



The
Handbook

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THE SETTING

The world of Af'ael

Up until 35 years ago, Af'ael had been almost free of major conflict. In the past there had been trade wars and border skirmishes between the more warlike races plus the odd magical duel between arch mages but for the most part the world warred in the political arena. Then suddenly something changed; the humans and the Dverg formed "The Grand Company", a global trading house with branches across the known world. This newly formed leviathan took the goods crafted by the Dverg to those whom previously had never seen a ritually crafted weapon, suits of master crafted armour and engines of war so destructive that walled towns were almost defenceless against them. As demand grew, so too did the drain on raw materials, metals, gemstones, timber, and coal. Af'ael soon ran dry of the resources needed to feed the growing appetite for destruction. Initially the other races looked on passively, content with the fortunes paid to allow mining and de-foresting in their lands. However, the land soon began to groan under the pressures of supplying these ever-growing demands of commerce. Realising what their indifference had cost them the older races tried in vain to renegotiate their contracts.

These efforts were doomed to failure as the agreements were set in stone, reinforced by the laws that the church had drafted making it illegal for contracts to be broken. Transgressors would feel the full force of the law. The elder races were left fuming.

That human law should prevent them from defending their lands against the stripping of its natural resources, it was an affront! The Fey pondered, Jotun withdrew to their strongholds. Only the Gretch carried on as usual, taking advantage of the roads built by The Grand Company for their caravan trains.

The Lios were next to act, sending a High Diplomat to the court of the Human capital Perendar to settle the matter once and for all. The world was about to change, While the diplomats were away, the Grand Company logging teams were turned away from the Lios Lands. The loggers, anxious about not meeting their quota and being fined their pay decided to cross the border regardless. Anxious to make up lost time they circled around the border guards heading for the closest woodland, unfortunately the closest forests contained the groves that were amongst those sacred to the Lios druids. When the Lios discovered the felling of their Ancient Oaks, the Druids slew the loggers in a righteous rage!

Enraged, they sent messages to the diplomats en-route to the capital, who, upon hearing this news viewed it as a further strengthening of their case. It did the opposite. The human courts were more concerned with the loss of the loggers. "Murdered!" They said, "for the sake of a few trees!" The Lios responded – "How would the church react to infidels destroying their place of worship?" This further enraged the churchmen attending, and things deteriorated to the point of the Lios leaving with dire threats ringing in their ears.

The Lios closed their borders and called a meeting of races to put to them the dire situation. Predictably, the meeting came to nothing. No one alive seems to know why (or at least admits to knowing), but several hours after the Lios left, the ritual silos of the capital and other Human cities near the Lios lands opened to the sky and begun to unleash strike after strike upon their enemies and their allies....the rest, as they say, is history.

The war itself did not last that long – such were the energies released by the warring factions that the gods themselves withdrew and the land itself retaliated, forming the wilds. Some still ponder how this occurred, did the various circles of power overload and discharged their magic into the land or did the gods themselves curse the land? No one can know. What is known is that the magical storms warped folk, creatures and nature alike, in the end forming the Wilds and its children “The Wildborn”.

35 years later and things still have not settled. The Wilds still form a huge part of the continent of Tangria and weird and wonderful creatures are still born within its environs for good or for ill purpose. The cities closed their gates and became insular States, the unity of purpose broken but for the church, who due to the departure of their gods have sought to restore the pantheon. The Wilds became settled by the remains of the old races, by dispossessed humans and by the newly emerging children of the Wilds. The devastating ritual war has thrown back the civilization of the world of Af’ael at least a hundred years. The once proud cities are now islands of suspicion and zealous oppression surrounded by “The Wilds”, the untamed lands that only the brave enter after the war. It is here that those who are war-touched infused to a lesser or greater degree by the fallout of the huge rituals enacted, dwell in small communities. These holds are the home to survivors of the cities destroyed and outcasts fleeing the Church of Redemption who blames all ills on magic and those who carry it in their blood.

The holds are home to all manner of folk; fey, foul and fair, but all are equal under the laws of whichever outpost they call home. They need this kinship though - no matter how loosely adhered to, for their enemies and dangers are numerous. Creatures warped by the magics of the war, older races angered by the actions of the human ritualists, crusading Redemptions and of course, other outposts jealous of the possessions“ of a characters village, wealth, great magic, food etc.

Of late times are no less dangerous. Myriad events have shaped the world, many caused by errant heroes attempting to deal with the various dangers that have manifested throughout the broken world.

The long standing bastion of balance and tolerance Freehold, has been utterly destroyed by war and calamity. Its council scattered, its folk dead or enslaved. A memorial to the inability of heroes to be in more than one place at a time.

The Empire has been fraught with deception and conspiracy, as those who would seek to take over Af’ael target the human Emperor’s seat of power as the ultimate political springboard from which to conduct their affairs. The war left cracks between the planes of reality, allowing demonic forces from below to come through to Af’ael – one of which was able to enter the

Emperor himself. Though most of the cracks have been sealed through the valiant efforts of our heroes and the demons are no longer a major threat, our Emperor's sacrifice in this war has allowed yet another usurper to take his seat. Yet there are many factions and sects within the church that would follow their leader's bedding without question, and the hold of Stormguard is a major prize for anyone looking for influence in this world.

Welcome to survival!

CHARACTER GENERATION

Overview

Creating a character for the Aftermath game system is quite simple. Simply choose a race, a class, some abilities and a name! You can choose to join a group. These can be found on the aftermath website or you can create your own. See groups below.

Each character starts with 30 points to spend on abilities. All races get some abilities for free, then you buy further abilities available to your race and/or class with points.

Hit Locations

A characters body is divided into six locations: head, body, left and right arm and left and right leg. A starting character's locations start with 1 Hit Point each. Hit points measure how much damage a location can take before it becomes unusable. A normal, unprotected location can take one point of damage before it becomes useless. Various abilities can increase this either temporarily or permanently. No location can drop below 0 Hit points.

Races

There are 10 starting races to choose from. There are more races in the world and as they are met and interacted with will be introduced as playable over time.

Human (Civilised and Uncivilised)	Wildborn
Lios	Felidae*
D'Rough	Ursine*
Dverg	Meekfolk*
Jotun	Scrapfolk
Gretch	

*indicates a race has been introduced due to player interaction

Class

A characters' class is a general representation of their profession. While it is accepted that not everyone's role in the world can be pigeon-holed into one of 3 "jobs", the classes serve as a general grouping of related skills and nothing more. Your character may just choose skill from the "Warrior" skills list, but it's more interesting for him to be a map-making explorer, or a trader with an aptitude for self-protection and a penchant for lock picking. The richer the image you create for your character, the more opportunity for interaction with other players, and the greater the opportunity for roleplaying.

The starting classes available are Warrior, Rogue & Caster.

The starting class a player chooses is called their “1st Class” and cannot be changed. This is an important point as some skills are listed as being “1st class only”. You can only learn these skills if they belong to your 1st class, or if they are specifically available to your race. These skills are marked with * in the cost lists. In addition to limiting certain skills, class determines the maximum power, armour, hit points and damage grades available to them (also known as the ‘cap’):

Class	Damage	Armour	Hits	Power
Warrior	No Max	Any	15	35
Caster	Double	Light	6	100
Rogue	Quad/No Max*	Heavy	10	70
Ranger	Quad/No Max*	Medium	12	35
Spellblade	Double/Quad*	Medium	8	85
Warlock	Quad	Heavy	10	75

*From Behind only

A character may buy any NON 1st class ability from any class list, but at double cost if it’s not normally available to your starting class. However some abilities may affect this – some may allow you to become a member of 2 classes, or some may restrict you further. Please see the specific ability descriptions.

If the abilities Ranger, Spellblade or Warlock are bought, then your ability caps change to the above, and you stay 1st class in your original class and become 2nd class in your new class. You may only purchase one 1st class ability from your new class for every 100 points of experience your character has earned.

If for any reason an ability is listed as 2 or more different costs that apply to you (e.g. different class & race costs or 2 classes that you are member of etc.) then you may buy the ability at the cheapest cost. This can only be done when the ability is purchased. If you have previously bought it at the higher cost then it won’t typically be amended.

Groups

Various groups, factions and noble houses exist within the world of Af’ael, and some of these have access to various abilities – some cheaper and some not available to anyone else! If your character is part of a known group, or you wish to start one, please contact downtime@aftermath-lrp.org.uk.

Earning Points

At the end of each event your character will be awarded with experience points.

Even if you monster and event you will still be awarded with some points.

If your character dies any UNSPENT points can go towards your next character straight away. Game controls decision on this is final as to the fairness here.

Retiring a Character

You may only have one character at a time. If you wish to stop playing your current character and start something new you can 'retire'. This means your current character is never again playable, but any unspent experience points can go towards your new character. For every 500 experience points spent on your current character, you get one free skill for your new character (max 100 points), at referee's discretion. If the character is over 1000pts when retired, this becomes 100pts worth of abilities.

Roleplaying, Plot and In-Character Development

There are many different styles of roleplaying - some people prefer more linear plotlines that involve a lot of fighting, some like freeform, open-ended encounters and others just like to "stab-up" their mates in the dark. At Aftermath all styles of play have a place but it is important to note that we do not spoon feed players everything they need to do. There are deliberate gaps purposefully built into our schedule. This is time set aside for players to pursue their own agendas and develop their own plot. Whether you wish to transport out to the wilderness and gather herbs, kill bandits, sell information on the population of Scarsguard to the church or summon forth a giant crab god to bless your armour, we will endeavour to make these things happen (within reason, it's probably a no go on the crab). Likewise, if you want to sit around and enjoy some passive role-play that's fine too, just be aware that these lulls in activity are left there for us to react to your characters wants and needs. There are deliberate "omissions" and obvious progressions missing from the rules, it is up to the characters to fill these gaps through their own actions. Regardless of what your character chooses to do, when in a shared in character area, players are expected to remain in character throughout. This ensures that everyone has the good time they are entitled to.

CHARACTER RACES

HUMANS

Prior to the war, humans were seen by the elder races as a young thriving community devoted to their gods with a strong work ethic. Untouched by the sometimes apathetic view the longer lived races had of the world. Humans would always seek out the newest, the most exotic, or the quickest ways of doing things.

The Dverg, were also great pursuers of knowledge and the science of building and making were the closest of the elders to the younger race. They could understand the needs that drove them to build ships and see what lay across the sea or to create devices that enabled sight of the stars in the chance a god or angel could be seen. It was mostly due to this shared sense of kinship that the Great Company was born but neither race could have foreseen the evil that would grow from such an endeavour, its roots embedded in the noble ideals of progress and unity.

During the war, Humans retreated to the cities for safety; the countryside had become too dangerous as vengeful elder races fought against the church's armies and company battalions. Most humans shared a sense of moral outrage and flocked to the banners of the church and company both. As the war dragged on without resolution, supplies and food grew scarce and people started to look to their own survival first. Press gangs took to the streets "recruiting" anyone they could. Hunger, danger and discontent began to spread among the people. Some humans had excellent relationships with the other races as friends and traders. It had not been unheard of for races to marry. Many were mortified at the thought of fighting comrades and in some cases relations. The anger grew and the church had to deal with sedition and agitators on their own doorstep.

Demonstrators and friends of the elders would disappear, never to be heard of again. Rumours of church instigated mass executions were denied. Even though humans are the most versatile of the races, able to bend with any wind, they are still marked by its effects. They realise that their race's greed that was one of the main causes of the war and those whom live within the wilds all carry some degree of guilt. They are often first to volunteer to defend the holds and villages against all comers when required.

Most humans still live within the once grand cities. These folk though, are nothing like the pragmatic wilds dwellers. They are ruled with an iron grip and preach a doctrine of humility and reverence to the departed gods. The multitudes of common folk are repressed by the clergy with its fixation on redemption and calling back of the departed deities. It is these humans who bring death and destruction to the Wilds. The crusades and purging are rife, touching almost everyone.

Roleplaying Humans

Many are haunted by their races crimes but some may think that the world needed to be rid of the other races. There are humans living in most places in the world. Humans are typically either part of The Empire under the rule of the Church of Redemption or renegades from that Empire on the run and hunted by the Inquisition. The Empire is not well liked in the free areas of the world.

Others are nomadic or tribal and live away from the cities, in the wild places or high in the mountains.

There are humans that live in the deserts of Kaleem, and in the far elemental wilds of Austril.

Human Costume Requirements

There are no makeup or costume requirements for human characters bar those you enforce yourself.

You must decide if you will be Civilised Human or Uncivilised Human. This will affect your roleplay, costume and ability choices.

Abilities

Resist Demonic -40	Wode – 0 (Uncivilised Only)
Resist Necromantic -40	Alchemist -10
Pure -80	Jack of all Trades -10
Literacy -0 (Civilised Only)	Master of all Trades -60
Numeracy -0 (Civilised Only)	

Lios

The Lios describe themselves as 'The children of the dawn'. They are of the race of fey, elf-like creatures and one of the races who fought against the humans in the Great War. Before the war the Lios were a bright happy people, having an almost childlike demeanour, they would live their lives wrapped up in their own worlds of peace, solitude and study. They pondered the ways nature entwined with magic and how the gods touched all things created. The suffering of the land and their people has left them bitter and angry as they have lost much. Their once great cities lay in ruins, their culture little more than a memory. All that remain are broken remnants of military units - nearly all their civilians were slain in the first few days of the war.

The humans and Dverg unleashed all they had at their perceived greatest threat. Huge swathes of knowledge have been lost because of the utter destruction of Lios fonts of learning. Even the most hard-line church knight realises that perhaps these should have been captured, instead of reducing them to ash by intense ritual attack. All fey are long lived, which can be a curse as well as a boon, for the survivors of the war remember it as if it were yesterday, although these days a number of Lios have contracted a malady linked to their overall disposition of despair and their minds are deliberately forgetting the worst episodes . Perhaps this is a safety mechanism, scholars muse that it is protecting them from madness! Lios distrust humans and Dverg and hold them directly responsible for the war. They have recently become more tolerant, and have seen that not all the other inhabitants of Afael are bad. Lios war bands fight a hit and run war with the crusaders whom enter the wilds.

Roleplaying Lios

Very few Lios are untouched by the war. Sometimes the light and happiness will shine through their quiet brooding demeanour, but not often. They have a house based social structure that they hold onto with great passion as its all they have left. Examples of such houses are the Vantarthin and Efrigail.

Lios Costume Requirements

Lios have tanned skin, light hair and pointed ears. You MUST have phys-rep pointed ears to play a Lios. Lios are close to nature, their equipment and clothing is well made, more often than not of shades of green or brown. Lios are well spoken and well-read even the roughest soldier; it's all they have left of their ancestry.

Abilities

Ambidexterity -0	One with Nature 0/5/10
Bow Master -0	One with nature enhanced- 20
Commune with nature -10	Adept of magic -25
Celerity Master -40	One with Magic -10
Resist Wilds -40	

D'ROUGH

If the Lios are the children of the dawn, then the D'Rough are the children of the night. They are also fey and one of the races who fought against the humans in the Great War. The war has changed their demeanour though, the D'Rough have always been seen as bitter and angry folk by those not of the fey race, but these days they seem happy and content. Many of their once great cities lay in ruins, much of their culture, like the Lios - almost a memory. During the first few days of the war the D'Rough and remaining Lios retreated to hidden D'Rough cities where they unleashed violent ritual strikes on their communication lines. Due to this they often managed to capture documents and information which they still hold to this day in various locales and for a price will allow folk to view such. During the great conflict the D'Rough units were often ritually transported deep into enemy territory to assassinate key leaders or disrupt it. It is a brave soul though who ventures alone though to D'Rough holds, as the unforgiving nature of these places takes a toll on the unwary or naive.

Roleplaying D'Rough

Modern D'Rough have lost much of their sinister demeanour. They seem utterly at home with the chaos and despair that fills the world at the moment. In fact some say they have almost traded personalities with the Lios, who of old were fun filled and quick to smile. War, it seems has quickened the D'Rough and brought despair to the Lios.

D'Rough Costume Requirements

Like their cousins, the D'Rough are close to nature, their dress though tends to be black or grey. Like the Lios very few D'Rough are untouched by the war. They have pale skin, dark hair and pointed ears (You MUST have phys rep pointed ears to play a D'Rough). As with the Lios they have a house based family structure, notable ones being the Dratharni and Kerrinor (players are also encouraged to also invent their own houses).

Abilities

Adept of Magic -20
Alchemist -10
Ambidexterity -0
Hide in Shadows – 5/10/15

Master of Disguise -15
Small Weapon through -50
Master of Stealth -0
Resist Pantheon -40
Celerity Master -40

DVERG

The Dverg have changed much from what they once were. Once known for their great craft and building skills, now they are little more than savages, most of their knowledge and skills crushed beneath the boots of the Lios and D'Rough. Their great cities were some of the first and hardest to be hit. Most now live in tribal settlements deep within the wilds. They are nomadic, never being far from food sources in the wilds. They dislike most, even those of their own race if they are not from their tribe. The fey they dislike with a passion. The Dverg are in general shorter than humans but thick set, normally dressed in furs with whatever equipment they have found or looted. Their hair and beard are unkempt and they have a feral look in their eyes. They are little more than animals, but every now and again one comes along who is more like the Dverg of old these quickly rise within the tribe. Prior to the war Dverg would belong to great extended families that fell beneath a Clan banner. For example the Ironstone Clan had within it in the Iron beards, Stone hammers, Stone smelt and Iron heart families. Dverg are now tribal as opposed to clannish – a slim difference, but a difference all the same. Nowadays the tribe names are more savage, Crow eye, Bear fang, Wolf pelt, Vulture talon etc. all with animalistic spirit totems that it is rumoured can ritually possess its members.

Roleplaying Dverg

The Dverg are very tribal and are classed as barbarian hunter gatherers in game terms. They have a brutal outlook to life and morbid sense of humour. They venerate their tribal totems and initially dislike all not of their tribe.

Dverg Costume Requirements

They are feral looking dressed in furs and leathers covered in black tattoos, prone to grunting more than talking. Their dress and equipment is normally in a poor state and is whatever they have managed to find or steal.

Abilities

Scavenge -0	Wode -0
Old Blood -15	Wode enhanced -15
Of the forge -25	Wode greater -30
Of the earth -25	Artificer -13
Resist flame -40	

GRETCH

Gretch stand about the same height as humans but tend to walk hunched over, they are as at home above land as they are below it. Their skin varies in colour from a pale yellow through muddy yellow to a sickly green colour. They are at home in the wilds and seem to be one of the few creatures that the wilds used to accept. Gretch used to find it easier to travel around the wilds than other races and as such used to find a role as traders. Due to their connection to their Great Khan and his demonic pacts, the world rejected the Gretch. Tainted as a race, they suffer and tell of their great past. Most of the great caravans are gone, only spoken about as History. There were many Gretch caravan clans, "The Nimble Sticks", "Redcaps" and "Big Purse" being 3 of the largest. Of all the races the Gretch were the least affected by the Great Ritual War, but most affected by their conflict with the Empire of Man. Strangely, Gretch do not reveal their clan to other Gretch not of their clan or non Gretch as this is a big taboo. Only the Gretch know why this is – perhaps it is to avoid conflict or to seem united against the common threat of all the other races - the Gretch are fully aware of the world's view of them.

Roleplaying Gretch

Gretch have a natural love of poisons and in combat prefer to get the first strike in with a poison covered blade then to back off and wait for their prey to die before moving for the kill. Due to this there is no love lost between Gretch and Jotun. Some Gretch strive to reform their old traders caravans, others strive to clear their name of their demonic tainted history. Due to this, you must select if you are "Imperially Sanctioned Gretch" or demonically tainted Gretch. This choice is recorded on your character card. Imperial Gretch should ask the check in desk for their Imperial Pardon phys-rep. Demonic Gretch are Outlawed by the Human Empire who will pay 25 Silver for the head of each one. More for Khans.

Gretch Costume Requirements

Gretch must have green or yellow skin. Their attire can be feral looking, dressed in furs and leathers or they may in a scruffy sort of way seek to ape the clothing of other races. They love hats and certain colours are rumoured to mean certain things. Demonically tainted Gretch must incorporate the taint into their costume and makeup, such as horns or red eyes.

Abilities

Alchemist -15	One with Shadows 5/10/15 (Demonic Only)
Cartography -0	Tell poison -0
Detect Forgery -0	Poison making: basic -0
Resist Blood -40 (Imperial Only)	Master of Stealth -10
Resist Demonic – 40 (Demonic Only)	Black Market-basic -0 (Imperial Only)
Master of Disguise -8	
One with Nature 5/10/15 (Imperial Only)	

JOTUN

Jotun are a large race, known for their strength and stamina. Many believe them to be slow-witted, when in fact they are quite intelligent. A Jotun always thinks very carefully before speaking and ponder their actions carefully. Once committed, they will put all they have into the task at hand. They have quite a law abiding demeanour and tend to look down upon the Gretch, whom they view as sneaky and dis-honourable. Prior to the war Jotun lived in great cities in the lofty mountains of the world. They would regularly flock to the arenas to test the mettle of their champions. Even the Jotun could not remain aloof for long as the war extended it reach ever further. Armies of tanned giants surged from their mountain vastness and crushed all that stood before them and were instrumental in taking many of the Human cities. Strangely though, they took no part in attacks on the Dverg. Perhaps they saw the Dverg as dupes and not true members of the human run empire. Post war, the Jotun is lessened. The race is slow to reproduce and the huge losses they sustained in the forefront of the entire war are just starting to mend. Jotunheim is often sealed to non Jotun, unless in times of emergency when the elders may open the gates to what that discern as those deserving the honour. Even allied races cannot get to the grand city any longer and the Jotun will not tell of it if asked... it's just off limits for all bar the great warriors.

Roleplaying Jotun

Jotun are Viking like creatures seeming ponderous in both speech and movement until something motivates them. They often have a thick Germanic /Scandinavian accent and a benign gentle sense of humour and demeanour. That is until they are roused to anger, when they turn into raging giants of war and aggression. There is no love lost between Jotun and Gretch. It is rumoured that there exist a darker minded group of Jotun, whose ways are often opposed to the common ways of their more lawful brethren! They wander the land as mercenaries fighting for the highest bidder.

Jotun Costume Requirements

Jotun must have dark brown skin and appear to weigh in excess of 20 stone. Jotun are normally easy to spot as they are larger than humans and tend to have a heavy tan almost to the point of being brown. They tend to be quite well kept, often wearing the heaviest armour they can find and carrying large two handed weapons.

Abilities

Immune to Fear -10	Pure -80
Strength -0	Stalwart -15
Knockback -30	Tenacious -25
Resist Air -40	Brawn -40
Resist Earth -40	

WILDBORN

Wildborn are very simply creatures born in the wild. No two Wildborn are the same - they can appear to be a mix of different creatures and animals of Af'ael. Their bodies warped by the magic of the land. Some look very similar to other races with only slight differences, others are completely different. Similar strains will band together to form tribes of their own – when this happens the young born of these similar creatures seems to settle into a new type of race, but even these offspring more often than not will differ from the parents in some way. Not all such creatures are humanoid versions of animals. There are cases of dryad like creatures with bark like skin or hulking things who's rocky like skin is similar in some ways to that of stone elemental creature.

Roleplaying Wildborn

As already said no two Wildborn are the same the limits are your imagination. One word of advice though – please keep your character concept within the spirit and character of the game – comedy characters can be fun for some – but not all folk will appreciate the same kind of humour if it ruins their experience!

Wildborn Costume Requirements

All we ask is that you look the part of the Wildborn you are playing. Some skills will require a phys rep like Horns or Tail; we advise that you try to look as different from the standard races as possible.

Wildborn do NOT have access to All of the skills listed below, they can all purchase skill marked with a ©, then they have 5 pick points to spend between the other available skills. These skills cost one pick point per skill. The skills with a (2) after the name denote the use of two pick points. Please also bear in mind that appropriate phys rep and background reason must be used when picking Wildborn racial skills.

Abilities

Befriend Animal © -0	Scent -10	Vines (2) -20
Magical Advocate	Tail -40	Acid Spit (2) -15
(Wilds) © -0	Wilds Sense-10	Spore Clouds (2) -45
Wilds Friend © -1	Elemental Tranquillity -5	Web Sacs (2) -35
Herb Lore © -20	Tracking -3	Amphibious (2) -10
Claws © -5	Celerity Master (2) -50	Claws Enhanced (2) – 60
Commune with Nature -	Strength (2) - 10	Supernatural Heritage
10	Brawn (2) -40	(2) – 30
Horns -9	Acrobat (2) -10	
One with Nature -	Camouflage (2) -10	
5/10/15	Iron Blood (2)-20	

FELIDAE

This is the generic name for the ruling Noble class of the Sunrise Isles. These feline creatures fall into three distinct sub-races:-

Leonai – Lion Folk

Tigari – Tiger Folk

Leopardi – Leopard Folk

The Sunrise isles are home to the Empire of Silk, a trade orientated conglomerate of nations that travel the world selling various exotic goods. The name “empire of Silk” is derived from the penchant of the locals to wear the material whenever they can. Bar menial and less glamorous tasks. The isles are across the western sea and for the most part hot in all seasons. The Felidae Soldiers, sailors, farmers, fishers, spinners etc. have not been seen recently by the folk of the wilds. At least not for 15 years as contact was lost during and after the war. All younger nobles are sent on life quests when they reach the age of 18 years.

This is to better understand the world around them and their nations place in the world. Raul was one such, and it is these that folk from the wilds etc. are likely to meet. Especially since a large contingent is marooned on this continent, by the tragedy that has befallen the imperial port of Dunston. This race take up a Life quest, and it is Felidae as such that folk from the wilds etc. are likely to meet. The trading ship The Sun-kissed Claw was sunk by the demons in the harbour but not before most of the nobles had fought their way free (all Felidae sailors and marines were killed though!) Groups of these folk can now be encountered in various Wilds Holds and even some imperial held villages.

It is most likely that a player Felidae will be from the Sun-Kissed Claw but players can invent their own background of course. Each sub race is slanted towards a specific class. Not saying that they cannot excel in other roles but from birth they have the inclination to strive to be the best in their birth class. Leonai are adept casters, Tigari are eminent warriors and Leopardi are excellent rogues. The empire as previously mentioned is ruled by The Three, one ruler (“Empirate”) for each race.

The 3 races were decades ago warring tribes but are now dedicated to the path of binding forged by the priests of winds whom rule the conscience of the nations.

PRIEST OF THE NORTH WIND - Hydromancy

PRIEST OF THE EAST WIND - Geomancy

PRIEST OF THE SOUTH WIND - Pyromancy

PRIEST OF THE WEST WIND – Aeromancy

PRIEST OF THE ASHEN WIND – Necromancy (must be a specialist)

Felidae cannot start as any other caster but can with experience points learn (buy) levels in other magical lists.

Roleplaying Felidae

The Felidae Empire is pseudo African/Japanese thus your character would be Asiatic in demeanour. They are walking big cats and are catlike in movement. Felidae are humanoid version of big cats and thus are feline in their manner and actions. Felidae are a strict cast based society as such you are limited to the class you can play based on race see below;

Leonai – Caster

Tigari – Warrior

Leopardi - Rogue

Felidae Costume Requirements

You must appear to look like the sub-race you wish to play unless certain skills owned preclude this Thus: Leonai – Must facially look like lions, Tigari – Must facially look like tigers, Leopardi Must look like leopards.

Abilities

Common (available to all Felidae)

Claws -5

Ambidexterity -1

Ritualist (2pt) -0

Literacy -0

Numeracy-0

Leopardi:

Master of Disguise -15

Preferred Enemy -0

Hide in Shadows -10/15/20

Tigari:

Strength -15

Tenacious -25

Force of Combat -0

Leonai:

Adept of Magic -0

Elemental tranquillity -5

One with magic -10

URSINE

Ursine are large bear like folk that live in the far north of the continent of Tangria. They are heavy set and strong and speak in a guttural version of the common tongue. Their „empire“ is ruled by two leaders the T'zar of War and the T'zar of Commerce who dwell in the capital city of Urz. The ursine did not exactly fight in the war. They had a treaty with the Grand Company and its church allies and a pact of nonaggression with the allied elder races. However they are extreme mercenaries and were „purchased“ by the rich Grand Company to keep the warlike Jotun tied up in the north. This they did by a series of raids into Jotun lands that they deny to this day, which the Jotun war bands reacted to en-masse chasing the raiders through the mountains for weeks. It is safe to say Jotun distrust the Ursine. Ursine are not that magically adept and strangely are atheists, they think that magic leaks into the world from elsewhere or is a by-product of liaisons with spirits etc. There are some mages and Ritualist amongst them but few and far between as they distrust magic and its users. Ursine live either in the capital or in small fortified townships dotted throughout the mountains. As mercenaries they are sometimes found selling their skills to those that need them.

Roleplaying Ursine

Ursine are large walking bears. They have a thick Russian/Germanic accent and are abrupt and see all others as lesser beings. They do not worship gods but do have a great respect for elders of their own race and come close to hero worship of great Ursine of old, whom sagas are told to young to inspire them. They have well-crafted equipment that is made by slave Dverg whose skills mimic those of their pre-war ancestors.

Ursine Costume Requirements

Your character must have bear like facial features detailed by makeup or mask and be heavy set in build (20 stone). They have a slow guttural accent as explained above.

Abilities

Claws -0	Resist Pantheon -40
Scent -5	Knockdown -30
Strength -0	Stalwart -15
Immune to Fear -0	Stunning Blow -20
Resist Water -40	

MEEK FOLK

They were created when the Arch Liche, Michael the Meek ascended to the ranks of godhood and in the ensuing wave of power surrounding his rebirth were birthed as his children. Meek folk are ritually quickened dead. They are not true Undead but then not truly alive either. Undead in Aftermath are created by spirits investing a body and using it as a host for their time in the mortal realm. Meek folk have similar traits such as they can resist certain physical effects such as poison and disease far easier than living things. As they are created by the effluent of vast ritual they cannot be dispelled. However, if a Meek Folk were to become possessed in some way, by an Undead such as Wraith or perhaps another supernatural creature such as an Elemental, the possession can suffer from dispellation in the usual manner of special creatures.

Meek folk were spawned from the fallout of Michaels rise and this was a swift brutal birthing. They have almost no memory of their previous life. Grainy hazy images still exist of standing guard shield on arm at a fort, or maybe knives in hand, a box, gems, a bow on your back, or books, bad light, dust and scrolls littering a dim room.

They can remember their name a friends face but little else. Their basic skills remain, but life stories sit behind the veil of their violent creation.

Roleplaying Meekfolk

Choose the Race you were before your untimely demise and your rebirth as a Meek Folk, you will gain the free skills of that race, alternatively they may purchase one skill from the racial list if this option is chosen you no longer gain the free racial skills.

Meekfolk Costume Requirements

All Meekfolk kit will be ragged, rusted dirty and ill kept. Their resting place was where they lay and has weathered their belongings greatly. As a result Meek folk Armour is always at -1 Armour Value so a Meek Folk in Very Light Armour would get no protection from it at all ($1 - 1 = 0$) unless they purchase armour mastery for it ($1 - 1 + 1 = 1$).

Meek folk must look newly dead. Grey skin open wounds protruding bones. This cannot be hidden by Master of Disguise. Meek folk cannot be Wildborn.

Abilities

Innate Cause Fear	5/5/5/5/5	Ranger	150
Iron Will	2/2	Resistance to Demonology	40
Immunity to Disease	25	Resistance to Druidism	40
Immunity to Poison	60	Resistance to Poison and Disease	0
Immunity to Sleep	5	Spellblade	150
Literacy	5	Warlock	150
Numeracy	5	Weather Worn	2

Resistance to Poison and Disease - All poisons and disease take twice as long before any effect is seen, cannot kill and makes the Meek Folk immune to non-damaging effects of poisons.

Additional Rules

If a Meek Folk is a Caster they can only choose from the following spell lists: Necromancy, Pantheon or Earth.

Cannot buy skills from another class list unless purchased via the skills Ranger, Spellblade or Warlock.

Immunity to all Beneficial Spells/innates/items from: Druidism (Natural) and Wilds (Shaman)
Are considered undead for the Necromancy spell 'Knit Flesh'.

Necromancy spells with a range of 'self' can be cast on Meek Folk as if they were the caster.
On Sense Magic, they are a non-levelled necromantic creature. This cannot be dispelled by conventional means.

May not use the Dodge Skill or benefit from Spells mimicking it.

Unnatural Aura: Due to your nature you give off an aura of death that the living can feel as a tangible supernatural unease and suspicion. Animals and non-heroic sentient beings such as villagers, farmers and peasants etc. will be afraid of 'something' when the character is with a few feet of them and will try and leave the area as soon as they can. Player characters and some 'monsters' not immune to fear will feel the same way (think of the shuddering feeling associated with the saying ("someone just walked over my grave!")) and feel uneasy in the Meek Folk's vicinity. Those Immune to Fear are immune to this roleplaying effect.

For bane damage Meek folk count as Unliving/Undead not their original race, however they may not use a bane weapon who's target is their original race OR unliving/undead.

SCRAP FOLK

Deep in the Jute Waste land is the realm of the Augmented. Within the ritually cauterised region of fallout sumps and ash, feral, cannibalistic Dverg tribes eek out their existence. Either subservient or diametrically opposed to the craft lords, Augmenters. A byword for terror in some places, the basis for mirth in others. Whatever they are, they are the undisputed masters of ritual enhancement and it is rumoured, the First Cadre led by Duncan Just, leads them. But even masters make mistakes. New creations are tried and tested and not all pass the exacting tests. Some fail. These failed ones are taken and either broken down for re-use or hurled onto high scrap mounds out in the wastes. Most are shattered and broken. Some not. These Scrap folk, cast aside by their masters, crawl, stagger, limp or drag themselves from the mounds. Gears and flesh leaking oil, unfinished organs keeping them semi-alive, bent and bruised, lacerated by the blade winds, baked by the unforgiving sun, their semi armoured flesh pitted by acid rain....they make their way...to less hostile lands...a burning hatred for their masters in their cracked glass eyes.

To play one you must first understand the following:-

Scrap Folk Augmentations require excellent phys-repping. Failure to have such will result in that augmentation failing until a true quality physrep is incorporated into the costume.

Scrap folk are hard to play. You are the by-product of a distrusted, often hated race and thus may not live long or the inherent downsides may cripple potential survivability of your character.

Scrap Folk chose a class as usual.

You may purchase skills from your class lists as usual unless stated below:-

Scrap Folk are created with Build Points (BPs). You get 5 BPs as a starting character.

You use these to purchase skills from the following table:-

BP Cost	Augmentation	Grants
2	Artificial Lungs	Immunity to breathing fx Inc. drown spell
2	Artificial Eyes	Hunch
1	Artificial Nose	Scent
2	Augmented Arm	Strength in that arm (as per Strength skill)
1	Lightly armoured skin	+1 Armour

2	Armoured skin	+2 Armour (Must own above ability)
3	Heavy armoured skin	+3 Armour (Must own above ability)
1	Ritual Store	+3 power
2	Weaponised Limb	Weapon held in one hand cannot be destroyed or removed from that hand. It is part of them

This list is not exhaustive and will expand as people research new techniques and discover lost knowledge. Scrap folk are scrap folk for a reason, they are rejected, and as such all Scrap Folk must take at least one flaw from the table below or submit their own to downtime@aftermath-lrp.org.uk for suitability before starting their character.

For each Flaw you take you get the appropriate BP bonus:-

BP Bonus	Flaws	Effect
1	Broken back	Must move at $\frac{3}{4}$ speed
1	One eye	-2 damage grades when using ranged or thrown weapons.
2	Missing foot	Cannot run, can never be immune to knockdown or slip effects
3	Missing hand	You have no left or right hand as appropriate
3	Faulty hearing	Cannot hear
3	Mute	Cannot speak or cast with vocals
3	Faulty wiring	Cannot purchase immunity abilities
2	Faulty circulation	Cannot purchase immunity to poison. Poisons take half their normal kick in time to work
1	Rusted legs	Must roleplay obvious movement difficulties
2	Rusted arms	Can only fight at $\frac{3}{4}$ speed

Scrap Folk have different options for purchasing dodges and stamina's.

For every dodge that they buy, they reduce the maximum amount of stamina they can buy as per the table below. This should be discussed with check in before making purchases as to the suitability. A highly rusted scrap folk might only have 1 dodge, but also a hulking brute might only take 1 dodge.

Max Dodges	Max Stamina
5	1
4	2
3	3
2	4
1	5

CLASSES

WARRIOR

The Warrior class predominantly excels in the physical skill areas. Skills include increased stamina and abilities to assist in fighting. Choosing Warrior means that the bulk of your skills will be to do with fighting and surviving longer to fight more.

ROGUE

The Rogue class predominantly excels in lore skills and technology. They can turn their hand in many directions, from potions to crafting, to killing and hiding. Choosing Rogue means the bulk of your skills will be in information gathering, hiding and killing quickly

CASTER

The Caster class predominantly deals with all things supernatural. They range from the lone druid to the scholarly mage. Any and all supernatural dealings are handled within the Caster class. Their skills lie in casting varied magic or performing rituals. Choosing Caster means you have selected a path to worship, as Casters in some way worship their element or field of study

NOTES

A players stating class is not the limit of their potential. Think of it as their main thing. Aftermath allows characters to purchase skills from lists other than their Primary class list at double cost. This allows you to create the character as you see fit. Some great casters can become heroic warriors. Some warriors retire to a life of book study. The choices are there for you to make what you want to play. Do not feel restricted by your choice of class. If you want to spend all your points on Caster abilities as a Warrior, then that is fine by us.

COMBAT & WOUNDS

Weapons & Damage

A basic, unmodified strike (i.e. not accompanied by a damage call) does a single point of damage. It is possible to do more damage by acquiring the necessary skills.

Stacking

No two abilities that do the same thing stack. So +1 Weapon Mastery will not stack with an item that grants +1 weapon mastery. No two armour spells will stack together, more specifics are in the magic section

Weapon Types

All weapons inflict single damage. Abilities, potions and items can increase this. Missile weapons, i.e. bows and crossbows do “through” damage, including physical and natural armour. Arrows and Bolts MUST NOT BE PARRIED WITH A WEAPON (for obvious safety reasons) but may be blocked with a Shield or dodged.

Damage & Injury

Each time a character is struck in combat that location suffers damage equal to the damage grade or effect called. If the location is unprotected the damage is applied directly to that location. If the location is protected by armour, wode or magic the damage is applied to the protection first. When a location reaches 0 hits it is useless. If this affects a limb, that limb cannot be used until healed. If this affects the torso or head, you are unconscious (see below).

There are 6 different kinds of status: Healthy, Injured, Unconscious, Dying, Critically Injured, Dead

Healthy

You are healthy if you are not injured. You normally start an event in this state unless notified by a ref.

Injured

A character is injured when one or more of their locations are damaged by weapons or magic.

Unconscious

You are unconscious if your head OR chest location falls to 0, OR 2 limbs fall to 0. If you remain in this state for an hour and are left untreated you enter your grace period.

Dying

When 2 locations (one being head, chest or both) or 3 or more of ANY locations are on 0 hits a characters status changes to dying and they enter their grace period. The grace period lasts for 5 minutes (300 seconds) at the end of which if some form of healing is not already in progress or the wounds are fully bound the character will die. When all locations are reduced to zero hits at the same time, you have 10 seconds left to live. Any ongoing effects from spells, potions, poisons etc. remain unless dealt with separately.

Critically Injured

Certain effects may cause a character to become critically injured. This means that character enters their grace period. The effect causing the critically injured status must be removed as well as any healing that may be required.

Dead

A character dies when one or more of the following conditions occur

- The character reaches the end of their grace period.
- Ten seconds after all the characters locations are reduced to 0.
- A death blow is successfully performed on you.
- A referee informs the character that they are dead.

When a character dies you must hand your character card and all items carried at the time to a Referee or the Event Desk immediately. Of course, this may not be the end!

DAMAGE CALLS AND EFFECTS

The following calls may be used by Monsters/NPCs, as well as players with Special Characters or Items of Power. Players should familiarise themselves with the following calls. Some calls may be 'stacked', such as "Spirit Through".

All blows (unless otherwise stated) can be parried, shielded or dodged; and armour still applies.

All durations are 10 secs unless stated otherwise

Calls marked with *** - If the special damage call doesn't affect your character, you still take the physical damage grade as called if you are hit as normal.

ANCIENT

Any blow struck, which is accompanied by this call will always affect the target as the magic bound into it is so powerful that all resistances pale in comparison. Even a ritually empowered character immune to the blows of swords would still be harmed by an Ancient Sword! You must take the effect, but the blow may be parried or absorbed by armour. Ancient damage cuts through a ritual of life and can only be healed by a total heal spell or effect.

BANE***

TYPE: Fey, D'Rough, Lios Etc.

If the creature damaged is the named creature of the Bane e.g. Fey Bane – the damage is treated as Ancient in all ways. You may never use a bane of your own race. Additionally you can never carry living bane if you are alive or unliving/undead bane if you are unliving/undead.

CLEAVE

The first cleave blow you take instantly reduces all physical and magical armour on that location to 0. The next cleave blow (or first if not wearing armour) will instantly reduce the hit points of that location to 0. A cleave will destroy a normal shield if hit.

DEATH BLOW

This is only possible when a victim is in a 'dying' status. You must perform ten fully role-played blows or damaging spells to the head or torso to utterly finish off the victim. This should take a minimum of ten seconds. Players should be careful of swinging weapons near a prone person's head. You should strike a balance between representing a full swing and the chance of accidentally hitting them. If a Death Blow is notably interrupted or delayed, the victim is to be considered Dying and may be healed as normal. A Death Blow for game terms to any limb will have no effect.

DOUBLE

This damage call will reduce armour or a location by 2 points.

TRIPLE

This damage call will reduce armour or a location by 3 points.

QUAD

This damage call will reduce armour or a location by 4 points.

QUIN

This damage call will reduce armour or a location by 5 points.

MATERIALS***

TYPE: Wooden, Metallic, Cold Iron, Silver, Etc. Any blow struck accompanied by such a call will have an effect on those who are vulnerable to a particular material.

SPIRIT / MAGIC***

Any blow struck, accompanied by one of the above calls will have an effect on those who may only be affected by a particular type of magic, including Flame, Frost, Shadow etc.

MORTAL WOUND

A Mortal Wound call reduces the victim's head and body to zero instantly, regardless of the location hit. They are then **Mortally Wounded** and must begin their 5 minute count. The location struck does not take an additional hit of normal damage from the blow itself.

DISEASE***

A Disease call inflicts a terrible fast acting disease on you which lasts for 15 minutes. You cannot be healed while you're diseased until the disease is cured. After 5 minutes, you may only move at half speed and cannot cast spells. After 10 minutes, you cannot walk, see or talk. After 15 minutes, you are dead.

PARALYSIS**

You are completely paralysed and unable to move or speak for 30 seconds.

WITHER***

The targeted person's limb is WITHERED and is unable to be used for the duration. Anything held is dropped. This does not work on the head or chest location and does no actual damage.

SUBDUE

When called by an attacker, the damage inflicted may be Subdual. This has the same effect as normal damage except that a character cannot die from it. A location that has been subdued to zero becomes useless, and if the head or body are similarly affected, you are unconscious but not dying. Subdual damage takes five minutes to cure naturally regardless of any Stamina or

Natural Armour. Healing will also cure subdual damage in the same way as normal damage. A character wearing Physical Armour must still repair/adjust it after receiving Subdual blows to gain full protection once more.

THROUGH

This will deal damage directly to the location struck, ignoring protection. Physical Armour, Wode or Natural armour will not protect you.

BLIND***

The person is unable to see for the duration, they must close their eyes for the duration.

ENTANGLE

The person is unable to move from the waist down for the duration

SHATTER

The item is unusable until it is fixed either by magical means or by mending the item.

FEAR

You must run directly away from the source for the duration

HALT

You are unable to move any part of your body for the duration

TERROR

You are unable to move any part of your body for the duration

SLIP

You must roleplay falling on the floor and getting back up.

KNOCKDOWN

You are knocked to the floor but can then get back up.

REPEL

You must move 10ft back from the source.

KNOCKBACK

You must move 10ft back from the source.

FUMBLE

You must drop the item and are unable to pick it up until it has hit the floor.

CONFUSE

You are unable to focus for the duration and can take no action unless you are struck.

DAEMONIC

Any blow struck with this call counts as both Spirit and Flaming. This damage can only be reduced if you are resistant to both FLAME and SPIRIT.

MUTE

You are unable to speak and therefore cannot cast spells for the duration

ATTRACT

You must move 10ft towards the source.

FRENZY

You see everyone around you as your enemy. You must attack the closest person for the specified time, if there is no accompanying time it is 5 seconds

BEFRIEND

You treat the source as your closest friend and ally for the duration

SLEEP

You must fall to the floor and take no action for the duration

SUN

Any blow struck with this call counts as both Magic and Flaming. This damage can only be reduced if you are resistant to both FLAME and MAGIC.

SLOW

You must move and fight at half speed for the duration

DEGENERATE

You will take 1 point of damage ignoring armour each second to the location struck for the next three seconds.

PETRIFY

Turns the touched target to stone. For 60 seconds they cannot move at all but also cannot take damage from physical weapons. At the end of the duration, their chest drops to 0 and the spell ends. If the target owns "Force of combat" they do not take the damage at the end but are still stopped.

ARMOUR

Armour absorbs damage and increases the number of times you can be hit before being disabled.

Physical Armour

Physical armour is divided into 5 sub types and requires the appropriate skill to wear.

Very Light:	+1	Padded cloth, soft leather or light furs
Light:	+2	Lightly studded soft leather or heavy furs
Medium:	+3	Heavily studded or lightly plated soft leather, rigid hard leather or string mail.
Heavy:	+4	Well plated stiff leather, metal chain or good non-metal plate
Very Heavy:	+5	Metal only or truly excellent phys rep plate armour.

Knowledge of a certain level of armour comes with the knowledge of the levels below. So, buying the ability to wear medium armour, for example, means you can also wear very light and light.

At least 50% of the location must be covered by the armour to claim the benefit. This includes the head.

Knowledge of armour use does NOT provide the knowledge of 'stacking armour'. If you are wearing 2 types of armour on 1 location you may use the highest armour value.

Armour value is decreased equal to the damage grade called. If the damage grade called is higher than your armour value, you take the damage to the armour first, then your own hit points.

Wode

Cannot be used in conjunction with physical armour; see skill description for more details.

Magical Armour

Certain spells grant magical protection which function as armour. This functions the same as armour but cannot be repaired, once this armour has been reduced to 0 the spell ends.

Natural Armour

Some abilities provide armour value described as natural armour. This type of armour is permanent and can be healed but not repaired.

Repairing Armour

If an armoured location takes a number of points of damage equal to its protective value, the armour is then considered unusable and no longer offers any protection at all. It will remain in this state until repaired.

Likewise if a location of armour sustains a number of hits less than its protective value, it too needs to be repaired to regain its full strength.

Knowledge of a particular armour skill allows a character to repair armour of that type or lower. For instance, the "Wear Heavy Armour" skill gives a character the ability to repair very light, light and medium armour types.

This process requires 30 seconds per armour point, per location, of good roleplay. This will be judged harshly. No tools means no repairing. Typically, this will mean removing the armour and working on it.

Repairing Weapons / Shields

The physical repairing of weapons takes 2 minutes per weapon or shield. You must have appropriate IC tools to be able to make repairs. No phys-reps, no repairing.

POTIONS, POISONS & BALMS

Since the war, much of the knowledge of alchemy and herbalism has been lost. The last known great herbalist was murdered in Dunston about 15 years after the war ended. The knowledge that remains is limited, but the potential for discovery is great. Recently some inroads were made by a talented up and comer in Stormguard. Some of his notes can still be found by those who might look.

What follows is the rules for making and acquiring the known potions and poisons of Af'ael – however as no more master herbalists are known to exist, the making of greater potions and poisons is only available by in game exploration or chance. As recipes become more well known and discovered through play, they will be added for purchase.

Potions and poisons are generally acquired from games control when you check into an event, or sometimes through trade during an event. There is a silver cost associated to represent the acquisition of ingredients, and a getting a working batch comes with a chance of success, depending on your skill level. There are also skills that allow potions and poisons to be made during time in, using appropriate phys-reps.

There is much more to the potion system than is described here, however effort must be made by players to discover the lost arts via in game plot or downtime. This is an area where sharing knowledge and working together can bring about great findings.

Availability and Chance of Success by Skill				
Potion Level/Ability	Make Basic	Make Enhanced	Make Greater	Cost Per Batch
Basic	100% (1 batch)	100% (2 batches)	100% (3 batches)	3 Silver
Enhanced	OR 50% (1 batch)	OR 100% (1 batch)	OR 100% (2 batches)	6 Silver
Greater		OR 50% (1 batch)	OR 100% (1 batch)	10 Silver

A batch is 3 doses unless specifically stated

For an additional +1 silver per batch, the bottles used become immune to shatter effects. This is applied to final cost of successful batches only.

Duration

All potions and poisons take 10 seconds to ‘kick in’. Potions either have an instant effect (I) when it kicks in, or will grant you a maximum amount of time in minutes to use the ability granted before it wears off, e.g. (15). Poisons have an instant effect upon kick in unless stated otherwise.

Potions

Potions are generally used by drinking it. This requires the recipient to be conscious. Balms can be applied to anyone, but you must roleplay trying to rub it on the skin – not on someone’s metal breastplate for example. Common sense applies.

Basic Potions

Healing Potion (I):	Will cure 1 point of damage to the worst affected location. This <i>will not</i> heal the +1 Hit granted by Wode.
Healing Balm (I):	When applied will cure 1 point of damage to the location it is applied to. This <i>will</i> heal the +1 Hit granted by Wode.
Dexterity (15):	Grants one use of the ability ‘dodge’.
Strength (15):	Grants +1 damage for the next blow.
Magic Resist (30):	Grants one use of the ‘iron will’ ability.

Enhanced Potions

Enh. Healing Potion (I):	Will cure 3 points of damage to the worst affected location. This <i>will not</i> heal the +1 Hit granted by Wode.
Enh. Healing Balm (I):	Will cure 3 points of damage to the location applied to. This <i>will</i> heal the +1 Hit granted by Wode.
Enh. Dexterity (15):	Grants 2 uses of the ‘dodge’ ability.
Enh. Strength (15):	Grants +1 damage for the next two blows.
Enh. Magic Resist (30):	Grants 2 uses of the ‘iron will’ ability.
Climb (I):	Grants the Climb skill for 30 minutes.

Greater Potions

Healing Potion (I):	Cures 6 points of damage to the worst affected location first. This <i>will not</i> heal the +1 Hit granted by Wode.
Healing Balm (I):	Cures 6 points of damage to the location applied to. This <i>will</i> heal the +1 Hit granted by Wode.
Total Heal:	After 1 minute this potion will cure all damage to a target.
Greater Strength (15):	Grants +1 damage for the next three blows
Greater Dexterity (15):	Grants 3 uses of the ‘dodge’ ability.
Greater Magic Resist (30):	Grants 3 uses of the ‘iron will’ ability.
Regeneration:	This Potion will Regenerate 1 lost hit point per minute for the next 30 minutes.

Poisons

Poisons may be drunk (only when conscious), or may be applied to a blade. Poison applied to a blade must cut the skin, i.e. do damage to the target to work. If the strike fails to harm the target, hitting their armour for example, then the dose is wasted. When using a blade, the poison is an effect that works on top of your other weapon skills, e.g. sleep poison triple through.

Basic Poisons:

Sleep:	This does a SLEEP effect
Blind:	This does a BLIND effect
Confusion:	This does a CONFUSION effect
Mute:	This does a MUTE effect
Pain:	Does 1 damage to the chest if drunk, or 1 damage to the location struck.

Enhanced Poisons:

Paralysis:	This does a Paralysis effect
Bane:	This does 3 hits of bane damage (to chest if drunk or to location struck)
Enhanced Pain:	Does 2 damage to the chest if drunk, or 2 damage to the location struck.
Blind vapour:	This releases a mass BLIND effect.
Disease:	This does a DISEASE effect.
Frenzy:	This does a FRENZY effect

Greater Poisons:

Greater Pain:	Does 3 damage to the chest if drunk, or 3 damage to the location struck.
Harm:	This does a GREATER HARM effect (to chest if drunk or to location struck)
Sleep vapour:	This releases a mass SLEEP effect.

PLAYER CONDUCT

GRAPPLING

This is generally banned at events as it all too easily leads to injury. Also you can never be sure if your opponent is willing or fit to be grappled. To simulate grappling, you must outnumber the „victim“ by at least three to one. You indicate your intention by loudly declaring to them “WE ARE GRAPPLING / RESTRAINING YOU” and point at your opponent. If you are on the receiving end of this you must yield with good grace. If you start unduly struggling then you are cheating. Please note some monsters due to size and strength will be immune.

It is accepted that some degree of physical contact is acceptable amongst many players. If all involved are willing, they may be slightly more raucous than stated above. However, be aware that some people do not want to be manhandled. If at any point they say so you should stop immediately and utilise the above guidelines. Please use common sense whether you are the attacker or the victim.

TORTURE

First be aware that normally this is a morally repugnant activity, and players should not get carried away with it. If a 'victim' indicates out of character that they do not want to be excessively restrained or bullied, then do not do so. Inventive role-playing will provide the best results, however the 'torture' of a captive for information may be carried out in an abstract fashion as follows.

The torturer inflicts one point of damage upon the victim - they then quickly play a very low key round of Scissors/Paper/Stone. If the torturer wins, the victim must answer a single question as truthfully as possible. If the victim wins, then they play another round. If the victim wins a second time, they do not have to answer anything until more damage is inflicted, but if they lose then they must answer. After this the process may start again. Again, be very careful you do not really hurt or upset your captive by over enthusiastic role-play.

IN CHARACTER THEFT

This is, of course, a great In Character (IC) part of the game when done properly. On the other hand, a potential nightmare in terms of damage and confusion. The only acceptable items for theft are IC Money, Special Items with cards attached and obvious Props (Scrolls, Maps etc.). This does not include anything that could be deemed an Out of Character (OOC), or of a personal nature.

In addition, thefts may only take place within IC areas, which includes only tents so marked. Under No circumstances are you to steal from a player's tent, or from a designated OOC area within an IC tent. It is recommended you ensure that a Referee is present when you attempt a theft, though this is not always convenient when an opportunity presents itself. However, be

aware that if a dispute arises (and there is any leeway), and a Referee was not in attendance, then we will tend to side with the victim.

Having successfully purloined a Special Item, go directly to the Event Desk and hand in the Phys Rep so it can be returned to its owner. It is made clear at the outset that anybody even remotely straying from these rules will feel the full force of the Law/Security, and will risk being banned from events!

CHEATING

It is a great shame but there are some folk who bend or ignore the rules when it suits them. Not only does this unbalance play, but it also severely irritates players who attempt to play fairly. Players who are caught cheating will have this pointed out to them by a staff member, and just what it is they are doing wrong. Players may be asked to 'sit out' of play for a while until they have understood what they have done to merit such an action.

Players should also be aware that Staff are specifically instructed to make enquiries regarding a Character's Skills, Items etc., and should not take this as a slight against them. It is simply a part of the constant monitoring we have to undertake. Also be aware that it is impossible for an individual Referee to immediately know of everything that is going on.

Persistent cheats soon come to our attention. This will result in the Player in question being spoken to by at least one member of the Game Team. If the Player continues to cheat, then their right to play their character will be removed, and they will be asked to generate a new character with basic skills and equipment.

SAFETY

As fighting forms a great part of this game and many players enter into the fray with commendable enthusiasm, please observe the following guidelines. Pull your blows. We can all get carried away in combat but please remember not to swing with excessive force, even when aiming at a Shield or slashing the air with no intention to connect, accidents can happen but are likely to be less severe if all blows, even fakes, are pulled! Do not stab with any weapon it is both unsafe for you, your opponent and your weapon, unless it is a specifically made stab-safe weapon (please declare all stabbing weapons to a referee before time in). To land a damaging blow a respectable swing must be made. The weapons you are using are representative of a far greater mass. Frantic and rapid blows will be ignored. All in all this can be very irritating and potentially unsafe. From an in character perspective, when hit by a weapon it both hurts and applies considerable force. Even if you are protected in some way and the blow has little effect, you will still try to avoid it or reel with it. If the damage does penetrate, it will hurt a lot. Whilst you are not expected to fall over in agony with every strike, do try to role-play the fact you are being hit with a weapon and it hurts. Some spells have a gesture that is to TOUCH a location. This is not a blow, but an open handed light touch on an area of the person's body that will not obviously cause affront. Misuse of this will result in the loss of the spell etc. or worse!

BOW COMPETENCY

Anybody wishing to use a Bow or Crossbow, of any description, must first pass a Bow Competency Test to ensure safe use of Projectile Weapons. This takes the form of a short training session and a test. This will be available at all events. Please check the safety of your arrows before every shot. Projectiles must not be used at night unless you're in a large open space with sufficient light. Bows may not be used indoors but crossbows are ok. Common sense applies!

UNARMED COMBAT

Some abilities allow the use of touching to inflict a blow or effect. In the interest of safety, this must be done with an open palm and with a light touch. If you are deemed to be unsafe then you will no longer be able to use these abilities.

HEAD SHOTS

While the head is a valid location, please be extra careful when applying weapon blows to the head. Repeated unsafe strikes to a person's head will not be tolerated. You MUST NOT aim for the head when using projectiles.

GAME CALLS

These calls will be heard throughout an event to control situations and to denote special occurrences / attacks. Please note, unless you are a Referee, or have been specifically told to do so you cannot shout one of these (with the obvious exception of “Man Down”). The continued flow of the game is of the highest importance and all players should strive to maintain it.

TIME IN

This call starts the event and resumes play after any of the below calls.

TIME FREEZE

This denotes something has happened that has taken no time, e.g. a monster has appeared. It requires all who hear it to stand motionless and close their eyes until Time In is called. On the call of Time In you must carry on with what you were doing before, as if nothing has happened, until you become aware of the occurrence In Character.

TIME OUT

This call indicates play is suspended. You can rest, sit down or chat Out Of Character whilst under a Time Out call. However, if it is only a brief suspension of play, it's best to remain in place.

TIME FAFF

This is generally called while a referee or monsters are getting ready for the next encounter. You must remain in character but please refrain from walking ahead until a Time In call is given.

MAN DOWN

This indicates a real injury has occurred, all game activities in the immediate area must cease whilst the situation is assessed and any necessary first aid treatment is applied. This may be called by anyone, but should not be done so if someone has simply fallen over. You should remain in place unless advised otherwise by Security or event Staff. Please avoid using ‘Man Down’ as an in character term.

DAMAGE REDUCTION

This reduces damage by the specified amount down to a minimum of 1, if you reduced the damage of a blow you must call “Damage reduction”

IMMUNITIES

If you are immune to a damage or effect you must call “No effect” when targeted by that call.

INNATE

Some spells/abilities may be used innately, these do not require power to utilise but the full casting verbal “By my Nature and might – INNATE....XXXX” where XXXX is the name of the ability/spell being used.

SKILLS & ABILITIES

Abilities marked with * are First class only

Acid Spit

Wildborn -15

Your body produces a damaging spit which can be used 1/combat. Point at a target within 5 ft. and to Call "Acid spit....then location targeted. This damage deals 1 point of damage to the location. You can buy this skill multiple times for every full 100 character points spent on the character.

Acrobat

Rogue – 20 Wildborn-10

This skill now grants an additional use of the Dodge skill (above your racial cap) and enables your character to utilise the Dodge skill once every 2 seconds (from every 5).

Adept of Magic

Caster - 30 Lios-25 Felidae -0 Drough-20*

1/ Combat, your grasp of magic is so strong that one 1st level spell you are about to cast CANNOT be Countered. This is needs to be called when the spell is cast e.g. "By my power I strike your chest... Fireblast, Cannot be countered". If not declared when the spell is cast it will fail

Adept of Magic: Enhanced

*Caster - 30**

1/ Combat, your grasp of magic is so strong that one 2nd level spell you are about to cast CANNOT be Countered. This is needs to be called when the spell is cast e.g. "By my power I strike your chest... Fireblast, Cannot be countered". If not declared when the spell is cast it will fail

Adept of Magic: Greater

*Caster – 40**

1/ Combat, your grasp of magic is so strong that one 3rd level spell you are about to cast CANNOT be Countered. This is needs to be called when the spell is cast e.g. "By my power I strike your chest... Fireblast, Cannot be countered". If not declared when the spell is cast it will fail

Aligned

Caster - 10

Ritualist can align themselves to a circle (Name of circle will be written on character card) and gain +5 Ritual Power in that circle only. When performing rituals in all other circles they are at - 5 Ritual Power to a minimum of 1 Ritual Power.

Aligned: Mastery (Prerequisite: Aligned)

Caster - 30

Ritualist can now become aligned to 2 ritual circles and gain +5 Ritual Power in both. Now suffers -5 Ritual Power in all other circles to a minimum of 1 Ritual Power.

Alchemist

Human-10 Gretch-15 Drough-10 Dverg-15 Rogue - 20

You are adept at making potions/poisons and as such if there was a kick in time for any particular brew they can make - this is reduced to 5 seconds. In addition you may re-roll the dice, 1/day when checking to see if a batch is made of not.

Ambidexterity

Warrior – 2 Rogue – 2 Caster – 2 Lios -0 D'Rough -0 Felidae -1

Enables character to use another small or one Handed Weapon in their other hand. It is not safe to use a Great Weapon in each hand, so please do not.

Ambidexterity: True

Rogue – 20 Warrior – 15

When using a weapon in each hand, and ability which applies on one strike, can now apply twice. Once for each hand.

Amphibious

Wildborn -10

You are a creature that is at home in water as well as land due to this you suffer no ill effects for being under water and are immune to the DROWN spell

Apprentice

Caster - 5

You are the apprentice of a Caster of your choice who must accept the apprentice by purchasing the Master skill (details will be written upon you character card). As such both of you may share 1 Basic Rite of Power using 1 circle that both of you may sit within and regain Power. In addition you both regain +1 power at the end of the rite – in addition to any other benefits. You may only be apprenticed to 1 Master and may not be the Master of any apprentices.

Arm Traps

*Rogue - 5**

Can make and arm traps. If triggered, traps cause 2 hits through armour to affected area (Double Through). Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time

Arm Traps: Enhanced (Prerequisite: Arm Traps)

*Rogue - 15**

If triggered, traps cause 3 hits through armour to affected area (Triple Through). Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time.

Arm Traps – Mastery (Prerequisite: Arm Traps Enhanced)

*Rogue - 20**

If triggered, traps cause 4 hits through armour to affected area (Quad Through). Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time.

Arm Traps – Grand Mastery (Prerequisite: Arm Traps Mastery)

*Rogue - 20**

If triggered, traps cause 5 hits through armour to affected area (quin through). In addition may **poison** their traps. Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time

Armour (Heavy)

*Warrior - 5**

Grants 4 points of protection on any location where that type of armour is worn. At least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this (See Mending Armour). Types of heavy armour are Plate Mail and Chain Mail.

Armour (Light)

Warrior - 3 Rogue - 3 Caster - 3

Grants 2 points of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour (See Mending Armour). Types of light armour are studded soft leather or heavy fur.

Armour (Medium)

Warrior - 4 Rogue - 4

Grants 3 points of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour (See Mending Armour). Types of medium armour are heavily studded or plated soft leather or rigid hard leather.

Armour (Very Heavy)

*Warrior - 8**

Grants 5 points of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This

skill also grants your character the ability to mend this armour (See Mending Armour). Types of heavy armour are excellent phys-rep rigid plate armour. If you wish to purchase this skill please consult a ref first to check you meet the phys rep requirements

Armour (Very Light)

Warrior – 2 Rogue – 2 Caster – 2

Grants 1 point of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour (See Mending Armour). Types of Very Light Armour are:-light/soft leather, furs, quilted or padded material, but simple cloth is NOT counted as Very Light Armour.

Armour Mastery 'x' (Prerequisite: Armour 'x')

Warrior – 50 Rogue - 60

Your character is so adept at wearing the armour they can utilise, that they gain +1 additional hit when wearing it.

Armour Mastery: Enhanced (Prerequisite: Armour Mastery 'x')

Warrior – 50 Rogue - 60

Your character is now so accomplished using this armour type they gain another (+1) additional hit (2 hits total)

Armourer

*Warrior-10**

The warrior is so accustomed to maintaining his equipment he is able to do necessary repairs faster than normal, the following table shows how long armour takes to repair globally not per location. This skill requires excellent phys-reps

ARMOUR	MENDING TIME
VERY LIGHT	30 SECS
LIGHT	60 SECS
MEDIUM	90 SECS
HEAVY	120 SECS
VERY HEAVY	180 SECS

Assassin

Rogue - 40

If you should land 4 consecutive blows to an opponent's back using small weapons, on the 5th blow can call "Halt" as per physical version of the spell. A single target can only be affected once by this within any one combat

Assassin: Master (Prerequisite: Assassin)*Rogue - 50**

Now only needs to land 2 consecutive blows to an opponent's back and on the 3rd blow can now call "Halt" as per physical version of the spell. A single target can only be affected once by this within any one combat

Artificer*Warrior -20 Dverg-13*

The character is adept at maintaining their equipment, sharpening blades and patching armour comes as second nature to them. Once per weekend, the character can imbue one weapon or a set of armour one of the following properties for 8 hours (daytime or night time). This is a 5 minute roleplay action.

Weapons:	Strike for through 1/combat +1 Damage Grade 1/combat Immune to shatter 1/combat Immune to fumble 1/combat
Armour:	Immune to shatter 1/combat +1 hit (takes double time to repair) Immune to through 1/combat

Artificer –Enhanced (Prerequisite: Artificer)*Warrior -20*

The character is adept at maintaining their equipment, sharpening blades and patching armour comes as second nature to them. Twice per weekend, the character can imbue one weapon or a set of armour one of the following properties for 8 hours (daytime or night time). This is a 5 minute roleplay action.

Weapons:	Strike for through 1/combat +1 Damage Grade 1/combat Immune to shatter 1/combat Immune to fumble 1/combat
Armour:	Immune to shatter 1/combat +1 hit (takes double time to repair) Immune to through 1/combat

Back Stab (Prerequisite: Weapon Mastery Small and/or Medium)*Rogue - 40*

Rogues are often adept as secret silent killers. Because of this when you strike to an opponent in the back you receives a +1 damage bonus. Only useable with small and medium weapons.

Befriend Animal

Warrior -3 Rogue – 3 Caster -3 Wildborn-0

Your background has brought you close to many types of natural animals, such as bears, wolves and dogs. As such you may call “BEFRIEND ANIMAL” and then after roleplaying calming the animal for 20 seconds gain its trust so that it will not attack YOU ONLY. The animal will not take orders from you but could be coaxed away from a potential combat situation with those not blessed with this skill, unless of course the animal is a mother protecting its cubs etc.

Berserker

*Warrior - 50**

1/Combat, your character can throw himself into a berserker rage, making himself immune to stopping effects when in combat. You cannot use this to break effects already in place. After the combat is ended, you must continue to fight those around you for ten seconds, friend or foe.

Berserker – Enhanced (Prerequisite: Berserker)

*Warrior – 40**

From Berserker +1 damage grade (staking). . After the combat is ended, you must continue to fight those around you for 30 seconds, friend or foe.

Bind Wounds

Warrior – 1 Rogue – 1 Caster - 1

By spending 30 seconds of applying a good phys-rep bandage to a damaged location, the character can stop any bleeding in that location and thus stop it bleeding out. It does not heal any of the damage caused but stops any further deterioration due to time.

Binding: Adept (Prerequisite: Bind Wounds)

Warrior – 5 Rogue – 5 Caster - 5

Having this skill will grant you some knowledge of battlefield wounds and you can legally ask how many Hits a person is down after assessing them for several seconds. You will NOT be able to detect poison or disease though

Black Market

Rogue – 20 Gretch-0

Character gets 1 free batch of **basic** potions/poisons, or 1 **Enhanced** batch of potions/poisons for 50% of their make cost.

Black Market: Enhanced (Prerequisite: Black Market)

*Rogue – 40**

Character gets 1 free batch of **Enhanced** potions/poisons, or 1 **Greater** batch_potions/poisons for 50% of their make cost

Blacksmith (Prerequisite: Smith, Artificer Enhanced)

Warrior – See below

When purchased you must choose Armour or Weapons, once you have made this choice it cannot be changed. You may however, with games control agreement and sufficient justification, purchase both. All artefacts made last 1 yr. To make an object, you must go to games control at an appropriate time. You may or may not be denied this based upon IC factors. Preferably this is done at check in. You begin as a Rank 1 Blacksmith (Armour) or (Weapon). Each rank takes a years' experience before you can buy the next and only with games controls consent.

Rank 1: May make one Rank 1 artefact per event.

Costs 30 silver to make each artefact: **50pts**

Rank 2: May make either one Rank 2 or two Rank 1 artefacts per event. Costs 60 silver to make Rank 2 artefacts. Must have Rank 1 Smith. **40pts**

Rank 3: May make either one Rank 3, a Rank 2 or 1, or 3 Rank 1's per event. Costs 120 silver to make Rank 3 items - Must have Rank 2 smith and +2. **40pts**

Armour Rank 1: Grants +1 Armour Value

Armour Rank 2: Grants +2 Armour value. Or, +1 Armour value and immune to shatter. Or, +1 Armour Value and immune to normal through

Armour Rank 3: Purposefully left blank and will need to be discussed via Downtime.

Weapons Rank 1: Weapon does silver, gold, bronze or a metal of choice damage. Or, weapon does +1 damage grade.

Shield - Immune to shatter. Or, shield is Immune to fumble.

Weapons Rank 2: Weapon does silver, gold, bronze or a metal of choice damage, and is immune to shatter. Or, weapon does silver, gold, bronze or a metal of choice damage, and is immune to fumble. Or, weapon does normal thru.

Weapons Rank 3: Purposefully left blank and will need to be discussed via Downtime.

Blind Fighting

Warrior – 15 Rogue - 15

If you are BLINDED during combat you can legally open your eyes to fight (only). If you want to walk/run move from the place you were blinded, you must shut your eyes until you stop walking etc. again. If you are still blinded after the combat ends, you must then close your eyes.

Blinding Strike

*Rogue - 40**

Once/Combat the character can strike an artery which causes a spray of blood to shoot into an opponent's eye. Can strike for BLIND once per combat

Bonded (Prerequisite: Master & Apprentice)

Caster - 25

Can bond with another ritualist so a ritual can be performed by 2 people. This adds +10 Ritual power added to the ritual, and increases the Ritual Defence of the circle by the 2nd Ritualists rank. Both ritualists need this skill

Bow Master (Prerequisite: Weapon – Projectile)

Rogue – 30 Lios-0

Your skill with a projectile weapon is so great you may call „Knockback“ or „Knockdown“ (not both) 1 per combat – as well as dealing your damage with the weapon. Three seconds preparation is required to make the shot.

Brawler

Warrior – 20

You are so adept at fighting and brawling that you are immune to being RESTRAINED, you may also if unarmed use very safe ¾ speed, open handed, light touches ONLY to phys rep unarmed combat dealing 1 point of normal damage per “touch” (we would ask for safety sake avoid any contact with the targets face and head and if at any stage common sense would tell you that it was unsafe to use such an attack, such as very poor light conditions we ask that you NOT use it. Misuse of this skill will see it removed. “Hands count as small weapons for the purpose of any weapon based skills”

Brawn

Warrior - 40 Jotun -40 Wildborn -40*

You are blessed with a mighty physique, muscles ripple and thews swell. Due to this 1/combat you may shrug a weapon blow/shot off so that its DAMAGE does not affect you. If however the blow also had a spell added to it or had an effect such as knockdown you would still take the effect. Note that poisons need to damage you to affect you!

Caltrops

Rogue - 20

This skill enables you to use 1 packet of snappits as a phys rep of small metal spikes lain in a 20ft x 20ft area. Each snap heard deals 1 damage to a leg (targets choice) location. It is obvious that a person can fall into this area and then would potentially take more damage to different locations.

Camouflage

Rogue - 20 Wildborn -10*

After spending 5 seconds hiding yourself in dense woodland you may put hand in the air – thus denoting that you cannot be seen. This skill is broken if you speak above a whisper, move (other than for safety or health reasons) cast a spell or someone cones within 2 ft. of you.

Cartography

Warrior – 1 Rogue – 1 Caster – 1 Gretch-0

This allows the character to make detailed maps of an area. This skill in addition will allow some knowledge of geographic features of a place that you are studying. After several seconds of being in a locale you would be able to tell the likelihood of water nearby, if caves are likely in a

mountain range, if a glade will be marshy or swamp like etc. Also you will have a good sense of direction due to the nature of your skills.

Cast Through Armour (Heavy) (Prerequisite: Armour (Heavy), Cast through Armour (Medium)

*Caster - +30**

Allows the caster to cast spells while wearing Heavy armour with no penalty

Cast through Armour (Light) (Prerequisite: Armour (light)

Caster - 30

Allows the caster to cast spells while wearing Light armour with no penalty

Cast Through Armour (Medium) (Prerequisite: Armour (Medium), Cast through Armour (Light)

Caster - +30

Allows the caster to cast spells while wearing Medium armour with no penalty

Casting Expertise

*Caster - 80**

Having this skill requires you to be utterly focused on the path of magic and as such your martial and physical prowess is affected. Due to this you may not use any weapon bar small weapons and you may not have greater than Stamina 1 ever (Even if you purchase Warlock/Spellblade) The benefit of this skill is that it reduces the cost of casting a spell by one power to a minimum of One. Thus a shatter spell would cost 1 power to cast not 2. This skill does not grant any benefit to a 1st level caster until they purchase further levels.

Celerity Master

Lios-40 Drough-40 Wildborn -50

Your character is so agile and fluid in their movements, toned and honed with sinew and muscle, that as such they gain +2 points of Natural Armour and +1 Dodge/day (above cap) due to their great levels of physical fitness. If this skill is purchased the most armour that you can wear is Light as anything heavier would restrict its use. Due to its very nature this Natural armour cannot be applied to Cleave, as after all additional hits are granted due to excessive fitness and muscle mass but are STILL your own body and thus it's your own body still being struck with the cleave, not a separate layer. This Natural Armour cannot be mended per se with tools or spells but can be healed with magic and or potions/balms.

Claws

Felidae -5 Wildborn -5 Ursine -0

Your character has claws which it can use to attack without holding a weapon. This is represented by an open handed light touch on an area of the person's body that will not obviously cause affront. Misuse of this will result in the loss of the skill! Frantic speedy open handed touches will be frowned upon. To deliver a valid "blow" your hands must travel at least to your shoulders (approx. 36") before returning for the next "blow" and must do at ¾ speed. For the purpose of buying weapon masteries claws are treated as Small weapons. Claws cannot be shattered as

they are part of you. In the same token if you parry with a claw you will count as being struck in the arm and take damage and any associated affect.

Claws: Enhanced (Prerequisite: Claws)

Wildborn -60

As per claws but you now strike for THROUGH with any attack made using claws.

Climb

Warrior-2 Caster-2 Rogue -2 Wildborn -1

A Character can climb up and over obstacles such as high walls at a rate of 2 seconds per 1ft of height – thus a 20ft wall would take 20 seconds to climb. This cannot be used in a combat situation and abuse of this ability will see it fail. It is intended for non-combat use. Typically, it cannot be used to climb trees.

Commune with Nature

Lios-10 Wildborn -10

You are so in touch with the uncorrupted flows of nature due to your heritage, after 30 seconds meditating you may ask a question of the surrounding natural surroundings/creatures. The ref will advise you in the best way he can with feelings and glimpses of answers in a narrative way best suited to what in fact you are asking. You could for example ask why the crops were not growing in a certain area and would get pictures in your mind of a black tepid pool leaking into the fields etc.

Conceal

*Rogue - 5**

Can hide a weapon of no larger than dagger length or 2 items of jewellery etc. (Refs discretion) about their person. This cannot be found on a normal search of the person.

Contacts and Suppliers

Rogue - 10

Gains an additional 3 silver at the start of each event

Contacts and Suppliers: Enhanced (Prerequisites: Contacts and Suppliers, Black Market:

Enhanced)

Rogue - 50

Gains 6 power worth of scrolls per event. Must supply own phys-reps and have them checked and stamped at the start of each event

City Lore (City Name)

Warrior – 15 Rogue – 10 Caster - 10

This ability is bought per named city and must be Ok'd with game management before purchase as to its suitability. Allows a player to ask a referee for hints and plot points or small

snippets of information relevant to the named city. This is to represent the tidbits of information they collects on a day to day basis etc.

Create Ritual Circle: Lesser (Prerequisite: Ritualist (1))

Caster - 0

This skill allows the Caster to create a lesser ritual circle 10 feet across, for the purpose of performing small rites and rituals. With this skill alone you are unable to transport or create things. The Lesser ritual circle lasts for 20 minutes, after this time the power in the circle fades. A Caster can create a lesser ritual circle once/day. The circles Ritual Defence is the same as the Ritualists level in Ritual magic plus any power they which to bind into it at its creation.

Create Ritual Circle: Lesser (Additional Uses)

Caster - 5

Additional uses of Create Ritual Circle: Lesser can be purchased to a maximum of 5 additional uses

Dedicated Warrior

Warrior 10 pts (Post 500 pts)

So dedicated a warrior are you, a true lord of battle, as such you may never cross class or gain any Power or ability to cast spells from any source, as a result you gain +1 Stamina, +1 Damage Grade 1st blow of Combat and +2 Iron Wills (all above racial/class cap)

Dedicated Caster

Caster: 10 pts (Post 500 pts)

So dedicated a caster are you, a true master of magic, as such you may never cross class or gain any stamina or ability to deal more than Double with a weapon, as a result you gain +10 pow, +10 Pow Cap +2 Uses of Rite of Pow/Day (all above class cap)

Dedicated Rogue

Rogue: 10 (Post 500 pts)

So dedicated a Rogue are you, a true master of stealth and dexterity, as such you may never cross class or gain any Power or ability to cast spells from any source, as a result you gain +1 Damage Grade 1st blow to targets back, +1 Damage Grade 1st shot/thrown weapon of Combat and +4 Dodges (all above racial/class cap)

Deep Pockets (Prerequisite: Conceal)

*Rogue - 15**

Character is skilled at hiding things about their person. The character can hide one item up to the size of a dagger per body location that cannot be found via searching even via the search skill. These items must be physically concealed for this skill to work.

Detect Forgery

Rogue – 1 *Gretch - 0*

This allows you to tell if something is a forgery. This takes a minimum of 30 seconds of role-play for this skill to work, depending on the skill of the forgery (ref's discretion) this skill will reveal its validity or not.

Dirty Fighter

*Rogue - 50**

Your early days in the rough part of town have taught you some hard lessons. Often the rogue fights bigger tougher opponents and you needed to learn to fight dirty. 1/Combat Your next blow which strikes your targets head or body causes no damage but instead Strikes a delicate area causing target to reel in pain! As a result their blows vs you (only) are erratic and un-timed. Until end of combat you take 1 grade less damage from them. E.g. if they are doing quad vs you they deal triple.

Wilds Lore

Warrior – 15 *Rogue – 10* *Caster – 10* *Wildborn – 8*

This ability must be Ok'd with game management before purchase as to its suitability. Allows a player to ask a referee for hints and plot points or small snippets of information relevant to the Wilds. This is to represent the tidbits of information they collects on a day to day basis etc.

(Area) Lore

Warrior – 15 *Rogue – 10* *Caster – 10*

This ability must be Ok'd with game management before purchase as to its suitability. Allows a player to ask a referee for hints and plot points or small snippets of information relevant to the named Game world area. This is to represent the tidbits of information they collects on a day to day basis etc.

Mechanic

Rogue – 5

You now have a rudimentary understanding of mechanics. This will allow use of mechanical objects found IC and allows for further development in this area

Pin Shot (Prerequisite: Weapon – Projectile)

Rogue - 40

When using a bow if the shot hits can alongside their damage call “BIND” if the shot hits the target in the leg. This is usable at will as long as the shot hits the targets leg.

Disarm

Warrior – 40 *Rogue - 30*

Can disarm an opponent 1/combat. You must strike the target weapon in melee combat, the opponent must drop their weapon to the floor, but once it has hit the floor they can attempt to regain it.

Disarm Traps

Rogue -5*

Allows the rogue to legally attempt to disarm traps. Traps may be phys-repped or non-phys-repped

Disarm Traps: Master

Rogue - 10*

The rogue will no longer suffer any disbenefits of attempting to disarm a trap that would have occurred just by attempting such e.g. Poisoned traps might poison the person trying to disarm them.

Declare a Challenge

Warrior – 20*

The character can declare a challenge 1/combat against a single enemy and gain damage reduction 1 (not ancient) vs that enemy. This must be vocally be declared.

Distract

Rogue - 50

Once per combat you may us this ability you MUST make a cry/screech/hoot etc. (your choice) and then shout CONFUSE. As per the confuse effect.

Dodge

Race	1	2	3	4	5	Total
Human	2pts	2pts	2pts			6pts
Lios	2pts	2pts	2pts	2pts	2pts	10pts
D'Rough	2pts	2pts	2pts	2pts	2pts	10pts
Dverg	2pts	2pts				4pts
Gretch	2pts	2pts	2pts			6pts
Jotun	2pts					2pts
Wildborn	2pts*	2pts*	2pts*	2pts*	2pts*	10pts*
Felidae	2pts	2pts				4pts
Ursine	2pts					2pts
Meek Folk						0pts
Scrap Folk	2pts**	2pts**	2pts**	2pts**	2pts**	10pts**

*Wildborn taking extra Stamina's will have reduced Dodge purchase options! Wildborn wishing to play swift nimble characters can take additional dodges at cost of -1 Stamina Option per Dodge purchased (over 3).

**Please see Scrap Folk for their restrictions on buying dodges

This allows you to dodge out of the way of a blow or a projectile attack that had in fact hit you thus negating he wound and/or any affect it discharged upon you. You may only use this skill 1/5 seconds. To use this skill you must shout “DODGE!” immediately upon being struck / touched. After using this skill you MUST as soon as possible mark your skill card - if you do not it is considered cheating. You may not dodge ranged spells but you can dodge touch and channelled spells.

You may not use this skill if:

You are prone

You cannot move

You were unaware of the attack

Elemental Tranquillity

Caster – 10 Felidae -5 Wildborn -5

You may announce your Neutrality to Elementals of which you are affiliated to/have spells lists for. They will then not attack you except in self-defence. If however you **do** attack Elementals of your chosen spell list/affinity then you lose this skill and ALL elementals of this type will attack you with +1 damage against you until you atone. You may purchase this skill 1/per list you have. Wildborn that are not casters choose the element on time of purchase.

Elemental Bloodline

Warrior – 20 Rogue – 20 Caster – 20

The individual has been touched by the elemental war. They may choose one of Fire, Air, Earth or Water to align to. This grants 3 powers worth of innates from the chosen appropriate elemental spell list

This power can be chosen as any of:

1 x 3rd level spell

1 x 2nd level spell and 1 1st level spell

3 x 1st level spells

These innates have the following vocals

“By the power of my bloodline of “element”....Innate... “spell name”...

E.g. By the power of my Bloodline of Water Innate Rust....that sword!

Taking this skill makes you an un-dispellable 0 level elemental creature of the appropriate type (This does not prevent further development which brings its own drawbacks etc.). This means you are affected by another’s Elemental Tranquillity and some creatures might be hostile to you for it. Must now incorporate the elements colours in some way into their make-up. Be it markings or full face paint, it must be obvious.

Enhance Ritual Wards

Caster - 30

Ritualists level is increased by +10 (RD) for purposes of Ritual Defence calculation.

Evaluate

Rogue - 10

Allows a character to ask the ref for the rough monetary value of an item or object. Unless the character has knowledge of the supernatural properties it won't take that into account

Fated Soul

Warrior – 50 Rogue – 50 Caster - 50

This enables you to avoid something happening to you that could not be Dodged or Iron willed, such as falling in a pit or triggering a trap. It could also be used as a Dodge or an Iron will if so required. Referees have discretion as to the uses of this skill, some things are unavoidable so even the most fate touched person would still be affected. Common sense should be used when this could be applied. **Once this skill is used it is removed from your card and needs to be repurchased. THE REF'S DECISION IS FINAL.**

Focus Rage

Warrior – 40

Once per combat, once you have been struck by a damage call which is higher than you yourself can deal, you suffer such indignant rage that you gain +1 damage until the end of combat with that opponent only and only versus them. Must target this opponent in preference to other attackers.

Focused Strike

Warrior - 20

Once per combat. Your character can spend five seconds preparing your next attack so that it causes +1 damage (skill stackable). You can defend during this time but may not attack or use any other skill during the five second preparation time. The +1 damage is stackable with other permanent, skill based damage and potion increases. But does not stack with and cannot be used in conjunction with Focus rage.

Force of Combat

Warrior – 40 Felidae -0

If your character is held, frozen or paralysed, you can still defend at full speed. You may not move from the location or attack.

Fortress Armour (Prerequisite: Heavy or Very Heavy Armour)

Warrior – 50*

If the phys-rep being worn for Very Heavy or Heavy armour is Excellent “Real” steel or iron armour– This counts as “Fortress armour”. Please check with referee beforehand. This will be judged harshly

Gaining the following:-

+2 points of protection

Armour Mastery (Heavy or Very Heavy as appropriate)

You may not purchase this skill if your “metal” armour is Plastic, latex, Aluminium or poly chain or any other “Modern” material.

Cap Applies to hits as normal

Glancing Blow

*Warrior – 15**

1 per combat take half damage (Quad becomes Double) from a weapon blow.

Hamstring

*Rogue – 20**

Once per Combat a character may strike a leg from behind the target and call WITHER

Herb Lore

Rogue – 10 Caster – 30 Wildborn -20

This allows you with 30 seconds examination to tell the type and potential use of Herbs. Having this skill enables you to spot, certain very useful herbs, plants and trees and gain some insight after several seconds of examination to ascertain the best use for such make and administer potions. In addition you may make 1 additional batch of potions/poisons a day.

Hits Cap Increase

*Warrior – 20**

This can be purchased multiple times, once for each full 500pts the character has progressed. Each purchase increases their hits cap by 2 which must be obtained elsewhere.

Hide in Shadows

Rogue – 10/20/30 D’Rough -5/10/15 Felidae -10/15/20*

Three times per day, your affinity with night and darkness is so great you are able to meld with it. You can fade from sight for 60 seconds when in an area or deep shadow or darkness large enough bush to physically hide you. To use this skill you must mark your skill card then step into the shadow – then slowly raise your hand (taking 3 seconds to do so) and in this time you can still be fully seen. At the end of the 3 second period though you are hidden and may keep your hand raised for the full 60 seconds if you so wish – coming out of the melding is instantaneous. Whilst hidden you can make no noise have no scent and cannot move but you can see and hear and smell normally.

Horns

Wildborn -9

Character must have full Larp safe phys rep horns made of a suitable material. Grants +1 hit to the head location only that will only stack with a helmet if the horns are fully visible! This will go over Hit cap to the head. Horns cannot be used as a weapon SO please DO NOT ATTEMPT TO HEAD-BUTT PEOPLE WITH THEM!

Hunch

Rogue -55 Warrior -60

You are unaffected by all hiding skills such as One with Nature, One with Shadow skills and Camouflage. In addition because of your suspicions nature you gain a -1 damage reduction from blows to the back (to minimum of 1).

Iron Blood

Wildborn -20

Due to your nature you are more resistant to magic and gain an additional 2 iron wills per day but also your body takes much longer to regenerate. Can no longer benefit from Regeneration effects and healing takes + 50% e.g. Healing Chant would take 15secs per hit.

Immunity - Blindness

Warrior – 40 Rogue – 40 Caster - 40

Your character is immune to the effect “Blindness”.

Immunity – Cleave (Prerequisite: Armour Mastery: Enhanced)

*Warrior – 60**

Your character is immune to the effect “Cleave”.

Immunity - Confusion

Warrior – 40 Rogue – 40 Caster - 40

Your character is immune to the effect “Confusion”.

Immunity - Deafness

Warrior – 40 Rogue – 40 Caster - 40

Your character is immune to the effect “DEAF”

Immunity - Disarm

Warrior - 40

Your character is immune to the effect “Disarm”.

Immunity - Disease

Warrior – 50 Rogue – 50 Caster - 50

Your character is immune to the effect “Disease”.

Immunity – Distract

Warrior – 20 Rogue – 20 Caster – 20

Your character is immune to the ability “Distract”.

Immunity – Enhanced Detect Magic/Detect magic/Sense Magic

Warrior – 30 Rogue – 20 Caster - 30

When and only when utilising some form of hiding skill such as one with shadows you are immune to Enhanced detect magic and all similar detection spells/skills. Once no longer hiding these skills /spells will again work on you.

Immunity - Fear

Warrior – 20 Rogue – 30 Caster – 30 Ursine -0 Jotun -10

Your character is immune to the effect “Fear”. This skill cannot be purchased by Felidae.

Immunity - Forced Sleep

Warrior – 20 Rogue – 20 Caster - 20

Your character is immune to the effect “Sleep”.

Immunity – Frenzy

Warrior – 80 Rogue - 100 Caster - 100

Your character is immune to the effect “Frenzy”

Immunity - Fumble

Warrior – 20 Rogue – 20 Caster - 20

Your character is immune to the effect “Fumble”.

Immunity - Knock Back (Prerequisite: Armour Mastery 'x')

*Warrior – 40**

Your character is immune to the effect “Knock back”.

Immunity - Knock Down (Prerequisite: Armour Mastery 'x')

*Warrior - 40**

Your character is immune to the effect “Knock down”.

Immunity - Mute

Warrior – 30 Rogue – 30 Caster - 30

Your character is immune to the effect “Mute” or “SILENCE”

Immunity - Poison

Warrior – 100 Rogue – 100 Caster - 100

Your character is immune to the effects of any “Poisons”.

Immunity - Scent

Warrior-20 Rogue-10 Caster -20

Your character is immune to the skill “Scent”.

Immunity - Slip

Warrior – 30 Rogue – 30 Caster - 30

Your character is immune to the effect “Slip”.

Immunity – Through (Prerequisite: Armour Mastery 'x')

Warrior – 40

Your character is so adept in the use of their chosen armour that they are no longer affected by through, unless the damage call is Ancient Through.

Immunity - Wither

Warrior – 50 Rogue – 50 Caster - 50

Your character is immune to the effect “Wither”.

Iron Will

Race	1	2	3	4	5	Total
Human	2pts	2pts	2pts			6pts
Lios	2pts	2pts				4pts
D'Rough	2pts	2pts				4pts
Dverg	2pts	2pts	2pts	2pts		8pts
Gretch	2pts	2pts				4pts
Jotun	2pts	2pts	2pts	2pts	2pts	10pts
Wildborn	2pts*	2pts*	2pts*			6pts*
Felidae	2pts	2pts	2pts	2pts		8pts
Ursine	2pts	2pts	2pts			6pts
Meek Folk	2pts	2pts				4pts

Iron Will is a measure of a Races ability to cast aside doubt and confusion as well as stubborn pig-headedness. Hence Jotun having the ability to purchase 5 uses and fey races due to their historical background and emotion driven capriciousness. This particular skill allows you to negate a level 1 or 2 magical spell/affect targeting you. To do so shout “IRON WILL” and then mark your skill card ASAP.

Jack Of All Trades

Human-10

As the name suggests having this skill grants the character some knowledge of ALL 3 Classes being Warrior, Rogue and Caster. As such they can buy two skills that are normally 1st class only even if they are a different class. (Please note, you still pay double cost for acquiring a cross class skill, this just allows it to be a 1st class one)

Knockback (Prerequisite: Strength)

Warrior – 40 Jotun-30

1/Combat with a $\frac{3}{4}$ speed blow you strike for Knockback – Instead of calling your Damage Grade. When Knock Back strikes the target they must take 10 full steps backwards (1st checking that it is safe to do so) and then kneel. At any time after they have knelt they can get back up again and continue. Not via small weapon.

Knockback: Greater (Prerequisite: Knockback)

Warrior – 20

As per Knockback but 2 per combat

Knockdown (Prerequisite: Strength, Only with a Great Weapon)

Warrior – 40 Ursine -30

1/Combat with a $\frac{3}{4}$ speed blow you may call “Knockdown” instead of your damage call. See “Knockdown” under combat and wounds

Knockdown: Greater (Prerequisite: Knockdown)

Warrior – 40

As per knockdown above but is now usable 2/combat and can combine your damage call e.g. Double Knockdown.

Layer Armour

*Warrior – 50**. Must be 500 character points before you can purchase this

May now wear armour of a lesser value beneath their top layer of armour as follows:-

Very light granting +1 hits

Light Granting +1 hits

Medium Granting +2 hits

Heavy – Chain only +3 hits

Each layer can be applied to cleave FX separately.

Cap Applies to hits as normal

Lightning Strike

Warrior – 40 Rogue - 40

Once per combat, this skill allows your character to negate a dodge used against you. - You must call Lightning Strike – then your damage call.

Literate

Warrior – 1 Rogue – 1 Caster – 1 Human-0 Felidae-0

Allows you to read normal text and is the prerequisite skill to Scroll Use. Having this skill enables you to read words written in common tongue as well as be legally allowed to use your own knowledge to try and decode runic scripts or other strange scripts. Attempting to read etc. without this skill is deemed cheating.

Lucky Blow

Rogue – 10 Warrior -10

Once per combat, you may do one blow with the through effect. This may be combined with the focused strike skill. Normal stacking rules apply.

Magic Level 1

Caster – 10

Allows the caster to cast level 1 spells of a chosen path of magic. You may purchase this skill a maximum of twice, therefore choosing 2 paths of magic, however they cannot be opposite paths. See “Tome of Magic” book for more details.

Magic Level 2 (Prerequisite: Magic 1)

Caster – 10

Allows the caster to increase their chosen paths from level 1 to level 2, therefore gaining access to all second level spells in their chosen paths. This skill may be bought separately for each path already acquired at level 1. See “Tome of Magic” book for more details.

Magic Level 3 (Prerequisite: Magic 2)

*Caster – 10**

Allows the caster to buy 3rd level magic in ONE of their chosen paths. See “Tome of Magic” book for more details.

Magical Advocate

Caster - 40 (Only costs 30 if “Specialist is owned)*

Your character is so resistant to the magic of their own type that they have attained 3rd level in, that you need not mark your Skill Card when using IRON WILL to negate an incoming level 1 and 2 spell/affect. 3rd level magic of this type is first class only.

Master

*Caster - 5**

You are the Master of an apprentice of your choice who must accept the Mastership by purchasing the Apprentice skill (details will be written upon your character card). As such both of you may share 1 Basic Rite of Power using one circle, created by either the master or the apprentice that both of you may sit within and regain Power. In addition you both regain +1 power at the end of the rite – in addition to any other benefits. You may have one apprentice and either possess the master or the apprentice skill, but not both.

Master of All Trades (Prerequisite: Jack of all Trades)

Human-60

As the name suggests having this skill grants the character even more knowledge of ALL 3 Classes being Warrior, Rogue and Caster. As such they can buy an additional 2 skills for a total of 4 skills using the same rules as Jack of all Trades.

Master of Disguise

*Rogue - 40**

With this skill you can legally adapt all the physical nuances of another race. As such you will look like and leave the tracks like the mimicked race. This skill will NOT mask the fact from magical effects though such as a ritual to penetrate such a disguise. It takes a full 5 minutes (300 seconds) to "don" the disguise. The act of disguising oneself is up to the player but they must be able to pass for that race visibly - i.e. have the obvious physical costume requirements for that race. It should be noted though that you are STILL your own race and if struck with a Bane weapon affecting you etc. the weapon blow cannot be fooled by such a disguise! You are still your original race for scent.

Master of Magic

Caster -80

Your blood is strong with the magic of your ancestors and as such your grasp of magic is so strong your spells CANNOT be Iron willed 1/combat

Master of Perfection (Prerequisite: Master of Disguise)

*Rogue – 60**

The rogue has now mastered the art of disguise. This ability now allows them to use downtime to create a persona that can be worked upon and to enhance their disguise. The exact effects of this will vary from character to character and should be discussed with downtime when purchased.

Master of Stealth

Rogue - 10 Gretch-10 Drough-0*

With this skill you are so adept at being stealthy you leave no tracks, make no sound (unless you actually say something or make a noise other what can be considered normal volume) and give off no scent.

Tinkerer (Prerequisite: Mechanic)

Rogue – 10

The rogue has a natural talent for gizmos and devices. This ability allows the rogue to ask questions of the referee in regards to devices and props IC that are mechanical or technological in nature.

Necromancers Wedge (Prerequisite: Necromancy 3rd lvl)

Caster – 30

Control Undead spell can now be used as a wedge with the caster at the head. The other contributors must also be Necromancers.

Numeracy

Warrior – 1 Rogue – 1 Caster – 1 Human-0 Felidae -0

Allows you to count etc. Numeracy allows a character to calculate even quite difficult arithmetic without being deemed to be cheating. All characters can guess at rough numbers of course but only this skill will enable you to correctly advise exact or near numbers over 10.

Daring Escape (Prerequisite: Dodge, Acrobat)

*Rogue - 20**

1/Combat the Rogue may, after being struck with a blow, shout “Escape!” loudly. They take 50% less damage from that blow as they flinched away from it just in time. Purchasing this skill means that you are unable to ever purchase or become “Immune to Fear”.

Of the Earth

Dverg -50

Your character is so resistant to the magic of EARTH (GEOMANCY) that you count as Supernatural Blunt vs Geomancy thus are able to Iron Will 3rd level spells

Of the Forge

Dverg -50

Your character is so resistant to the magic of FIRE (PYROMANCY) that you count as Supernatural Blunt vs Pyromancy thus are able to Iron Will 3rd level spells.

Old blood

Dverg -15

Having this skill means that you can mend armour and weapons 50% quicker. Also you gain +1 skill point in Ritualist due to your nature.

One with Magic

Caster – 15 Lios-10 Felidae -10

You may never wear armour heavier than Very light but you get +2 power per level of caster and +1 level in Ritual Magic that you are per day. Thus if you were a level 3 you would get 6 extra power and +3 levels in Ritualist. Obviously this is better the higher the level you are which is wholly deliberate.

One with Nature

Wildborn 5/10/15 Gretch 5/10/15 Lios 0/5/10

Your affinity with nature is so great you are able to meld with it to such a degree that you can fade from sight for 60 seconds when against a tree or large enough bush to physically hide you. To use this skill you must rip a skill card then lean against the object to meld with – then slowly raise your hand (taking 3 seconds to do so) and in this time you can still be fully seen. At the end of the 3 second period though you are hidden and may keep your hand raised for the full 60 seconds if you so wish – coming out of the melding is instantaneous. Whilst hidden you make no noise have no scent and cannot move but you can see and hear and smell normally. You may purchase this skill up to 3 times each costing 5 points so all three costs a total of 15

One with Nature: Enhanced (Prerequisite: One with Nature)

Lios-20

This skill now only takes 1 second to meld with nature and you can stay hidden for up to 10 minutes (600 seconds.)

Pick lock

Rogue - 1

Can open non supernatural locked doors/chests etc. with 30 seconds of roleplay with a good phys rep tool/s

Poison Groove

Rogue - 40

This allows a basic poison when applied to a dagger to be used for 3 consecutive hits and an enhanced poison for 2 consecutive hit. This has no effect on other levels of poison.

Poison Making: Basic Supplies (Prerequisite: Tell Poison Type)

Rogue – 4 Caster – 4 Gretch- 0

At the start of an event, at games control may pay upfront for potions that they have crafted between events. This grants the rogue a 100% chance to make up to 3 doses of Basic Poison and a 50% chance to make Advanced Poison per adventure.

Poison Making: Enhanced (Prerequisite: Poison Making: Basic Supplies)

Rogue - 30

This allows you to make up to 6 doses of Basic Poisons or 3 doses of Advanced Poisons per adventure upfront.

Poison Making (Prerequisite: Herb Lore, Tell Poison Type)

Rogue – 20 Caster – 20

This allows an alchemist to make poisons during time in of an event. Must have excellent phys reps to be able to do this, and inform a referee when it is performed. It takes 5 minutes to make a batch of simple poisons, 10 minutes for enhanced poisons, and 15 for greater poisons. Does not require any silver to use this as it is assumed that ingredients are collected using Herb Lore. No cards are issued, and they expire at the end of the event. Having this skill enables you to spot, make and administer poisons. In addition to the obvious dripping green slime coating a dagger, you are able to determine after several seconds of examination if less obvious things are poisonous or have been poisoned, such as food or types of plant. You will also be able to determine if a person has been poisoned but will not tell you how wounded they are.

Potion Making: Basic Supplies (Prerequisite: Tell Potion Type)

Rogue – 4 Caster - 4

At the start of an event, at games control may pay upfront for potions that they have crafted between events. This grants the rogue a 100% chance to make up to 3 doses of Basic General /

Healing Potions or a 50% chance to make up to 3 doses of Advanced General / Healing Potions per adventure.

Potion Making: Enhanced Supplies (Prerequisite: Potion Making: Basic Supplies)

Rogue – 30 Caster - 30

This allows you to make up to 6 doses of Basic Potions or 3 doses of Advanced Potions per Adventure upfront.

Potion Making (Prerequisite: Herb Lore, Tell Potion Type)

Rogue – 20 Caster – 20

This allows an alchemist to make potions during time in of an event. Must have excellent phys reps to be able to do this, and inform a referee when it is performed. It takes 5 minutes to make a batch of simple potions, 10 minutes for enhanced potions, and 15 for greater potions. Does not require any silver to use this as it is assumed that ingredients are collected using Herb Lore. No cards are issued, and they expire at the end of the event. Having this skill enables you to spot the effects of a potion. You will be able to determine if a person is under the effect of a potion after a close up examination.

Potion Recipe: Walnut's Spell Precipitate

Anyone with Potion Making - 15

Type: Enhanced Potion

Cost: 6 silver

Batch size: 1

Description: This potion is the base liquid needed to hold a spell. Once cast into it, it will hold the spell for 24hrs after which it fizzles the potion. Spell will trigger when potion opened or drunk as relevant. Must own a set of supernaturally bound potion bottles before purchase. These must be acquired in game or via downtime.

Power

Caster – 1 point per power

Can purchase up to power cap.

Power Cap Increase

Caster – 25

This can be purchased multiple times, once for each full 500pts the character has progressed. Each purchase increases their power cap by 25 power. Additional power can then be bought up to this new cap.

Preferred Enemy

Warrior – 40 Rogue – 40 Felidae-0

Gains +1 damage (skill stackable) Vs a Specified Rulebook Race – The race must be chosen at the time this purchased. May take this skill only once.

Prey (Prerequisites: Preferred Enemy)

Rogue - 30

Can now change the rogue's preferred enemy type at the start of each day. Must inform a referee of the change.

Pure

Human-50 Jotun-30

Can never enter the Caster Class, can never cast any form of spell even from items – but no longer needs to use an Iron Will vs 1st and 2nd level spells whatever their source. This does not however make you immune to spell like effects such as dragon breath and the blast of a flame trap.

Purest (Prerequisites: Pure, Supernaturally Blunt)

Human - 50

Is now immune to 1st and 2nd level spells. This is involuntary and is versus all effects even if beneficial.

Rallying Call (Prerequisite: Immunity – Fear)

Warrior - 40

Three times per day, your character can call RALLY to counteract fear effects with 20ft. This does not work, of course, on Ancient fear effects.

Ranger

Rogue – 100 Warrior - 100

This skill reflects the binding of the Warrior and Rogue Classes and as such you do not need to Purchase skills from either of these classes at double rate as you now technically belong to both. Due to their nature a Ranger may purchase 1 First Class skill of their NEW class per full 100 experience points total that have earned at events. However you remain 1st class in your original class. You are required to originally be a rogue or warrior to take this skill. You may not purchase the skill Warlock or Spellblade.

Resilience

Warrior - 20

This skill makes it harder for a character to die. The character gains a 1 minute increase to grace period for each stamina possessed and requires an additional death blow for each stamina before they can be killed.

Resist Air

Jotun-40

Your character is so resistant to the magic of air that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having air magic.

Resist Blood

Gretch -40

Your character is so resistant to the magic of blood, that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having blood magic.

Resist Demonic

Human-40

Your character is so resistant to the magic of demonology, that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having demonology magic.

Resist Earth

Jotun-40

Your character is so resistant to the magic of earth that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having earth magic.

Resist Flame

Dverg-40

Your character is so resistant to the magic of fire that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having fire magic.

Resist Nature

Wildborn -40

Your character is so resistant to the magic of nature that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having nature magic.

Resist Necromantic

Human -40

Your character is so resistant to the magic of necromancy that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having necromantic magic.

Resist Pantheon

Drough-40 Ursine -40

Your character is so resistant to the magic of pantheon that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having pantheon magic.

Resist Water

Ursine -40

Your character is so resistant to the magic of water, that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having water magic

Resist Wilds Magic

Lios-40

Your character is so resistant to the magic of wilds that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having wilds magic.

Rite of Power: Basic (Prerequisite: Magic 1 or Ritualist (1))

Caster - 0

If you perform a full 15 minute rite of meditation you replenish 9 power. This is a minor rite.

Rite of Power: Enhanced (Prerequisite: Rite of Power Basic)

*Caster - 20**

If you perform a full 15 minute rite you replenish 15 power. This is a minor rite.

Rite of Stamina

*Caster - 30**

Can perform a 5 min rite that allows the Ritualist to empower themselves to such a degree they can perform an extra ritual per day. To a maximum of 2 rituals per day. Can perform an additional transport a day

Ritual Contributor

Warrior – 4 Rogue – 4 Caster - 4

Enables your character to participate in and grant power to a Ritualist performing a Ritual. You grant +1 Ritual Power to both the ritual's (RD) as well as +1 to the ritual itself. Please note that this skill does NOT enable you yourself to enact Rituals. If someone is in a ritual circle without this skill whilst a ritual other than transportation is being enacted, they will be deemed detrimental to the outcome of the ritual!

Ritual Leader (Prerequisite: Ritualist (20))

*Caster – 30**

This skill allows a ritualist to lead a ritual with more skill and work with a cadre of ritual assistants. The maximum number of Ritual Assistants (See: Ritual Assistant for more details) a ritualist can work with is equal to One assistant per 5 ritual power (Not including items or temporary increases). Thus a 20pt ritualist could have 4 assistants.

Ritual Assistant (Prerequisite: Ritual Contributor, Ritualist (5))

*Caster – 15**

This skill allows a ritualist to add +5 to the total ritual score if the lead ritualist has the ability Ritual Leader. If the Ritual Leader and Ritual Assistant both own the ability Ritualist: XXXX (Scryer, Creator or similar) and performing the correct type of ritual then this skill adds another +5 ritual power. If the Ritual Assistant owns the ability Aligned and the ritual is being performed in the Aligned circle, this ability adds another +2 to the total. If Bonded is owned with the Ritual Leader, choose the better benefit do not add them together.

Ritual Titan (Prerequisite: Ritual Guardian)

Caster – 20

This skill increases the RD from Ritual Guardian to +20 to a rituals (RD) when actively guarding a ritual.

Ritual Inspectorate (Prerequisite: Ritual Power (1), Trace Transport)

Caster – 15

This skill allows the ritualist to examine the site of a ritual and determine some facts about the ritual that was performed there. Allows the player to ask the referee about the ritual. The longer the player studies the ritual and the higher their Ritual Power the more information they will receive.

Ritual Guardian (Prerequisite: Ritual Contributor)

Warrior – 20 Rogue – 20 Caster - 20

Grants +10 to a ritual's (RD) when actively guarding a ritual.

Ritualist

Caster - 1-20 Felidae – 0 (2pts)

See ritual magic section - Felidae have the option to have ritualist (2 points) free of cost.

Ritualist: Banisher (Prerequisite: Ritualist)

Caster - 30

When performing a Banishment ritual gains +10 Power but doing a ritual of another kind they get at -5 Power to a minimum of 1 Power

Ritualist: Crafter (Prerequisite: Ritualist)

Caster - 30

When performing a Crafting ritual gains +10 Ritual Power but when attempting a ritual of another type they do so at -5 Ritual Power to a minimum of 1 Power.

Ritualist: Deceiver (Prerequisite: Ritualist)

Caster - 30

When performing a Deception ritual gains +10 Ritual Power, but attempting a ritual of another kind they do so at -5 Power to a minimum of 1 Power.

Ritualist: Diviner (Prerequisite: Ritualist)

Caster - 30

When performing a Divination ritual gains +10 Ritual Power but attempting a ritual of another kind they do so at -5 Power to a minimum of 1 Power

Ritualist: Restorer (Prerequisite: Ritualist)

Caster - 30

When performing a Restoration ritual gains +10 Ritual Power but when attempting a ritual of another kind they do so at -5 Ritual Power to a minimum of 1 Power.

Ritualist: Striker (Prerequisite: Ritualist)

Caster - 30

When performing a Ritual Strike ritual gains +10 Power but doing a ritual of another kind they get at -5 Power to a minimum of 1 Power

Ritualist: Summoner (Prerequisite: Ritualist)

Caster - 30

When performing a Summonation ritual gains +10 Power but doing a ritual of another kind they get at -5 Power to a minimum of 1 Power

Ritualist: Transporter (Prerequisite: Ritualist)

Caster - 30

Can use a circle to transport 20 people at a time, Double the daily amount of transports but doing a ritual of another kind they get -5 Power to a minimum of 1 Power

Ritualist: Warden (Prerequisite: Ritualist)

Caster - 30

When performing a Warding ritual gains +10 Ritual Power, but when attempting a ritual of another kind they do so at -5 Ritual Power to a minimum of 1 Ritual Power

Ritualist: Well Rounder (Prerequisite: Ritualist)

Caster - 30

May now purchase multiple Ritualist: XXX abilities. Each one will grant +10 ritual power for the relevant type but the negatives stack to -10 if you own 2, -15 if you own 3 etc.

Ritual Power (Prerequisite: Ritualist)

*Caster - 30**

+ 5 ritual power a day to each ritual performed.

Ritual Power Enhanced (Prerequisite: Ritual Power)

*Caster - 30**

+ 5 ritual power a day to each ritual performed.

Greater Ritual Power (Prerequisite: Ritual Power Enhanced)

*Caster - 30**

+ 5 ritual power a day to each ritual performed.

Scent

Rogue – 10 Ursine -5 Wildborn -10

After several minutes of sniffing, your character can tell if a certain racial or animal type is nearby. The answer will be quite broad, Fey, Wolf, Wilds Creatures etc. - this will only pick up things within the localised area. It should be noted scents do not last long in the air

Scavenge

Dverg -0 Human - 30

Some people are so adept at looting bodies and scavenging equipment that this allows them to replace any missing or damaged weapons or armour with scavenged pieces. This takes 30 seconds work per item to be replaced and 30 secs per location of armour. Referees discretion applies as some enemies may not be wearing armour

Scroll Use (Prerequisite: Literate)

Rogue – 4 Caster - 3

This allows a character to make, read and use scrolls. To make a scroll you must first be able to cast that spell. You may inscribe the vocal of the spell/s they want to make a scroll of upon good phys rep paper (parchment etc.) in ink that has had a 10 second rite (of the characters own creation) to bind the power to the parchment. They then take the scrolls to the admin desk for processing where they hand over the Scroll and the Power Cards used to cast the spell into the scroll. It costs 1 silver to make a scroll per level of the spell to be inscribed. A 3rd level spell costs 3 silver to make. A character with this skill can make double their levels worth (1st = 2, 2nd = 4 or 3rd = 6) of scrolls per event – power, circumstance and funds permitting. To cast a spell from a scroll takes the same amount of time as it takes to say the words aloud - no power is used to cast from a scroll as that has already been taken account of in its creation. Scrolls will last until used, they count as magical objects and can be detected as such.

Search (Prerequisite: Conceal)

Rogue - 10

After 10 second searching per location can find any concealed items on a body.

Sense Magic

Caster – 2 Felidae -0

This allows you to sense if there is magic within an item or on a person. It takes 10 seconds of calm concentration and your hand must be no more than 1 inch from the person or object, upon success they get a feeling of power like pins and needles. You also get the powers level (only) of magic contained within.

Sense Magic: Enhanced (Prerequisite: Sense Magic)

*Caster - 4**

After 10 Seconds the caster can tell most of if not all the attributes of any magic within a person or an object. Hand must be no more than 1 foot from the target. . In addition due to your heightened senses regarding magic it is legal for you to after several seconds of deep contemplation to determine major aspects about the thing you are looking at, far more detailed than the lesser version of this skill. This will tell you the power levels of the magic along with its type and likely effects.

Shield

Warrior - 3

Allows the use of a Shield for defence up to the maximum dimensions of 60 inches high by 36 inches wide.

Shield: Mastery (Prerequisite: Shield)

Warrior - 60

A character with this skill is so adept at using their shield that they can turn it at the last second resulting in it (the Shield only) being immune to the CLEAVE affect. This does not mean that the arm which the shield is held on is immune to CLEAVE this skill obviously will not defend against ANCIENT CLEAVE.

Sixth Sense (Prerequisite: Hunch)

*Rogue - 20**

You senses are so honed that this skill allows the rogue to keep their eyes open during a time freeze.

Smith

Warrior – 20 Rogue -20 Caster -20

Having this skill means that you can mend armour and weapons 50% quicker. (Twice as fast). All armour repairs require excellent phys-reps but a higher standard will the expected for those with Smith

Sniper (Prerequisite: Weapon - Projectile)

Rogue - 40

When using a bow and shooting more than 20ft from your target, gain +1 damage (skill stackable).

Socketed Artefacts (Prerequisite: Blacksmith)

Warrior – 20 (Felidae Only)

The signature trade of the Felidae. May now procure socketed artefacts, can only be the same type as the character has in Blacksmith e.g. Weapons or armour as appropriate. Socketed artefacts allow a socket gem to be attached to them to give different effects, but those are made separately by a ritualist.

They cost 10 silver each to make. Can make 1 per event. Either with 15 minutes sufficiently IC roleplay with excellent tools or at check in. This uses up one Rank 1 make slot.

Specialist

Caster - 20

Caster can only purchase one spell list. No other lists can be acquired, even through other means. This skill grants you double the level of power you would normally receive for that spell list. Therefore a 3rd level specialist would receive 70pow instead of 35pow

Spell Bow Use (Prerequisite: Bow Use)

Rogue – 10 Caster – 10

Allows use of a spell bow. To use one without this ability is to invite danger and they will back fire. Each one is different and must be examined IC for its use and power.

Spiritual Wards

Caster -14

The character gains +1 hit of natural armour, this can stack with physical and magical armour. Must have appropriate spiritual markings. This does not stack with wode.

Spiritual infusion

Caster-10

The character can after a 1 minute minor rite imbue a weapon to strike for Magic or Spirit, choose at the completion of the rite, this effect will last for 1 hour. This is usable once per day

Spot Traps

*Rogue -5**

While anyone can notice traps that are phys-repped in the real world, this ability allows the rogue to legally spot traps that have no real world aspect to them e.g. Pressure plates. This is at referee's discretion.

Spellblade

Caster – 100 Rogue - 100

This skill reflects the binding of the Rogue and Caster Classes and as such you now do not need to purchase skills from either of these classes at double rate as you now technically belong to both. Due to their nature a Spellblade may purchase 1 First Class skill of their NEW class per full 100 experience points total that have earned at events. However, you remain 1st class in your original class. You are required to originally be a rogue or caster to take this skill. You may not purchase the skill Warlock or Ranger.

Spore Clouds

Wildborn -45

You produce spores from your very being, these are normally harmless in nature but you can channel them to CONFUSE your enemies 1/combat you can call MASS CONFUSE. You can buy this skill multiple times for every full 100 character points spent on the character.

Spot Venom

*Rogue – 1**

Your character is so adept with dealing with venoms that they can spot the tell-tale signs of their application, the smell the haze in the air around an envenomed weapon, the slight sheen of green liquid etc. In game terms the character can legally after 3 seconds of looking at an object tell if it's poisoned by calling "SPOT VENOM" to which the ref will answer yes or no only!

Stalwart

Jotun-15 Ursine -15

So great are your will and physical strength that when you are subject to anything that would physically REPEL or KNOCKBACK you away from an area such as the spell Gust of Wind, you only have to retreat half the distance.

Stitch Wounds (Prerequisites: Bind Wounds, Binding Adept and Herb Lore)

Rogue – 20

After having bandaged a wound (in this case, tying off or preparing the wound roleplay will suffice) can start to tend it. After 1 minute phys-rep stitching, splinting or suturing a wound the recipient will receive 1 hit back. This is only a temporary field stitch and will open up again under stress. If it's a leg, any weight on it will re-open the wound. If it's an arm, then fighting or blocking will re-open it. If on the head or torso anything strenuous like lifting or running will do the same. Once the patient has received 5 minutes rest or any other healing it will seal the wound.

Stamina

The number of stamina's available to a character is based upon race

Race	1	2	3	4	5
Human	5pts	10pts			

Lios	5pts	10pts			
D'Rough	5pts	10pts			
Dverg	5pts	10pts	25pts		
Gretch	5pts	10pts			
Jotun	5pts	10pts	25pts	35pts	60pts
Wildborn	5pts	10pts	25pts*	35pts*	60pts*
Felidae	5pts	10pts	25pts		
Ursine	5pts	10pts	25pts	35pts	80pts
Meek Folk	5pts	10pts	25pts	35pts	80pts
Scarp Folk	5pts**	10pts**	25pts**	35pts**	60pts**

* Wildborn playing large ponderous creatures may take this but lose 1 dodge/day per Stamina level i.e. Dave wants to play Rangosh the Treeman WARRIOR. He is covered in bark and tough and wants to reflect this with stamina's. He saves up the points to get Stamina 3 (-1 Dodge) Stamina 4 (-1 Dodge) and Stamina 5 (-1 Dodge) = Total of -3 Dodges. Wildborn with the Acrobat Skill are limited to 3 Dodges/day anyway. Therefore Rangosh can have 0 dodges/day. Dave thinks this is apt being a big ponderous tree.

** Please see Scrap Folk for their restrictions on buying Staminas

Stamina: Greater

Warrior - 20 Dverg - 15 Ursine - 15*

Having this skill reflects great vitality and as such instead of having to begin a 5 minute count (300 seconds) when you become critically injured or enter your grace period, you instead begin a 10 minutes count (600 seconds).

Strength

Warrior - 25 Jotun -0 Ursine -0 Felidae -15 Wildborn -10

You character is so strong that on the 1/combat they can strike for +1 damage (strength) grade. In addition you can carry a prone body on your own just by holding one arm. You also count as 2 people when restraining someone and on the flipside need 6 people to restrain you not 3. This skill should be used for only these things – over exuberance with this skill such as physically pushing folk over etc. will see it removed.

Stunning Blow (Prerequisite: Strength.)

Ursine -20

1/combat, the target is dazed for 5 seconds by the force of the blow. During this time they cannot do anything even defend themselves. Strike for CONFUSE once per combat.

Supernatural Adept (Prerequisite: Spellblade)

*Rogue - 40**

Allows the Spellblade to use items for a race that they are master of disguised as. I.E. Axe of Doom. Jotun only. May use if disguised as Jotun. Must inform referee and may not work with all items (refs discretion is final)

Supernatural Blunt

Warrior – 25 Rogue – 45**

This skill reflects the fact that the character is very resistant to the supernatural and as such may never own any skill that grants Power Points or Spell Lists, Ritual Magic and may not contribute to Rituals (but may transport). They may cast Spell affects from items of power, and they may use a magical weapon etc. and call its damage type or if it grants innates such as additional Life Points these too maybe utilised. Now the character may legally Iron Will 3rd level spells and/or Supernatural affects unless advised otherwise by Referees. This skill also grants an additional 2 Iron Wills per day.

Supernatural Heritage

Wildborn -30

Your ancestry still runs within your veins only weaker, you may call on this to gain regeneration as per blood magic spell regeneration. You can buy this skill multiple times for every full 100 character points spent on the character.

Tail

Wildborn -40

Must be wearing a full tail phys rep of at least 2 ft. long made of a Larp safe material. This tail is benefits the character as it makes them immune to the KNOCKDOWN effect.

Tell Poison Type

Rogue – 1 Gretch -0

After 30 seconds examination this allows you to tell if it is a Poison and its broad type and likely affect. In addition to the obvious dripping green slime coating a dagger, you are able to determine after several seconds of examination if less obvious things are poisonous or have been poisoned, such as food or types of plant. You will also be able to determine if a person has been poisoned but will not tell you how wounded they are.

Tell Potion Type

Rogue – 1 Caster - 1

After 30 seconds examination this allows you to tell if it is a Potion and its broad type and likely affect. You are also able to determine after several seconds of examination if less obvious things such as a secret pool of slightly bitter tasting water could have other properties or a particular root is used in the making of healing potions thus at a push if chewed may help with pain etc. Knowledge gained though will not in any way be as extensive as the skill herb lore.

Tenacious

Jotun-25 Ursine-25 Felidae -25

You are now so unyielding when it comes to getting into combat that instead of taking an effect that would make you IMMOBILE such as Entangle or Angelic Cage you can instead move and fight at half (zombie) speed.

Trace Transport (Prerequisite: Tracking: Ritualist (1))

Caster - 10

This grants the ability to find out what circle the last transport connected to within the last 10 minutes. To do so takes 60 seconds of communing with the circle used.

Tracking: Basic

Rogue – 2 Wildborn -3

This allows you to tell what has been through an area and the rough numbers, with in the last few hours. (At the referee's discretion) this can be used to track people or creatures. This skill in addition will allow some knowledge of geographic features of a place that you are studying. After several seconds of being in a locale you would be able to tell the likelihood of water nearby, if caves are likely in a mountain range, if a glade will be marshy or swamp like etc.

Tracking: Enhanced (Prerequisite: Tracking: Basic)

Rogue - 13

This allows you to tell exactly what/who has been through an area and their numbers within the last day. (At the referee's discretion) this can be used to track unique people or creatures.

Traverse Ritual Warding (Prerequisite: Ritualist (1))

Caster – 15

This skill allows you to traverse a ritual ward if your ritual attack is higher than the ritual defence after 30 seconds of role-playing breaching the ritual barrier.

Traverse Ritual Warding- Enhanced (Prerequisite: Ritualist (1))

Caster – 25

This skill allows you to traverse a ritual ward if your ritual attack is higher than the ritual defence after 30 seconds of role-playing breaching the ritual barrier. For the purpose of breaching ritual wards your ritual attack is considered to be 10 points higher after a 1 minute minor rite.

Very Lucky Blow (Prerequisite: Lucky Blow)

Warrior – 10 Rogue - 10

You gain an additional use of the lucky blow skill per combat.

Vines

Wildborn -20

Your affiliation with the wilds has manifested itself with your veins being replaced with vines or creepers etc. Therefore you may cast the spell Entangle 1/combat. You can buy this skill multiple times for every full 100 character points spent on the character.

Warcry

Warrior - 30

Three times per day, your character may let forth a fearsome warcry (verbal „Warcry!“) which causes mass fear to all enemies within five feet.

Warlock

Caster – 100 Warrior - 100

This skill reflects the blending of the Caster and Warrior Classes and as such you now do not need to purchase skills from either of these classes at double rate as you now technically belong to both. Due to their nature a Warlock may purchase 1 First Class skill of their NEW class per full 100 experience points total that have earned at events. However you remain 1st class in your original class. You are required to originally be a warrior or caster to take this skill. You may not purchase the skill Spellblade or Ranger.

Wedge Mastery

*Caster – 15**

When at the head of a wedge spells adds +10 to the total power.

Weapon Blanks (Prerequisite: Blacksmith)

Warrior - 20

Can now produce weapon blanks, specifically for ritualists to use to craft magical weapons with. These blanks grant +5 ritual power for the purposes of being made into a magical artefact only. They cost 10 silver each to make. Can make 1 per event. Either with 15 minutes sufficiently IC roleplay with excellent tools or at check in. This uses up one Tier 1 make slot.

Weapon - Great

Warrior - 2

Allows a character to use a Great Weapon, Great Weapons are considered to be 60 - 84 inches in total length and blows must be Role-played at $\frac{3}{4}$ speed. The weapon must be wielded in both hands at all times to either cause damage or to parry.

Weapon - Great: Enhanced (Prerequisite: Weapon – Great)

*Warrior – 10**

Allows a character to use a Great Weapon, Great Weapons are considered to be 60 - 84 inches in total length and blows must be Role-played at $\frac{3}{4}$ speed. The weapon must be wielded in both hands at all times to either cause damage or to parry. Character can now use great Weapons Inflict a base damage of Double at all times.

Weapon - Great/Two Handed: Cleave (Prerequisite: Weapon – Great: Enhanced/Two Handed: Enhanced, Strength, Weapon Mastery Great/Two Handed)

*Warrior - 60**

When using a Great Weapon or two handed weapon the character may strike for CLEAVE. The blow must be fully role played at $\frac{3}{4}$ speed or it does not work!

Weapon - Great/Two Handed: Through (Prerequisite: Weapon – Great: Enhanced / Two

Handed: Enhanced)

*Warrior – 40**

All blows that your character strikes in combat with a great / two handed weapon can be called as “Through”,

Weapon - Light Spear/Staff

Caster - 2

This allows a Caster to use a Spear or a Staff for safety this can be used in two hands but does not count as a Great or Two handed Weapon therefore any abilities that requires the use of a Great or two handed Weapon will not work with this skill.

Weapon - One Handed

Warrior – 0 Rogue – 1 Caster - 2

Allows you to use a One Handed Weapon (18-42 inches long) in your primary hand.

Weapon - One Handed: Through (Prerequisite: Weapon - One Handed)

Warrior - 50 Rogue – 50**

All blows that your character strikes in combat with a one handed weapon can be called as “THROUGH”.

Weapon - Projectile

Warrior – 5 Rogue - 5

Allows the use of any form of Projectile Weaponry, such as Bows and Crossbows. Projectile Weapons deal the damage call through at all times. Never use you bow etc. to parry or strike blows as this is dangerous.

Weapon - Small

Warrior – 0 Rogue – 0 Caster - 0

Allows you to use a One Handed Weapon (3-18 inches long) in your primary hand.

Weapon - Small: Through (Prerequisite: Weapon – Small)

Warrior – 60 Rogue – 50**

All blows that your character strikes in combat with a small weapon can be called as “THROUGH”.

Weapon - Thrown

Warrior – 1 Rogue - 1

Only characters with this skill may throw usable objects, (maximum size of 18 inches in the object's largest dimension) and cause damage. You may only throw one weapon at a time, unless character has Ambidexterity. Note: If your character does not have this skill, do not randomly throw such usable objects as this is cheating!

Weapon - Thrown: Through (Prerequisite: Weapon – Thrown)

Warrior - 40 Rogue - 40**

All blows that your character strikes in combat with a thrown weapon can be called as "THROUGH", ignoring normal (non lammed) armour.

Weapon - Two Handed

Warrior - 2

Allows the character to use a Two Handed Weapon.2H Weapons are considered to be 42 - 60 Inches in total length. The weapon can also be wielded in 1 hands providing the blows can be safely landed (If a ref deems that the player cannot control a weapon of this length safely in 1 hand then they player will be instructed to use 2 hands at all times)

Weapon - Two Handed: Enhanced (Prerequisite: Weapon - Two Handed)

*Warrior – 8**

Allows the character to use a Two Handed Weapon .2H Weapons are considered to be 42 - 60 inches in total length. The weapon can also be wielded in 1 hands providing the blows can be safely landed (If a ref deems that the player cannot control a weapon of this length safely in 1 hand then they player will be instructed to use 2 hands at all times) a 2H Weapons Inflicts a base damage of Double on the first blow of combat and Single at all other times. The increase of damage does not apply if the weapon is being used in one hand. The additional damage does not affect skills such as Strength.

Weapon Expertise (Prerequisite: Weapon: Mastery 'x')

Warrior - 50 Rogue - 50**

Grants +1damage when using in One Weapon Type that you can use. While you can use other weapons, you may only ever deal a single point of damage with weapons not of your chosen type.

Weapon Mastery 'x' (Prerequisite: Weapon 'x')

Warrior – 50 Rogue - 60

Grants +1damage when using a Weapon Type that you can use. You must purchase this skill once for each type you wish to gain mastery in:-Small - 3-18 inches in length, One Handed - 18-42 inches in length, Great - 42-82 inches in length, Projectile, Hand Thrown

Weapon Mastery 'x' Enhanced (Prerequisite: Weapon Mastery x')

Warrior - 50

Grants an additional +1 damage when using ONE Weapon Type that you can use. You may only choose this in ONE type of weapon EVER.

Weather Worn

Rogue – 10 Caster – 10 Warrior - 10

Due to always being out and about you are less affected by extreme cold/heat as such can by calling "Weather Worn" ignore the 1st freeze and the 1st wave of heat effect of each day. It will

also grant them some immunity to role-play required when advised of adverse weather conditions by a referee.

Web Sacs

Wildborn -35

You have internal web sacs that can, given enough time, can hold people in place. 1/ combat you can Point at a target within 5ft and Call “Webs, .ENTANGLE 5 seconds!” This may not be Iron willed or dodged despite being a physical effect. You can buy this skill multiple times for every full 100 character points spent on the character.

Wilds Friend

Wildborn -1

Due to your nature you are far less likely to be attacked directly by the Wilds. To use this skill you must have no weapons drawn and not move faster than a slow walk. You will be advised by the ref if this skill will have effect on the Wilds creature/effect. If so you will be able to pass unaffected by the Wilds creature/effect until out of its area of affect (known by the ref).

Wilds Sense

Wildborn -10

You are so in touch with the corrupted flows of the Wilds due to you heritage that you are able to, after 30 seconds meditating ask a question of the Surrounding Wilds surroundings/creatures. The ref will advise you in the best way he can with feelings and glimpses of answers in a narrative way best suited to what in fact you are asking. You could for example ask why the bloodgrass was not growing in a certain area and would get pictures in your mind of an area of blighted land.

Wode

Warrior – 2 Dverg -0

Wode is an alternative to armour often used by the more primitive cultures in the world. The warrior BELIEVES that he is watched by his totem his ancestors his gods and they will keep him/her safe from harm. Because of this belief, the skill grants +1 point of Protection on any location where coloured swirls/patterns of war paint are drawn/painted (Dverg tribal tattoos are black so please avoid this colour to avoid confusion). It should be noted that at least 50% of the location must be covered by the Wode to get this benefit. This skill precludes the use of physical armour. Wode grants no protection against through or Cleave. Wode cannot be mended with a hammer instead you need to spend time reapplying it in a rite that must last at least 20 seconds per location.

Wode: Enhanced (Prerequisite: Wode)

Warrior – 20 Dverg -15

Wode now grants +2 points of protection on any location where Wode is represented.

Wode: Greater (Prerequisite: Wode: Enhanced)

Warrior – 40 Dverg -30

Wode now grants +3 points of protection on any location where Wode is represented.

Appendix

Current version aftermath v4.0

Please be aware that any skill is subject to change or removal at any time, this is non-negotiable and will be only be used where deemed necessary by a referee.

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