirth the target.
- Stimulant: Regain 1 use of a Tier 3 Domain you possess.
- Toxin: 30 second Paralyze, damage breaks.

Herbalists may transmute talents of metal into the next higher tier, up to Mithril. This costs two talents of the base metal plus 1 source.

Armorsmithing

The ability to craft armor that is functional in combat. This also allows for the repair of all armors at Apprentice rank, 5 knot cord. Armors may be woven out of any of the metals to produce non-plate or chain armor that still has mod slots. Armorsmiths make body plates for Golem crafting, tagged armors and shields, and DR mods.

Boomersmithing

The Dok'Lphar are masters of this Craft, but that doesn't stop others from learning it, and attempting to improve upon it. Boomersmiths may create tagged Boomers, damage mods for Boomers, and repair all Boomers at Apprentice on a 5 knot cord. Dok'Lphar are the only people in the world who are able to craft automatic Boomers, and are mysteriously unable to train others in this skill.

Clockwork

Clockwork users, or tinkerers, are able to mount Mods onto gear. Additionally, a tinker crafts the program gears for golems. Mounting of an item modification requires 2 Source per level of the metal of the mod. Tinkers make Mods, Schematics for Mods, Golem gears, Locks, and Traps.

Locks and Traps

A crafted lock or trap will deal 50 damage per metal tier to someone failing at a lockpicking pull. Installed Mods trigger instead of damage if there are remaining uses. Like all items they have three months of power in them before needing to be recharged. Locks and Traps reset immediately after being triggered and must be physrep'd. Physreps need not be functional but the trigger(s) of a Trap needs to be physrep'd as well. Neither Locks nor Traps may activate any beneficial effects on a target.

Locks are made with 1 key. Making an extra key for a lock requires access to the lock, a talent of metal the same level as the lock, and 10 Source per metal tier; making a key is a Simplified bag pull.

Traps are made with 1 trigger and additional triggers cost 1 talent of the same metal as the trap and 10 source per metal tier. Crafting an additional trigger is resolved with a Simplified bag pull.

Picking Locks and Disarming Traps

To attempt to disable a lock or trap you have to have Clockwork equal to the metal of the trap. The more advanced the device is the fewer white stones will start in the bag beginning with Silver: -1, Iron: -2, Steel: -3, Mithril: -5, Adamite: -7.

- ❖ **Blue:** Unlock/Disarm the device and you don't need to pull for that lock/trap for the rest of the event
- ❖ **White:** Unlock/Disable the device
- ❖ **Red:** Trigger the device
- ❖ **Black:** Trigger the device and you cannot try to pick it again this event.

Enchanting

This skill may only be purchased at creation by Ill'Andar, and must be learned from an Ill'Andarian player in game.

An almost lost art of the Ill'Andar tradition, this skill is used to augment the power and capabilities of equipment by bonding threads of magic to them. Completing a ritual costs the

same as creating an item and is functionally identical to making a Mod. Enchantments cannot be removed from an item once placed, but they may be allowed to run out of power and overwritten. They do not destroy themselves upon loss of power, taking up space even if non-functional.

Field Surgeon

Stabilizing an injury to get a soldier back in the fight is a skill that requires training and equipment. In game, the Surgeon must carry a short cord with 5 overhand knots tied into it. The Surgeon rope must be 12 inches long and be bright colored cord (Yellow paracord preferred). For purposes of considering in-play effects, i.e., if a spell packet hits, the cord does not exist in-play. To perform Surgery on an individual, the Surgeon must untie and retie each knot on the cord. The Field Surgeon has a number of charges to use these abilities equal to their maximum recoveries. **These charges are refilled when the Field Surgeon takes long recovery.** All Field Surgeons may touch a target and ask "Field Surgeon, what's your status?" and be answered OOP with any current effects/statuses the target is suffering from as well as total body and amount of damage.

- ❖ **Apprentice:** The Field Surgeon may tie and untie 2 knots to heal a bleeding out character 20 hit points. This does not take a charge.
- ❖ **Journeyman:** The Field Surgeon may tie and untie 3 knots to repair a limb as if they cast Repair Limb on the target. This uses one charge.
- ❖ **Craftsman:** The Field Surgeon may tie and untie 4 knots to Cleanse a target as if they cast Cleanse on the target. This uses one charge.
- ❖ **Master:** The Field Surgeon may tie and untie 5 knots to Revive a target as if they cast Revive on the target. This uses one charge.

Scribing

Scribing is not only the ability to place beautiful artwork under the skin, but also a way to alter Source Marks to create amazing powers. This is all done through the ink a Scribe uses in combination with the patterns drawn.

Inscriptions are created like any other Mod, but may only be placed into Source Mark items or a character's body. Inscriptions on the body are called tattoos and only use one slot per tattoo regardless of the tier of the ability imbued. You may have 1 (+ 1 per 5 levels) tattoos total. A Source Mark item is not a tattoo and you may only have one.

Source Mark items may be used with nothing in hand, a two hander, or natural weapons. All starting source marks are considered Copper at character creation, or when first purchased. Source Mark items gain less total Mod Slots (-1) than other items of the same material because they can not be removed from the player. They may be upgraded by crafting one of the next metal tier. All Inscriptions stay but Alterations do not.

Source Engineering

This represents the skill that fuels the world. Source Engineers understand how to use the Source as fuel for all manner of creations. Each material type being fueled requires different

engineering, which is learned at more advanced levels of the skill. Master Source Engineers may also force a reroll of a base item's alterations by spending the amount of source required to make said item, effectively realigning the Source in said item.

Batteries may be made of any material that the Source Engineer can work with and must match the metal of the base item. These allow for a longer powering of mods and enchantments in an item, take up only one slot, and Mithril and Adamite versions may be slotted into any metal! A battery that is depleted no longer suspends the expiration of the other mods or enchantments in an item. Mithril batteries will supply power for a year, while Adamite batteries will function forever.

To identify an item it must be taken to a plot person and a bag pull is needed. This has no cost and may only be done for items matching the Source Engineer's skill or below. Masters may attempt to identify anything. If an Alteration is not identified, the character cannot benefit from it. Falsely identified Alterations do not cause any actual effects.

Item identification results

- ❖ **Blue:** All is revealed, including any alterations.
- ❖ **White:** What the item is designed to do, alterations are not revealed
- ❖ **Red:** False information on alterations, if there are no alterations treat as a white
- ❖ **Black:** Failure

Trinket Crafting

This is the art of creating a piece of jewelry or a focus. A focus must be held in the hand to be used, while a trinket must be attached to the wielder somehow. A focus or jewelry piece can hold additional abilities if enchanted using the Enchanting skill. Players are limited to 3 Trinkets or Foci. Trinket makers may make source mark damage and DR enchantments to go into Trinkets.

Underwater Basket Weaving

The vital and entirely crucial to modern life skill of weaving baskets while immersed in water.

Note: This skill also represents other crafts that are not represented in this system. This is a catch-all craft skill, so an Animal Husbandry specialist would purchase Underwater Basket Weaving to reflect their skill in that.

- ❖ **Apprentice:** May reroll the die when choosing the alteration chart.
- ❖ **Journeyman:** Can reroll the die on an alteration chart.
- ❖ **Craftsman:** Gain a second reroll for both chart and alteration selection.
- ❖ **Master:** May, once per event, change a Black Stone to Blue in a craft bag pull before pulling.

Weaponsmithing

The ability to craft metal into a functional melee weapon. Weaponsmiths may make damage mods for weapons as well. They may also repair all weapons at Apprentice with a 5 knot cord.

Making Mods, Enchantments, and Incriptions

Mods are made by having someone to donate a skill, pool, or ability and expending resources to craft. Your skill must be high enough to work the metal and to imbue the ability. They are made like any other item and the previous Crafts have individual entries for which skills can be made by which Crafts.

An item is limited by the material used to a maximum number of effects or Mods it can contain. A mod, enchantment, or inscription must be placed on a base item that is at least its tier of metal.

Any abilities donated are lost for 24 hours. This can extend into the following event.

Schematics, Rituals, and Sketches

These are instructions to repeat a specific design of Mod, Enchant, or Inscription, so that you do not need to have a skill or ability donated quite as often. They require 1 talent of the metal needed for the Mod to make and a donor for the ability. They can have Alterations specific to Schematics, which will be reflected already in the item when it is made. If they do not have an alteration, then when making your craft pull for following the Schematic you may roll for one if you pull a Red or Blue Stone. Schematics, Rituals, and Sketches each have 4 uses before needing to be remade. They are made using Source Engineer, Enchanting, or Scribing depending on the final product's skill needed.

Enchanting Rituals

These Rituals must be found through the course of play.

Cleansing Ritual (Tier 1 Ritual)

The Enchanter may remove an Alteration from an enchantment or item. If a blue stone is pulled then the caster has the option to remove all unwanted alterations from a given enchantment on an item.

Unbonding Ritual (Tier 2 Ritual)

This ritual attempts to free a character from a Bonded item (either willingly Bonded or Bonded via a curse). The cost for this is normal except for a rare material which must be collected and will be spent in the ritual.

Curse Removal Ritual (Tier 3 Ritual)

The Ill'Andar are accustomed to magical curses and therefore know how to remove them. The bag pull is as follows:

Magical Permanency (Tier 4 Ritual)

The Enhancements on an item become permanent. This uses up a slot and nothing can be changed about the item after this Ritual is applied.

Bonding Ritual (Tier 4 Ritual)

This ritual bonds an item to character so that they always have it with them; even if the item is stolen or the character dies and returns. In addition to the normal cost of the spell, a second white stone is donated to the ritual from the character to which the item is being bonded (this white stone cost must be paid and there is no means to avoid it); afterwards, a second black stone is added to the resurrection bag.