

Alliance LARP 2.1 Final Update

ARC Introduction

The 2.1 Update Rules contained in this document differ in several ways from the previously released beta playtest documents. Many of the changes are substantial in nature, so please make sure to read through the entire document. ARC does consider this to be a new packet. The alterations within should not be considered “changes” from the prior playtest packages, as such, as those revisions are the point of playtests. A high level overview of the changed items is available on the forums in the Official Announcements section.

If you find any errors or inconsistencies in this document or have questions about these new rules, please post them on the Alliance forums in the appropriate 2.1 section of the Rules forum.

Races

Below are updated Advantages and Disadvantages for four Races. These replace the existing Advantages and Disadvantages for those races. Costume and makeup requirements are unchanged.

Biata

Advantages: Biata can buy the skills Break Command and Resist Command. Biata reduce the cost of Brewing by 1. Biata have access to role-play only Mental Abilities.

Disadvantages: Biata pay double for Read Magic and experience psychic noise while in contact with or within a persistent Celestial effect. For the purposes of determining an individual Biata's access to Mental Abilities, their Racial XP total is reduced by 1 for every 15 XP (rounded up) spent on Celestial skills, including Celestial Channeling, Celestial High Magic, Celestial Spell Slots, Dispelling Strike, Inscription, and Read Magic. The psychic noise generated by contact with Celestial Ritual effects is a roleplay effect and does not otherwise impact access to mental abilities.

Level Requirements are removed for Biata Mental Abilities.

Dryad

Advantages: Dryads can buy the skill Resist Binding. Dryads reduce the cost of Alchemy by 1.

Disadvantages: Dryads are allergic to metal and cannot wear or use metal equipment.

Stone Elf

Advantages: Stone Elves can buy the skills Break Command and Resist Command. Stone Elves reduce the cost of Inscription by 1 and pay half cost for Archery. Stone Elves have access to role-play only Mental Abilities.

Level Requirements are removed for Stone Elf Mental Abilities.

Sylvanborn

Advantages: Sylvanborn can buy the skills Break Command and Resist Command. Sylvanborn reduce the cost of Profession by 1.

Game Abilities

The following abilities will continue to function when a character is unable to use Game Abilities: Celestial Armor, Earth's Bounty, Hardy, Preserving Energies, Rebirth, Undeath's Offering, Wear Extra Armor.

Meditate

Players can regain certain expended skills and spells via Meditate by spending 10 minutes Focusing. If Meditate is being used to replace expended spells, the character must roleplay studying from a spellbook which contains that spell. If Meditate is being used to restore Channeling points the character must hold their source. If Meditate is being used for expended weapon skills, the character must hold a weapon they are proficient with. During this time the player should roleplay in whatever method is appropriate to the skill they are attempting to regain. Once the meditation is successful, the player may write the skill back in on their Battle Board with an “M,” to denote that it was Meditated back. After this point they may utilize it as though it had not yet been expended.

Each use of Meditate will return a single ability or up to 25 points of channeling. Multiple skills or spells may be returned over time with multiple uses of Meditate.

A non-signature spell or meditable daily ability that lands successfully or results in a defensive call other than “No Effect” may not be meditated back. Signature spells and Channeling attacks can always be meditated back unless they hit and are not defended against.

Meditate may not be used to regain charges from magic items or recover expended Adventuring Equipment. Any High Magic spent on a particular spell is lost when the spell is Meditated.

Skills that are expended to fuel other effects, abilities, or items can never be meditated back.

Successful Resurrection (or Regeneration) will automatically Meditate any applicable abilities for a character.

Skill Costs

The Skill chart details new skills as well as skills that have changed in cost or pre-requisite. Additional changes to skills are listed in the Skills section.

Crafting Skills

The Crafting Skills include Alchemy, Brewing, Inscription, Smithing, and Tinkering. These skills can grant special abilities and are used to produce items such as armor, elixirs, potions, scrolls, traps, and weapons. Each time a crafting skill is purchased, the character gains one Ability Point that can be used towards abilities each Logistics Period. These points can be spent at any point during a Logistics Period, but do not carry over from one LP to another and cannot be transferred to or combined with another character.

The charts in the next section detail what can be made with Crafting Materials in specific skills. To make an item on these lists, determine the item you wish to make and verify the necessary Crafting Materials are available.

In addition, when using Brewing and Inscription to create Adventuring Equipment, you must have a spellbook of the appropriate aspect that contains the effect being made or duplicated in the case of spellbooks. Similarly, to use the Alchemy ability, you must have a recipe book that contains the recipe for the substance you are trying to make.

Skill	Fighter	Scout	Rogue	Adept	Scholar	Spellsworn	Artisan	Prerequisite
Alchemy	6	5	3	4	4	6	3	Educated
Break/Disarm Strike	3	4	5	6	7	4	7	1 per 20 XP in Martial Skills
Disarm/Weakness Blow	5	4	3	4	6	5	5	1 per 20 XP in Stealth Skills
Doom Blow	10	5	4	5	10	10	10	1 per 60 XP in Stealth Skills
Fear/Pin Blow	6	4	3	4	8	6	7	1 per 45 XP in Stealth Skills
Feint	8	6	8	10	10	10	10	60 Stealth XP and 60 Martial XP
Improved Channeling	10	10	10	5	4	5	5	1 per every 20 levels of Channeling
Indomitable Will	6	8	10	10	10	8	10	150 Martial XP
Mettle	3	4	5	6	6	4	5	1 per 30 XP in Martial Skills
Merchant	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/2/3	None
Profession (Type)	2	2	2	2	2	2	2	None
Silence/Stun Blow	6	4	3	4	7	6	6	1 per 30 XP in Stealth Skills
Smithing	3	3	4	5	6	4	3	None
Spark	6	6	6	4	3	4	5	15 Scholarly XP
Weakness/Shun Strike	4	4	6	6	8	5	8	1 per 30 XP in Martial Skills
Level 1 Spell Slot (Sec.)	6	6	3	2	2	2	2	Read Magic (Celestial) or Healing Arts (Earth)
Level 2 Spell Slot (Sec.)	6	6	3	3	2	3	2	Level 1 Spell Slot
Level 3 Spell Slot (Sec.)	12	12	6	3	3	3	4	Level 2 Spell Slot
Level 4 Spell Slot (Sec.)	12	12	6	4	3	4	4	Level 3 Spell Slot
Level 5 Spell Slot (Sec.)	18	18	9	5	4	5	6	Level 4 Spell Slot
Level 6 Spell Slot (Sec.)	18	18	9	5	4	5	6	Level 5 Spell Slot
Level 7 Spell Slot (Sec.)	24	24	12	6	5	6	8	Level 6 Spell Slot
Level 8 Spell Slot (Sec.)	24	24	12	7	5	7	8	Level 7 Spell Slot
Level 9 Spell Slot (Sec.)	30	30	15	7	6	7	10	Level 8 Spell Slot

Crafting Batches

When Adventuring Equipment is produced by players, it is done as part of a Crafting Batch. A Crafting Batch allows you to spend a number of Crafting Materials equal to your ranks in a particular Crafting Skill.

Toolkit

A Toolkit is a specialized piece of Superior Equipment that can be used to supplement a character's stockpile of Crafting Materials. Upon starting a Crafting Batch a character may spend 1 gold to activate a Toolkit. This will provide them with up to 20 Crafting Materials for use in that batch. The number of Crafting Materials provided cannot exceed the character's ranks in the skill being used and any unused Crafting Materials are immediately lost.

There are several different types of Toolkits, all detailed in the Superior Equipment section.

Crafting Materials

Crafting Materials are items that characters can use, in conjunction with Crafting Skills, to make both Adventuring Equipment and Superior Equipment, as well as fuel certain Crafting Abilities. Each Crafting Skill makes use of two of the 5 Crafting Material Types: Alchemy (Herbs & Leather), Brewing (Herbs & Vellum), Inscription (Ink & Vellum), Smithing (Leather & Ore), Tinkering (Ink & Ore).

Crafting Stations

Items can also be made at a Crafting station using Crafting Materials and the Craft <Skill> Equipment Batch Crafting Ability. Crafting Stations are a specific on-site location designated by your chapter's staff (often this will be the same as where you go for Logistics). You will find a Crafting Sheet there, on which you must fill out one row for each type of item you are building, then fill out one of the blank tags provided. This process must be witnessed by a Crafting Marshal and they must sign the item tag.

Individual Chapters may have slightly different layouts and expectations for their Crafting Stations based on their specific site needs. If you have any questions, ask a marshal.

Crafting Material Costs

The charts below list the Crafting Material cost for all standard Adventuring Equipment Items that are able to be created by players.

Alchemy Adventuring Equipment	Cost	Type
Alchemical Solvent	1	Contact
Intoxicate	1	Elixir
Liquid Light	1	Contact
Cure Wounds 5	1	Elixir
Hallucinate	2	Contact, Elixir, Globe
Paranoia	2	Contact, Elixir, Globe
Blast Globe (Flame, Ice, Lightning, Stone)	3	Globe
Oil of Slipperiness	3	Contact
Paste of Stickiness	3	Contact
Vorpal Coating 5	3	Contact
Weakness	3	Contact, Elixir, Globe
Antidote	4	Elixir
Poison Shield	4	Elixir
Cleanse	5	Elixir
Enfeeble	6	Contact, Elixir, Globe
Sleep	6	Contact, Elixir, Globe
Charm	7	Contact, Elixir, Globe
Paralysis	8	Contact, Elixir, Globe
Vorpal Coating 10	8	Contact
Amnesia	9	Elixir
Berserk	9	Contact, Elixir, Globe
Enslavement Antidote	9	Elixir
Euphoria Antidote	9	Elixir

Brewing Adventuring Equipment	Cost
Cure/Cause Wounds	1 per level
Earth Spellbook	1 per 10 levels of spells
Endow	1
Weapon Shield	2
Weakness	3
Awaken	4
Cleanse	4
Restore	4
Wither	4
Release	5
Silence	5
Spell Shield	5
Cure Disease	6
Disease	6
Elemental Shield	6
Sleep	6
Charm	7
Destruction	7
Drain	8
Paralysis	8
Purify	8
Reflect Spell	8

Inscription Adventuring Equipment	Cost
Evocation Bolt	1 per level
Celestial Spellbook	1 per 10 levels of spells
Disarm	1
Lesser Investment	1
Light	1
Slow	1

Pin	2
Repel	2
Weapon Shield	2
Shackle	3
Break	3
Wall of Force	3
Awaken	4
Shun	4
Release	5
Spell Shield	5
Elemental Shield	6
Sleep	6
Wizard Lock	6
Web	7
Charm	7
Dispel	8
Reflect Spell	8

Smithing Adventuring Equipment	Cost
Armor, up to 40 Armor Points	1 per 5 Armor Points (round up)
Armor, 41+ Armor Points	8 + 2 per 5 Armor Points over 40 (round up)
Small Weapon	1
Staff	1
Light Thrown Weapon	1
Armor Patch, 10 points	2
Heavy Thrown Weapon	2
Light Crossbow	2
Shield	2
Shortbow	2
Heavy Crossbow	3
Longbow	3
Short Blunt	3
Long Blunt	4
Short Edged	4
Armor Patch, 20 points	5
Long Edged	5
Two Handed Blunt	6
Two Handed Sword	7
Polearm	8
Whetstone	8

Tinkering Adventuring Equipment	Cost
Disarm Globe	1
Slow Globe	1
Blast Globe (Normal/Silver)	3
Shackle Globe	3
Break Globe	3
Silence Globe	5
Noisemaker Trap	1
Alchemy Globe Trap	5
Scroll Trap	5
Weapon Trap	1 per 10 damage
Mechanical Trap	1 per 5 damage (min 4)
Explosive Trap	2 per 5 damage (min 8)

Skill

The following skills have been changed and renamed: Blacksmith (Smithing), Craftsman (Profession), Create Potion (Brewing), Create Scroll (Inscription), Create Trap (Tinkering), Fear/Berserk Blow (Fear/Pin Blow), Shatter/Disarm Strike (Break/Disarm Strike), Sleep/Enfeeble Blow (Sleep/Enfeeble Strike), Slow/Weakness Blow (Disarm/Weakness Blow).

Herbal Lore has been removed. Alchemy now has Educated as a prerequisite and Herbal Lore's functionality has been moved to 1 level of Alchemy.

Fast Refit has been removed as a skill and has been incorporated as a Smithing Crafting Ability.

The skills detailed below are either new skills or updates to the functionality of old skills.

Skills listed with a * can be bought multiple times to improve or increase the daily uses of the skill.

Each skill lists which XP type its cost contributes to and is classified as either Passive, which means it is always in effect once purchased, or Daily, meaning that its uses refresh at the start of each Logistics Period. Skills which can be Meditated back are marked as "Meditatable."

All attacks that require you to be behind the target may also be used with ranged weapons from any direction.

Alchemy*

Stealth Daily

Prerequisite: Educated

This skill allows the character to create magical elixirs, poisons, and other items as described in the Crafting Skills section. The character must have access to an Alchemy recipe book with the appropriate recipe. These books can be freely copied, in whole or part by any character with this skill at no cost.

The purchase of a single level of Alchemy allows the character to apply coatings to weapons and mix elixirs with food.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Alchemy section.

Break/Disarm Strike*

Martial Daily, Meditatable

Prerequisite: 1 per 20 Martial XP, Weapon Skill

This skill allows the character to make a single attack with the call "Weapon Strike Break <Target>" or "Weapon Strike Disarm <Target>."

Brewing*

Scholarly Daily

Prerequisite: 1st level Earth Spell Slot

This skill allows the character to create earth magic based potions and spell books as described in the Crafting Skills section. The character must have access to the spell in an earth spell book to create potions.

The purchase of a single level of Brewing allows the character to perform First Aid in 30 seconds, instead of one minute.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Brewing section.

Disarm/Weakness Blow*

Stealth Daily, Meditatable

Prerequisite: 1 per 20 Stealth XP, Weapon Skill

This skill allows a character to make a single attack from behind and call "Weapon Disarm <Target>" or "Weapon Weakness."

Doom Blow*

Stealth Daily, Meditatable

Prerequisite: 1 per 60 Stealth XP, Weapon Skill

This skill allows the character to make a single attack from behind for "Weapon Doom."

Educated

Trade & Craft Passive

Prerequisite: None

Educated allows a player to identify Alchemical Items, Battle Magic Scrolls, Potions, and Trap Globes, at a base time of 60 seconds. If the player also has the skill Alchemy, Tinkering, Inscription, or Brewing, the base time to identify an item based on that Crafting skill is reduced to 30 seconds per item.

If the player has Educated and 10 ranks of Alchemy, Brewing, Inscription, or Tinkering the base time to identify an item based on that Crafting skill is reduced to 15 seconds per item. If the player has Educated and 20 ranks of Alchemy, Brewing, Inscription, or Tinkering, the character is able to instantly identify an item based on that Crafting skill.

Enhanced Strike*

Stealth Daily, Meditatable

Prerequisite: 1 per 20 Stealth XP, Weapon Skill

This skill allows the character to expend a spell from memory and make a single attack from behind using the call "Spell Strike <Effect>," as appropriate to the spell expended. If the swing misses, both the spell and this skill may be Meditated back separately. The spell may not be higher than 1st level; this limit increases by 1 level for every 20 Stealth XP the character has spent. If used for a Necromancy spell, the spell counts as 3 levels lower than it actually is.

Evade*

Stealth Daily

Prerequisite: 1 per 20 Stealth XP

Evade is a Smart Defense which can be used to negate any one Weapon or Poison qualifier attack that has scored a valid hit on the character. When triggering this defense, the character must call "Evade."

Fear/Pin Blow*

Stealth Daily, Meditatable

Prerequisite: 1 per 45 Stealth XP, Weapon Skill

This skill allows a character to make a single attack from behind and call "Weapon Fear" or "Weapon Pin."

Feint

Stealth Passive

Prerequisite: 60 Martial XP and 60 Stealth XP, Weapon Skill

After using a Dodge, Evade, or Parry the character may immediately attack and either add the Strike keyword to that attack or ignore positioning requirements for that attack in melee. Any skills or rituals used in concert with this ability are expended like normal. Feint and Riposting Blow may not be triggered by the same skill.

Florentine

Weapon Passive

Prerequisite: Any Weapon skill or Claw

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a Large or a Great Weapon

Improved Channeling*

Scholarly Passive

Prerequisite: 1 per 20 levels of Channeling

Each purchase of this skill allows a character to evoke up to 10 more Channeling Pool per packet. Improved Channeling also adds an additional 75 points of Channeling to a character's primary school of Channeling.

Indomitable Will

Martial Passive

Prerequisite: 150 Martial XP

This skill reduces the body cost paid to use the Mettle ability to 10 body points per use.

Inscription*

Scholarly Daily

Prerequisite: 1st level Celestial Spell Slot

This skill allows the character to create celestial magic based scrolls and spell books as described in the Crafting Skills section. The character must have access to the spell in a celestial spell book to create scrolls.

The purchase of a single level of Inscription allows the character to focus with a scroll for one minute to restore a non-meditatable Signature Spell of the same level cast from memory earlier in the Logistics Period. Once this focus is completed, the scroll is destroyed and the spell is restored to memory, able to be cast again.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Inscription section.

Intercept*

Martial Daily

Prerequisite: 1 per 10 Martial XP

This skill is a Smart Defense that allows a character to negate a single Targeted non-touch cast attack on another person and redirect it to themselves as long as the initial target of the attack is within reach of the character's wielded weapon (or arm's length if no weapon is held). You are allowed to call further defenses against attacks that you Intercept.

When using this skill, you must call "Intercept" and if necessary, clearly indicate which attack the skill was used against.

Merchant*

Trades & Crafts Passive

Prerequisite: None

The Merchant skill allows a character to perform additional transactions during the start of each Logistics. The first rank of this ability allows the character to turn in Adventuring Equipment for half their Crafting Material value in the appropriate Crafting Materials or silver pieces. The second purchase adds the ability to obtain 3 Crafting Materials of their choice at no cost and up to an additional 5 at 2 silver pieces each. The third purchase adds the ability to obtain one piece of Adventuring Equipment worth 8 or less Crafting Materials or purchase up to 5 identical pieces of Adventuring Equipment worth 8 or less Crafting Materials at a cost of 3 silver pieces per Crafting Material per item.

Parry*

Martial Daily

Prerequisite: 1 per 30 Martial XP & Weapon Skill, Shield, or Style Master

Parry is a Smart Defense that may be used to negate any one attack using the Weapon or Poison qualifiers. You may Parry an attack that targets another person, as long as the target is within physical reach of your weapon or shield. Parry cannot be used against traps (except for weapon traps).

Parry may be used with any weapon or shield in which the wielder has the appropriate skill, except non-blocking weapons. You may not use a Parry if you do not have a weapon or shield free and in your hand. Any weapon which allows you to block with one hand may be used to Parry with only one hand on the weapon.

You must say "Parry" when using this skill. If the Parry is used to negate an attack made against another person/object you should also clearly indicate what attack the skill was used against, if necessary.

Profession (Type)*

Trades & Crafts Passive

Prerequisite: None

For every Profession skill bought, a character will receive either one silver piece or one Crafting Material at check-in for each Logistics Period of the event they are checking in for. No character may receive more than 10 total silver and/or Crafting Materials per Logistics Period, regardless of the number of times this skill is purchased. This is received up front even if the player is not able to attend the entire event. This represents income you receive from your skill.

This skill is used to add flavor to your character. It does not confer any extra power or abilities, but may result in additional information or consideration from the Plot Committee, at their discretion.

You can buy multiple levels in any Profession skill to represent increased mastery of the Profession, but the skill cannot duplicate or imply other game skills.

Sleep/Enfeeble Strike*

Martial Daily, Meditateable

Prerequisite: 1 per 45 Martial XP, Weapon Skill

This skill allows the character to make a single attack with a blunt weapon and call "Weapon Strike Sleep" or "Weapon Strike Enfeeble."

Sleep/Paralysis Blow*

Stealth Daily, Meditateable

Prerequisite: 1 per 15 Stealth XP, Weapon Skill

This skill allows the character to make a single attack from behind with a weapon and call "Weapon Sleep" or "Weapon Paralysis."

Smithing*

Martial Daily

Prerequisite: None

This skill allows the character to create arms and armor as described in the Crafting Skills section.

The purchase of a single level of Smithing allows the character to refit physical armor in 1 minute.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Smithing section.

Spark

Scholarly Passive

Prerequisite: 15 Scholarly XP

Allows a character to throw "2 Normal" using a source. This damage cannot be increased or modified in any way.

Tinkering*

Stealth Daily

Prerequisite: None

This skill allows the character to create trap globes and traps, as well as identify trap globes at a base time of 60 seconds.

The purchase of a single level of Tinkering allows the character to set and disarm traps, as well as pick locks.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Tinkering section.

Two Weapons

Weapon Passive

Prerequisite: Florentine

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a Great Weapon. Only one weapon may be a Large Weapon.

As noted in the "Combat" section, each weapon must be swung separately with the correct damage call.

United Blow

Stealth Passive

Prerequisite: 75 Scholarly XP and 60 Stealth XP

This skill allows a character to expend a single Signature Spell from memory to gain 10 times the level of the spell in damage and the Body Effect for a single attack from behind. The spell may not be higher than 1st level; this limit increases by 1 level for every 20 Stealth XP the character has spent. This limit is increased by 3 for Necromancy spells, but the attack must use the Chaos effect.

Weapon Guidelines

Weapons have been recategorized in order to provide clarity.

Weapon	Min Length	Max Length	Base Damage
Non-Blocking			
Light Crossbow	14 in / 35.6 cm	25 in / 63.5 cm	3
Heavy Crossbow	25 in / 63.5 cm	32 in / 81.3 cm	4
Light Thrown Weapon	2 in / 5.1 cm	24 in. / 61 cm	2
Heavy Thrown Weapon	24 in. / 61 cm	40 in / 101.6 cm	3
Small			
Dagger/Hatchet/Bludgeon	20 in / 50.8 cm	28 in / 71.1 cm	1
Medium			
Claw/Short Axe/Short Sword/Short Blunt	28 in / 71.1 cm	36 in / 91.4 cm	2
Short Bow	25 in / 63.5 cm	33 in / 83.8 cm	2
Long Bow	33 in / 83.8 cm	58 in / 147.3 cm	3
Large			
Long Axe/Long Sword/Long Blunt	36 in / 91.4 cm	48 in / 121.9 cm	2
Spear	48 in / 121.9 cm	58 in / 147.3 cm	2
Staff	60 in / 152.4 cm	75 in / 190.5 cm	2
Great			
Two Handed Sword/Two Handed Blunt	48 in / 121.9 cm	62 in / 157.5 cm	3
Polearm	62 in / 157.5 cm	75 in / 190.5 cm	3

Logistics

Coin can be spent at Logistics during check-in to purchase benefits as detailed below. None of these abilities will persist beyond the event they are purchased at. The abilities and costs below are examples. Individual chapters may have different options or costs posted at Logistics during check in.

Well Fed: 1 silver per purchase, per Logistics Period of the event, maximum of 5 purchases. This bonus increases the character's maximum body points for the event by 1 point per purchase.

Purchased Spellcasting: 2 silver per level, maximum of eight levels. This bonus allows a character to purchase spellcasting in the form of protectives or spells placed into applicable ritual items. Placing Necromancy spells into items may have consequences as determined by the Plot committee.

Well Rested: 1 gold, maximum of 1 purchase. This bonus grants a character the ability to restore one skill expended after resting for a minimum of 2 hours.

Training: 1 gold, maximum of 1 purchase. This bonus gives a character one use per Logistics Period of one of the following skills that they do not already have: Assassinate, Back Attack, Counteract, Critical Attack, Intercept, Slay, Level 1 Spell Slot (primary or secondary). These skills cannot act as a prerequisite for any other ability. If a spell slot is purchased, no spellbook is required to memorize a spell but the same spell must be memorized at each logistics period.

Surplus: 3 silver, maximum of 5 purchases. This bonus allows a character to purchase a single tagged piece of Adventuring Equipment with a cost of up to 1 Crafting Material.

Spellcrafting: 2 gold, maximum of 1 purchase. This bonus allows a character to purchase a single spellcrafted ritual effect expending components, as long as they have the appropriate scroll. Rituals that require access to specific resources (such as locations, an active circle of power, or NPCs) should be worked out with the plot team ahead of time.

Additionally, Goblin Stamps can be spent on a number of different resources, including Adventuring Equipment. Any piece of standard Adventuring Equipment can be purchased at a cost of 5 Goblin Stamps per Crafting Material required to create it. These purchases must be made during either preregistration or while checking in to the event and you cannot spend more than a total of 50 Goblin Stamps per Logistics Period of the event.

Tags

Adventuring Equipment Tags will only have one use, as the tags are meant to be attached to the physrep of the item. Potion and elixir tags must be inserted into the vial or secured in some other manner (tape, rubber band). Globe tags are not kept on the packets that we use to represent Alchemy and Tinkering Globes for safety reasons, but may instead be kept in a pocket or on a tag ring. After a battle, you must turn over the tags that were used. Adventuring Equipment tags are stealable items even when they are not on a physrep.

Stockpile Tags are created at Logistics by turning in a quantity of Crafting Material tags. The Stockpile tag will record the number of identical Crafting Materials turned in and can be used in the future to fuel Crafting Batches.

Armor

Armor evaluation, materials, and values stay the same, but armor is divided into two types: Base and Bonus.

Physical Armor, Arcane Armor, and Natural Armor are all considered Base armor. Only one type of Base Armor can be utilized at a time. Base armor can be refit and persists from one Logistics Period to the next. The Armor Points a character can benefit from is capped by the class armor maximum of a character (plus their ranks of *Wear Extra Armor*).

Certain abilities can provide additional Base armor, which allows the character to exceed the class maximum, but can still be refit. A character can benefit from multiple sources of additional Base Armor, but cannot benefit from the same named effect more than once.

Bonus armor can be provided by certain abilities and effects. A character can only benefit from one source of Bonus armor at a time. These armor points are temporary, lasting only 10 minutes, and cannot be refit or repaired in any way.

Armor Refitting

Any character can refit base armor, restoring it to full point value with two minutes of Focus, stating "Refit Complete" when the time has elapsed. This is an out of game statement and is not prevented by the Silence effect. During this time no Game Abilities may be used. The player must kneel or crouch and adjust their armor to represent the act of refitting. If you are refitting someone else's armor, the target must kneel while the other character role plays fixing the armor. This might involve pulling out a small bag of tools and accessories, or at least by pounding on the armor or otherwise taking actions to make it clear that you are repairing armor and not just kneeling down. Again, do not actually touch another player without permission.

The Smithing skill, various Smithing abilities, and other skills can decrease this time for certain types of armor. The details on these skills can be found in the appropriate skill descriptions.

Shields

Shields are strictly for defense. Shields cannot be used to physically push or strike an opponent or to intentionally trap a weapon so it cannot be safely pulled back to swing again.

Any Targeted attack that does not include the Strike keyword that lands on a shield will not count, but shields are unable to block attacks with the Strike keyword. Shields will not protect the owner from any kind of trap.

Shields can be used in conjunction with the Parry skill, but cannot be affected by a targeted effect which specifies a "weapon." Regardless of the size of the shield or the way it is wielded, using a shield always requires one hand.

Shields can be made of almost any strong material such as plastic, wood, or aluminum, or can be made out of light, rigid materials such as foam insulation. Safety is the prime consideration when constructing a shield. If a shield is not made entirely of foam, all edges of the shield must be padded with at least 1/2 inch thick closed cell foam. Uncovered bolts or protrusions are not allowed.

Archery

Archery is represented with packets. The only required items to be able to use the Archery skill are a properly constructed bow or crossbow physrep and packets. You may also wear a quiver, but this is not required.

When using a bow or crossbow, the weapon must be pointed in the direction of the intended target. The packet must be touched to the bow or crossbow and then pulled away from the weapon toward the player's body until it is thrown.

The archer must finish the damage verbal before throwing the packet and must throw the packet immediately after finishing the verbal. Shields and weapons will block an archery attack if the verbal does not include the Strike keyword.

Bows are made of a curved physrep, padded like a regular weapon. No string is attached. It is considered a Great Weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a bow.

The grip of the bow must be in the bow's center and the bow may only ever be utilized while holding the grip. A Bow physrep is not required to have thrusting tips on its ends. The bow physrep can be used for blocking defense with one hand. A bow may not be used for melee attacks.

Crossbows are made of closed cell foam only—no core is allowed. No string is attached. A crossbow cannot be used for blocking, but is considered a Great Weapon for attacking purposes. The crossbow is meant to be a lighter, more portable counterpart to the bow.

Effects and Deliveries

Every attack in Alliance has three parts: the delivery, the qualifier, and the effect. The delivery is the out-of-game description of how the attack is being delivered and is not present in the verbal for most calls. The qualifier explains the mechanism by which the call is being generated in-game. The effect describes what the call will do if it connects.

Most calls will explicitly state the qualifier and the effect to help the recipient understand what defensive abilities they can use and what to do if they get hit.

A given call will only ever have one qualifier and one effect. If you have multiple options to select from for a single call, you must select a single qualifier and a single effect.

Deliveries

There are three terms used to describe the ways that attacks can be delivered in Alliance.

Ingested: All ingested attacks are delivered by placing a potion or elixir physrep next to the mouth of the target or by having the target consume a prepared item. Ingested deliveries always ignore protective spells, even if taken while unconscious. Only specific defenses can be used against Ingested deliveries; see the Defenses section for details.

Radius: Radius deliveries include traps, contact poisons, and monster abilities such as eye contact or sound of voice. If the Radius is a defined area, anyone partially within that area is affected. Radius delivery effects should always include an explicit Qualifier and Effect.

Targeted: This is the most commonly used delivery and covers attacks made via weapons and packets. Attacks of this type must make direct contact with the target's body (except the head or any hand holding a weapon) and can be blocked by weapons, shields, or other objects. Some Targeted attacks may include the Strike keyword, which is used to indicate that the attack is unable to be physically blocked; it is effective (but still subject to the appropriate defensive abilities) if it makes contact with the target or any of their possessions.

Qualifiers

An attack's qualifier will indicate what defenses are able to be used against it, if any.

Arcane: The Arcane qualifier signifies that an attack is particularly powerful and is unique in that there are no protective spells that work against it; the target must have a defense against the specific effect or its Effect Group or some way to avoid the attack entirely.

Elemental: These attacks are pulled forth from the primordial elements. The Channeling skill uses this Qualifier with the Strike keyword, "Elemental Strike <Effect>".

Poison: Effects delivered with this qualifier represent both virulent poisons and helpful antitoxins. Any ingested Alchemy is delivered with the Poison qualifier automatically.

Spell: This qualifier represents the standard way that magical energies are manipulated in Alliance and covers standard spells as well as the activation of magical items and certain magical effects generated by monsters. The casting of a spell with an incant implies both the Spell qualifier and the Strike keyword. Any ingested Earth potions are delivered with the Spell qualifier. The verbal for activating a magic item if you can cast the spell is "Activate Spell Strike <Effect>." If you are unable to cast the spell the verbal would be "Activate <Incant>."

Weapon: This qualifier represents attacks from weapons and claws. Any Weapon qualifier attack that includes a number, omits the "Weapon" Qualifier from the call, unless the Strike keyword is also used. The damage from Weapon qualifier attacks cannot be used to restore lost body points to a target, though the effect may be beneficial in other ways.

Effects

Any effect can be combined with any delivery or qualifier. There are many effects, organized into Effect Groups. These describe how effects are defended against, and how detrimental effects can be removed.

Unless otherwise specified, identical effects do not stack, regardless of source. If you are struck by an effect that you're already under, the newest identical effect will always override the older one, resetting the duration of a timed effect.

Some effects simply represent various ways to get hurt. Normal, Silver, Magic, Flame, Lightning, Ice, and Stone will all typically do the stated amount of damage, with no other additional effect, though some monsters might be hurt differently by them (or even healed).

Healing, Chaos, and Body are a little different. Healing will normally heal the Body Points of the living and harm the Undead; in both cases it bypasses Armor Points. Chaos is the opposite—it will heal the undead while harming the living, its foul energies striking straight past Armor Points directly to Body Points. For both of these, keep in mind that attacks delivered using the Weapon Qualifier cannot be used to restore body points to a target and instead will result in a call of "No Effect." The Body effect bypasses Armor Points entirely and the great majority of targets will be susceptible to attacks using this effect.

Other than Healing, Chaos, and Body, any effect included in a call with a number will only affect a target if it deals damage to the target's body.

Calls

The Effect and Qualifier come together with every call. Most calls using the Targeted Delivery will follow the pattern <Qualifier> <Effect>.

A Flame elemental may throw balls of fire calling "Elemental 10 Flame!" where Elemental is the qualifier, indicating that defenses like Elemental Shield or Resist Element will work, 10 is the amount of damage it inflicts, and Flame is the effect, indicating that it might not harm a Flame Elemental or might have an additional effect on an Ice Elemental. This call does not include the Strike keyword, so would be physically blockable.

Attacks that don't do damage simply omit the number. A bewitching siren might throw a packet for "Spell Strike Charm!" The attack does not have a number so it won't do any damage, but if it connects with the target or their possessions (due to the Strike keyword), they will think the siren is their best friend for a few minutes unless an appropriate defense is used.

There are two specific exceptions to this call pattern. First, a spell cast using a standard incant is always assumed to use the Spell Qualifier and Strike keyword even though they are not explicitly stated. Additionally, for a spell that does damage, the number will be part of the incant.

When making a call that uses a damage number, you can voluntarily decrease that number by any amount. This represents holding back some of your strength or magical power, but still fully expends the ability.

Effects

The below effects have changed in level, effect, or both or are new.

The following effects have been renamed: Mend Armor

Blast Globe

Globe

Evocation; Instant

Blast Globes are thrown with the call "Elemental Strike 10 <Effect>", where the Effect is chosen from Flame, Ice, Lightning, or Stone (for Blast Globes created with Alchemy) or Normal or Silver (for Blast Globes created with Tinkering) at the time of the Blast Globe's creation.

Break

Spell (Celestial and Earth 3), Scroll, Globe

Eldritch Force; Instant

This effect will reduce any targeted armor to 0 Armor Points, and make any targeted game item which does not have Ritual effects unusable until it is mended.

A strengthening charge may be expended (by calling "resist") to negate a Break effect.

Magic Items, Components, and Ritual Scrolls are immune to the Break effect.

"With Eldritch Force I Break your <item>."

Cure Disease

Spell (Earth 6), Potion

Healing; Instant

This effect will cure a character affected by Disease. If cast upon an Undead, it will instead render them unable to be healed from any source. When affected by any effect which would heal them, they must call "No Effect."

"I call upon Earth to Cure Disease."

Disease

Spell (Earth 6), Potion

Necromancy; 5 Minutes

This effect will make the target unable to be healed from any source. When affected by Healing (or any other effect which would otherwise heal them), they must call "No Effect". Against undead, this spell will remove the effects of a Cure Disease spell.

First Aid may still be used to stabilize someone under this effect (and bring them from -1 to 0 Body Points as normal), though it will not remove the Disease effect itself.

"With Necromancy I Disease you."

Disintegrate

Instant

This effect forces the target to immediately dissipate and resurrect as if it had suffered a single death.

Mend

Spell (Celestial 2)

Eldritch Force; Instant

This effect will instantly refit a specified amount of armor on the recipient or instantly repair an item that has been affected by the Break effect.

The Mend armor effect may be used with any specified value, but will not take a suit of armor over its maximum allowed value. When casting it as the second level Celestial spell to repair armor, the value is set at 20.

"With Eldritch Force I mend <your [item]> / <20 armor>"

Restore

Spell (Earth 4), Potion

Healing; Instant

This effect will remove an ongoing Wither or Stun Limb effect upon a target.

When cast upon undead, it has the same effect as a Wither has on living victims.

"I call upon Earth to Restore you."

Shatter

Spell (Celestial 7)

Eldritch Force; Instant

This effect will reduce any targeted armor to 0 Armor Points and consume any targeted game item which does not have Rituals on it. Game items with Rituals will take Shatter as a Break effect and be unusable as a game item until Mended. This does not prevent the use of Rituals on the item, unless their activation or use requires the use of the item.

If a targeted item is Strengthened, a Shatter will consume all Strengthen charges on the item and negate the effect, calling "Resist."

Catalysts and Ritual Scrolls are immune to Shatter effects.

"With Eldritch Force I Shatter your <item>."

Stun Limb

Spell (Celestial 4)

Eldritch Force; 5 minutes

This effect disables one limb of the target. If the limb is not specified in the incant, the target chooses which unstunned limb is affected. An already stunned limb targeted by this effect will have its ten minute timer reset.

If used on an NPC for which the creature being played does not have obvious arms or legs, the player playing the NPC should still be affected, representing the creature being affected in similar ways.

A Stunned limb may not be used to wield a weapon or manifest Game Abilities; the limb may also not be used for locomotion other than a crawl or the equivalent.

"With Eldritch Force I Stun your <limb>."

Wither

Spell (Earth 4, Potion)

This effect prevents a character from throwing packets or using weapons or shields for anything other than blocking and using the skills Counteract, Intercept, Parry, and Spell Parry. Characters under the effect of a wither may still touch cast and make use of strengthening charges.

This same effect will occur against an Undead target if Restore is cast on them.

"With Necromancy I Wither you."

Magic

Packets may be of any color. Brewing and Inscription can be used to copy Earth and Celestial spellbooks, respectively.

Signature Spells

Any Signature Spell, other than those that land and are not defended against, can be Meditated back.

Channeling

The standard verbal for Channeling attacks is "Elemental Strike <Number> <Effect>." A player may choose to make a Channeling attack without the Strike keyword if they wish, but this attack would then be blockable.

Magic Items

The verbal for activating a magic item with the Enchant ritual or activating an effect previously stored in a spell store, if the character can cast the spell normally, is "Activate Spell Strike <Number> <Effect>." In this instance a character may choose to activate a magic item without the Strike keyword, but this attack would then be physically blockable. If you are unable to cast the spell normally the verbal would be "Activate <Incant>."

Items with Ritual effects are immune to the Break effect, but will become unusable when affected by a Shatter or Explosive effect. An unusable item may not be used to perform any game functions until it has been Mended.

Adventuring Equipment Usage

Alchemy

Contact Gels: These substances will affect a target as soon as they touch or are touched by them. There are two ways to use contact gels: application on either a stable surface (such as a table or a doorknob), or a weapon for use in combat. Either application type requires the character to have at least one level of Alchemy.

The minimal time needed to apply a contact gel is the actual time to tape the tag onto the item, but never less than three seconds. In both cases, the "unused" flag of the tag must be removed as the tag is attached.

When applied to a surface, the Alchemy tag must be applied to the item.

Contact gels will last until used or the end of the event. Once touched and thus activated, the effect will last for the normal duration for that effect.

The tag must be placed in such a way that a person closely inspecting the item could see it and know that there was something on the item. If the person applying the substance comes into contact with it, they will be affected.

When a contact gel is applied to a weapon, the tag is simply attached to the weapon. Used in this way, the coating will remain active on the weapon until it strikes a valid target. The coating must be called in your verbal for every swing after it is applied or else it is expended. If the weapon is affected by a Break or Shatter effect, the coating is destroyed. No more than one coating may be applied to a weapon at time, and a new tag must be applied every time a new coating is applied. The call for a coated weapon is "Poison <Number> <Effect>". Coatings can be used in conjunction with most other skills. Vorpall coatings will only increase the damage number and will not change the effect.

When used in conjunction with Archery, the tag is placed on the bow or crossbow physrep. The call for the coating would continue to be used until a valid hit is landed.

Elixirs: Elixirs are delivered by placing an appropriate physrep next to the mouth of the target or by having the target consume a prepared item. They use the Ingested Delivery and the Poison Qualifier.

Elixirs can be mixed into food or drink. Anyone with at least one level of Alchemy mix a single Elixir into a container by spending at least 3 seconds roleplaying this action. Once applied, the pertinent tag must be attached to the food or drink container which has been poisoned and will stay until either (a) the poisoned item is first ingested, in which case the person imbibing the poisoned item will be affected by the elixir and the tag then removed; or (b) the first piece of poisoned food or drink is transferred from that container, in which case the tag should be moved with the poisoned food, leaving the rest of the container clean.

Globes: Alchemy Globes are delivered via packet and be used by characters who have purchased the Alchemy Globe Proficiency Alchemy Crafting Ability. For most globes, the verbal is "Poison <Effect>". The verbal is not in-game so even a silenced or mute character may use one. If the verbal is not said properly then the attack is unsuccessful and the globe is wasted.

Characters who purchase the Alchemy Globe Superiority Alchemy Crafting Ability can use the verbal "Poison Strike <Effect>" when they use Alchemy Globes.

Blast Globes have a slightly different verbal. These are thrown with the call "Elemental Strike 10 <Effect>", where the effect is selected when the Blast Globe is produced. Blast Globes can be thrown by characters with either the Alchemy Globe Proficiency or Tinkering Globe Use Crafting Abilities.

Globes can also be put into gas traps by someone with the Tinkering Skill as described below.

Brewing

Potions: Potions are delivered by placing an appropriate physrep next to the mouth of the target. They use the Ingested Delivery and the Spell Qualifier.

Spellbooks: Characters with the Brewing skill are able to create a special ink that allows them to transcribe spells into earth spell books for memorization.

Inscription

Scrolls: Scrolls are delivered by touching a packet to the scroll rep, reciting the appropriate incant, and either touch casting the spell or throwing the packet at the target.

Spellbooks: Characters with the Inscription skill are able to create a special ink that allows them to transcribe spells into celestial spell books for memorization.

Smithing

Armor Patch: Armor patches are expended at the end of an armor refit, granting the wearer of the refit suit of armor Bonus Armor Points based on the strength of the patch used. The Bonus Armor Points are the first Armor Points lost to damage and last for 10 minutes or until lost. When using an armor patch the person refitting should state "Refit complete, Armor Patch <Number>" so the recipient is aware that the patch has been applied. This is an out of game statement and is not prevented by the Silence effect.

Whetstone: A Whetstone grants a +1 bonus to a particular weapon for 10 minutes, functioning similar to a Critical Attack. This item cannot be used in conjunction with any other timed effects or abilities that increase damage and requires 30 seconds of Focus to activate. Once activated by a successful Focus the item is consumed.

Tinkering

Globes: Tinkering Globes are delivered via packet and be used by characters who have purchased the Tinkering Crafting Ability Tinkering Globe Use. For most Tinkering Globes, the verbal is "Weapon Strike <Effect>" For Tinkering Blast Globes the verbal is "Elemental Strike 10 <Effect>", where the effect is selected when the Blast Globe is produced. Blast Globes can be thrown by characters with either the Alchemy Globe Proficiency or Tinkering Globe Use Crafting Abilities. The verbal is not in-game so even a silenced or mute character may use one. If the verbal is not said properly then the attack is unsuccessful and the globe is wasted.

Weapon Traps: A weapon trap represents a weapon on a spring mounted mechanism. This must be mounted on a large or heavy object, such as in a crate or a trunk, or onto a door. Once armed, a weapon trap cannot be moved.

Out-of-game, the trap has to have a standard trap trigger (a light or noisemaker) and a weapon with a valid item tag must be attached. There must be a clearly marked "pivot point" for whichever weapon physrep is being used. When the trap goes off, a Hold is called and the weapon is rotated around the pivot point. Anyone touched by the weapon is affected as though they had been struck by a weapon blow of the stated amount and type. Note that the weapon does not actually need to be swung or be on a spring for safety reasons. The mounted weapon may be any standard approved weapon.

Weapon traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Weapon coatings may be applied to the weapon used in a weapon trap. These coatings are expended as normal when the trap is set off and must be re-applied when the trap is rearmed.

Weapon Traps may not be blocked by a weapon or shield, but any pertinent defense against the appropriate qualifier (usually Weapon) can be used.

Mechanical Traps: Mechanical traps represent collapsing ceilings, rockfalls, giant scythes, and other such contraptions. They are completely immovable once set and have a minimum size of 3' by 3' by 3'.

Anyone struck by any part of the trap when it goes off takes the full damage of the trap. Mechanical traps are destroyed when they are set off.

Mechanical traps should be represented with pillows, plastic trash bags filled with newspapers, and other soft items that are safe to use.

Explosive Traps: Explosive traps represent a container filled with a volatile substance. When set off, this Area Trap will destroy all destructible in-game items within its range (as per the Shatter effect).

Sealed containers will not protect items from explosions unless the container itself is indestructible. Explosive traps cannot be avoided by Cloak Eldritch Force or Bane Eldritch Force.

This trap is destroyed when it detonates.

Alchemy Globe and Scroll Traps: These Area Traps are loaded with an Alchemical Globe or Battle Magic scroll that will affect everyone in the Game Room when triggered. The Crafting Material cost for creating the trap does not include the cost of the globe or scroll itself. When setting the trap, the trap setter must include a globe or scroll tag or the trap is not successfully armed. Once set off, the trap physrep itself counts as the "caster". In this case, any spell which has wording regarding the "caster" (such as Line of Sight spells, Charm effects, etc.) will effectively expire after a five seconds (for Line of Sight) or have no effect (Charm). Any legitimate applicable targets/physreps in the Game Room are separately targeted by the effect. Note that only one item may be loaded in each trap; you cannot stack multiple globes or scrolls to increase their effect.

Items loaded into one of these traps can never be removed or salvaged once the trap is armed. If the trap is successfully disarmed, the trap may be re-armed again, but in no case may the globe or scroll be taken from the trap to be used in other traps or on their own.

Globe traps are radius delivered with either the Poison or Elemental Qualifiers, as appropriate to the Globe used, and the Strike keyword, and applicable defenses apply. If two or more globe traps have the same trigger, they are all set off at once and one defense will negate them all.

Scroll traps are radius delivered with the Spell Qualifier and the Strike keyword, and applicable defenses apply. If two or more scroll traps have the same trigger, then they are all set off at once and one defense will negate them all. Scrolls with effects from the Protection/Enhancement and Eldritch Force Effect Groups may never be put into a Scroll Trap.

These traps are not destroyed when set off, though the item used is expended, and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Noisemaker: Alarms and noisemakers are traps that do no damage but set off loud alarms. These traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Crafting Abilities

Crafting Abilities are purchased using Ability Points gained from purchasing ranks in Crafting Skills. Ability Points can be used to purchase abilities in the General list or the list specific to the Crafting Skill the points are from. Abilities can be spent either at Logistics or after completing a Meditation. Unless specified, the effects of Crafting Abilities persist through death and resurrection, but expire at the end of the Logistics Period.

General Crafting Abilities

Crafting Ability	Passive/Daily	Cost	Prerequisite
Craft <Skill> Equipment Batch	Daily	2 + 2 per batch	
Craft Superior Equipment	Daily	3	
Enhance Equipment (Masterwork)	Daily	5	
Field Crafting	Daily	2	
Recycle	Passive	2	

Craft <Skill> Equipment Batch

Purchasing this ability allows the character to create a Crafting Batch of Adventuring Equipment appropriate to the Crafting Skill used to purchase the ability. The first Crafting Batch created for a given Crafting Skill each Logistics Period receives a Toolkit bonus at no cost.

The Ability Point cost for this ability is calculated separately for each Crafting Skill.

The decision to use a Toolkit for a given batch must be made when the character begins the batch.

Incomplete Crafting Batches will be tracked using a Crafting Batch card. These can be obtained at Logistics or a Crafting Station. A single item cannot be created by turning in Crafting Materials in separate Crafting Batches.

Craft Superior Equipment

This ability allows for the creation of one Superior Equipment item based on the Crafting skill used. Certain Superior Equipment items will require a base Adventuring Equipment item as part of their creation.

Superior Equipment may be targeted by Rituals, but an item that is currently the target of Rituals may not be made into Superior Equipment.

Enhance Equipment (Masterwork)

This ability allows a crafter to improve an existing piece of Adventuring Equipment or other tagged item to allow for it to more easily be affected by ritual magic. The item to be improved does not have to be one the character can create.

Turning a regular item into a Masterwork Item requires 5 Ability Points and 5 gold spent per additional effect added to the item. Each property listed below may only be present once on a given item.

- Simplified: all rituals cast on the item are at one less difficulty
- Conserved: all rituals cast on the item consume one less additional reagent
- Quickened: all rituals cast on an item take 20% less time to cast
- Well-wrought: this item can only ever have two flaws

Field Crafting

This ability allows you to create a temporary generic tag for your crafting skill. This tag will be labeled with the Crafting Skill used to purchase it and the unmodified value of your Crafting Batch (up to a maximum of 9). Field Crafted items should be appropriately physrepped.

To use a Field Crafted item, the character who created it must Focus for 30 seconds, during which time they must write the name of the Adventuring Equipment being Field Crafted, which must have a Crafting Material value less than or equal to the value indicated on the tag. The indicated item must be on the list of Adventuring Equipment available to the skill and be a single use item.

Field Crafting tags and Field Crafted items expire at the end of the Logistics Period in which they are created. They have no Crafting Material value, and cannot be Recycled, turned in with the Merchant skill, or used in the creation of Superior Equipment or for any other purpose.

Recycle

This ability allows the character to turn in Adventuring Equipment items at Logistics or a Crafting Station for Crafting Materials. A character can receive Crafting Materials up to either the value of the item being turned in or the unmodified value of their Crafting Batch for the appropriate skill, whichever is lower.

Only items found on the Crafting Material Cost lists may be exchanged with this ability.

Alchemy Crafting Abilities

Crafting Ability	Passive/Daily	Cost	Prerequisite
Alchemy Globe Proficiency	Passive	2	
Alchemy Globe Superiority	Passive	4	Alchemy Globe Proficiency, Alchemy 15
Blast Potency	Daily	2	Alchemy 5, Alchemy Globe Proficiency
Cure for What Ails You	Passive	1	Alchemy Globe Proficiency, Healing Arts
Effective Antidotes	Passive	6	Alchemy 20, Healing Arts
Fusion Globe	Daily	2	Alchemy 15
Reliable Reactions	Passive	3	Alchemy Globe Superiority
Strong Will Stomach	Passive	1	
Temporary Transmutations	Daily	1	Alchemy 15
Viscous Poisons	Passive	2	Alchemy 5, Weapon Skill
Vomitous Blasts	Passive	2	Strong Will Stomach, Alchemy 5

Alchemy Globe Proficiency

This ability allows the character to throw Alchemy Globes using the verbal “Poison <Effect>” and Blast Globes using “Elemental Strike 10 <Effect>” based on the item’s tag.

Alchemy Globe Superiority

This ability allows the character to throw Alchemy Globes using the verbal “Poison Strike <Effect>.”

Blast Potency

This ability increases the damage of thrown Blast Globes by five for 10 minutes.

Cure for What Ails You

This ability allows the character to expend a Cure Wounds elixir to throw a packet for “Poison 5 Healing” as if the elixir were an Alchemy Globe. If Alchemy Globe Superiority is also purchased, these are thrown as “Poison Strike 5 Healing.”

Effective Antidotes

This ability allows the character to expend an Antidote elixir to administer one of either “Elemental Awaken,” “Elemental Cleanse,” or “Elemental Release” via touch cast.

Fusion Globe

This ability allows the character to expend an Alchemy Globe and a Blast Globe to throw a packet for “Elemental Strike <Effect>” with the effect matching that of the Alchemy Globe.

Reliable Reaction

This ability allows the character to immediately throw a second packet for each Alchemy Globe at no cost, if the first packet does not make contact with a target.

Strong Will Stomach

The ability allows the character to choose to call “Altered effect” upon ingesting any poison elixir and take 10 body damage instead of the effect.

Temporary Transmutations

This ability allows a character to expend any one piece of Alchemy Adventuring Equipment to produce any other Alchemy Adventuring Equipment effect of equal or lesser Crafting Material cost, of the same type. A berserk weapon coating can be expended to apply a sleep weapon coating, but could not be used to throw a “Poison Sleep” packet.

Viscous Poisons

This ability allows the character to choose what swing an applied poison coating is used for instead of being automatically used on the next swing.

Vomitous Blasts

This ability allows the character to Focus for 1 minute and expend any number of Blast Globes to use later. Each Blast Globe allows the character to throw one packet for “Elemental Strike 10 Normal” These attacks are available until they are used or the end of the Logistics Period, unless the character resurrects, in which case all remaining uses are lost. If the character is given a killing blow, all available elemental normal damage must be expended in a single attack of “<Number> Vengeance” against the person administering the killing blow.

Brewing Crafting Abilities

Crafting Ability	Passive/Daily	Cost	Prerequisite
Deft Dosage	Passive	2	Brewing 10
Earth's Bounty	Passive	1	1 per 2 Brewing ranks
Quicken Aid	Daily	1	
Life's Renewal	Passive	1	Earth High Magic
Potion Mastery	Passive	2	Brewing 10
Potion Potency	Daily	2	Brewing 10
Preserving Energies	Passive	5	Brewing 20
Purify the Potion / Corrupt the Concoction	Passive	1	Brewing 5
Quick Salve	Passive	1	Brewing 10
Relic Bearer's Siphon	Passive	3	Earth Channeling 5, Brewing 5
Shield of Sanctuary / Symbol of Desecration	Passive	2	Earth Channeling 1, Shield
Stopper Anything	Daily	4	Brewing 20
Undeath's Offering	Passive	1	

Deft Dosage

This ability will allow the character to target themselves with "Elemental 5 Healing" via touch cast immediately after administering any cure wounds potion to another person.

Earth's Bounty

This ability grants an increase of 2 maximum Body Points. This ability can be purchased a maximum of five times, regardless of whether it is from this ability or the High Magic ability, providing up to 10 additional Base Body Points.

Life's Renewal

When you complete a Resurrection, this skill allows the person being resurrected to renew one skill of each category (racial, scholarly, martial, stealth) immediately with no additional Meditation or Focus and receive any protective spells of their choice, with no spells being expended.

Potion Mastery

This ability allows the character to expend a potion in their hand to touch cast its effect as "Spell <Effect>" into a Spell Store or Memory Strike Ritual as though using a Battle Magic spell to fulfill those Rituals' requirements.

Potion Potency

Select Healing or Necromancy on activation, and for the next 10 minutes, increase any Cure Wounds or Cause Wounds amount of the appropriate element from a potion by five.

Preserving Energies

This ability increases the character's Bleeding Out timer to 2 minutes and their Dead timer to 10 minutes.

Purify the Potion/Corrupt the Concoction

This ability allows the character to administer any Earth or Necromancy potion as its reverse effect. When administered the effect group of the delivered potion will match the chosen effect.

Quick Salve

Each purchase of this ability creates one slot on the Character's Spirit to store an absorbed Potion for the duration of the ability. While the ability is active, the Character may Focus for one minute and expend a single potion in hand to store the potion Effect in the slot with the verbal, "Absorb <Effect>." The character may then Touch cast any stored Effect as "Elemental <Effect>". While the slot(s) persists through resurrection, any unused Effects in storage will expire.

Quicken Aid

This ability allows the character to perform First Aid in 3 seconds instead of the normal 60 seconds three times for each purchase.

Relic Bearer's Siphon

This ability allows a character to Meditate and expend a potion to restore an amount of points to their own Earth Channeling Pool. This amount is equal to 5 points per level of the spell, plus an additional 5 points if the potion expended is a cure/cause wounds potion.

Shield of Sanctuary/Symbol of Desecration

This ability allows a character to use a shield as either a healing or chaos source. May only be purchased once.

Stopper Anything

This ability allows the character to craft any earth spell into a short lived potion as a part of a Brewing Crafting Batch. These potions have a cost of two Crafting Materials per level of the spell to create and they expire at the end of the Logistics Period they are created in.

Undeath's Offering

Characters purchasing this ability reduce their Base Body Points by 5 and gain 10 Base Natural Armor. This ability may be purchased up to four times and is considered Necromancy.

Inscription Crafting Abilities

Crafting Ability	Passive/Daily	Cost	Prerequisites
Arcane Sight	Passive	2	Inscription 15
Celestial Armor	Passive	1	1 per 2 Inscription ranks
Efficient Protectives	Passive	2	Inscription 10
Mend Potency	Daily	2	Inscription 5
Mystic Tattoo	Daily	2	Inscription 10
Perfect Spelling	Passive	3	Inscription 10
Preferred Element	Passive	1	
Scroll Anything	Daily	4	Inscription 20
Scroll Mastery	Passive	3	Inscription 15
Scroll Potency	Daily	2	Inscription 5
Star Armor	Daily	2	Inscription 10
Wand Wielder's Siphon	Passive	3	Celestial Channeling 5, Inscription 5

Arcane Sight

This ability allows a character to cast any scroll regardless of celestial spells known, and without a light source.

Celestial Armor

This ability increases the Base Armor Value of any Base Armor worn by 2 per purchase. This ability can be purchased a maximum of five times, regardless of whether it is from this ability or the High Magic ability, providing up to 10 additional Base Armor, and does not count against the character's class limitation for armor points.

Efficient Protectives

This ability allows a character who has just cast a Protective spell on another character from a scroll to immediately cast that same effect on themselves using the verbal "Elemental <Effect>".

Mend Potency

This ability increases the amount repaired by any Mend Armor or Mend Armor Storm spell cast from memory by five for 10 minutes.

Mystic Tattoo

When creating a Scroll within an Inscription Crafting Batch, this ability allows the crafter to inscribe it onto a willing creature instead of a piece of paper. The Mystic Tattoo must be represented by a sigil covering at least 1 square inch of the target, but will be visible through clothing. This Mystic Tattoo may only be used by the targeted creature. To use the Mystic Tattoo, the creature must touch a packet to the sigil and recite the full verbal for the spell that was tattooed. The Mystic Tattoo does not persist through resurrection.

Perfect Spelling

This ability allows the character to immediately recast scrolls as "Spell Strike <Effect>" if the initial packet misses.

Preferred Element

When casting an evocation bolt from a scroll, in place of the effect listed on the scroll, the character may select from flame, ice, lightning, stone, or magic.

Scroll Anything

This ability allows the character to craft any celestial spell into a short lived scroll as part of an Inscription Crafting Batch. These scrolls have a cost of two Crafting Materials per level of the spell to create and they expire at the end of the Logistics Period.

Scroll Mastery

This ability allows the character to expend a battle magic scroll which they could otherwise read with the incant of another, lower level, scrollable spell to generate that effect, as long as that spell is in a spellbook currently in the character's possession.

Scroll Potency

For the 10 minutes increase the damage of any Evocation Bolt cast from a scroll by five.

Star Armor

This ability allows a character to Focus for 1 minute and expend a battle magic scroll to grant themselves Bonus Armor equal to 5 points per level of the spell.

Wand Wielder's Siphon

This ability allows a character to Meditate and expend a battle-magic Scroll to restore an amount of points to their own Celestial Channeling Pool. This amount is equal to 5 points per level of the spell, plus an additional 5 points if the scroll expended is an evocation bolt.

Smithing Crafting Abilities

Smithing Ability	Passive/Daily	Cost	Prerequisites
Arcane Smith	Passive	2	
Armor Mastery	Passive	1	1 per 2 Smithing levels
Armored Mettle	Passive	3	Smithing 15
Enhance Weapon (Silver)	Passive	3	
Enhance Equipment (Strengthen)	Passive	5	Smithing 10
Fan the Flames	Passive	5	Smithing 20
Fast Refit	Daily	1	
Field Repair	Passive	1	
Immoveable Shield	Passive	2	Smithing 5, Shield
Reckless Strength	Daily	2	Smithing 10, Weapon Skill
Repair Armor	Passive	1	Smithing 5/10/20
Unstoppable Weapon	Passive	1	

Arcane Smith

This ability allows the character to refit Arcane Armor in 1 minute.

Armor Mastery

Whenever a character with this ability uses an Armor Patch to grant bonus armor, they instead grant that amount of bonus armor plus 2 points per purchase of this skill. This ability may be purchased up to 5 times.

Armored Mettle

While wearing tagged physical armor and at max armor value (not needing refit) the body damage taken from the use of a mettle skill is reduced by half. When used by a character with the skill Indomitable Will each use of Mettle costs 5 body points.

Enhance Weapon (Silver)

This ability allows you to turn an existing Normal weapon into a Silver weapon at a crafting station or during Logistics for a cost of 10 silver per weapon. Any standard attacks with that weapon would be made with "<Number> Silver" as the verbal.

Enhance Equipment (Strengthen)

This allows you to add Strengthen charges to items at a crafting station or during Logistics. Any item may have up to 3 Strengthen charges applied to it at a cost of 1 gold per charge.

Fan the Flames

This ability allows a character to expend a Strengthen Charge to allow the weapon to swing the Flame effect for ten minutes.

Fast Refit

This ability allows a character to halve the time it takes to refit a suit of armor once for each purchase. This skill can be used multiple times to enhance its effects, to a minimum of a 15 second refit, but this reduction is applied after any other reductions to the armor refit timer.

When using this skill, a character must announce "Fast Refit." Once the skill is announced, it is expended even if the refit action is interrupted.

Field Repair

This ability allows the character to touch cast "Elemental Mend <item>" after a successful meditation.

Immovable Shield

This ability allows the character to expend a Strengthen Charge on their properly wielded Shield to call “Counteract” to negate a Weapon attack using the Strike keyword that is otherwise validly blocked, without the use of that skill.

Reckless Strength

The ability allows the user to expend a Strengthen Charge to increase the base damage of a strengthened weapon by 1 while they are wielding it for 10 minutes. If this ability is already active, a new activation resets the timer.

Repair Armor

This ability allows the character to refit tagged physical armor faster. Each purchase reduces the refit time of physical armor by an additional 10 seconds per purchase. May be purchased up to 3 times.

Special prerequisite: 5/10/20 Smithing

Unstoppable Weapon

Smiths may use any known martial skills with a Great Weapon, regardless of the skill's requirements.

Tinkering Crafting Abilities

Tinkering Ability	Passive/Daily	Cost	Prerequisite
Automatic Injector	Daily	1	Healing Arts, Tinkering 5
Blast Pressure	Daily	1	Tinkering 5
Blast Strike	Passive	1	Tinkering 5, Weapon Skill
Careful Hands	Passive	1	Evade
Danger Sense	Daily	3	Careful Hands, Tinkering 15
Deadman's Switch	Passive	2	Tinkering 15
Dismantle	Passive	1	
Escape Artist	Daily	1	Tinkering 5
Field Repair	Passive	1	
Improvised Globe	Passive	2	Tinkering 10, Tinkering Globe Use
Improvised Use	Daily	2	Tinkering 10
Tinkering Globe Use	Passive	3	
True Tinkering	Daily	3	Tinkering 20

Automatic Injector

This ability allows the character to Focus for 1 minute and expend an Antidote, Awaken, or Cleanse elixir or potion. When next affected by any non-instantaneous effect in the effect group appropriate to the expended elixir or potion the character is automatically subject to an “Elemental <Effect>” as if touch cast and accepted.

Blast Pressure

Increase the damage of a single thrown Blast Globe to 50.

Blast Strike

This ability allows the character to expend a Blast Globe and make a weapon attack with the call “Elemental Strike 10 <Effect>.” The effect used in the attack must match that of the Blast Globe.

Careful Hands

This ability allows the character to expend an evade to avoid any effect delivered via Radius: Contact, such as a contact poison, spirit link, etc.

Danger Sense

This ability allows the character to call “Trap Avoidance” and avoid the effect of an area trap.

Deadman's Switch

This ability allows a character to Focus for 1 minute and consume one weapon, mechanical, or explosive trap, that is not currently armed. After the focus is completed the next character to perform a Killing Blow on them will be targeted with an attack of “<Number> Vengeance” with the number doing damage equal to the amount of damage the trap would have done. This ability may only be purchased once and will not persist through resurrection. and The trap tag must be carried while the effect is present.

Dismantle

This ability allows the character to Focus for 1 minute with an item and touch cast “Elemental Break” on that item.

Escape Artist

This ability gives the character the ability to rip from any binding effect on a three count once per logistics period per purchase, as the monster ability Escape Binding. A use of this ability only occurs when the 3 count is completed.

Field Repair

This ability allows the character to touch cast “Elemental Mend <item>” after a successful meditation.

Improvised Globe

This ability allows the character to expend any Crafting Materials with a total value of 5 to throw a packet of “Elemental Strike 10 <Effect>.”

Improvised Use

This ability gives the character the ability to ignore any skill prerequisites for using any consumable crafted Adventuring Equipment for 10 minutes.

Tinkering Globe Use

This ability allows the character to throw Tinkering Globes using the verbal “Weapon Strike <Effect>” and Blast Globes using “Elemental Strike 10 <Effect>” based on the item’s tag.

True Tinkering

This ability allows a character to spend Crafting Materials during a single Tinkering Crafting Batch to create Adventuring Equipment items from any other Crafting skill. These items must be items they could create within a Crafting Batch of that skill and require twice as many Crafting Materials to create, though they may use either Tinkering Crafting Materials or Crafting Materials appropriate to the other skill.

High Magic

High Magic is the pinnacle for any character that casts magic, allowing them to produce effects beyond simple spells. Each Purchase of the High Magic skill provides a character with a single point of High Magic which can be spent on the High Magic Effects listed below.

High Magic is purchased as either Earth or Celestial. High Magic of two aspects may not be combined when assigning High Magic. High Magic abilities last for a single Logistics Period and target the body unless otherwise stated in the individual effect. High Magic abilities can never be meditated back, unless specified in the ability description.

High Magic may be assigned in two different ways. The first is for a player to decide which High Magic Abilities they want for the Logistics Period and assign the required High Magic at Logistics. Any amount of High Magic may be assigned this way. The second allows a character more flexibility during the LP, but also takes more time. Any number of a single High Magic Ability may be chosen during a single successful Meditation, at which time a player must properly modify their battle card to reflect the newly assigned High Magic. Abilities with multiple options such as Cloak or Magical Conduit count as the same High Magic Ability for this purpose, even if different options are chosen, so a Cloak vs Curse and a Cloak vs Binding may be purchased via a single meditation. Purchases of the Spellcraft High Magic must be signed off on by a Crafting Marshal after expending the proper reagents.

Additionally, as long as the character has a 9th level spell slot of that aspect, any character with High Magic has a Ritual Strength ranking equal to half their High Magic ranks, rounded up, in the appropriate aspect.

High Magic Effects

Arcane Smith

Passive. Allows a character to refit Arcane Armor in 60 seconds.

Bane

Times ever. Each time this Smart Defense is selected it provides protection against a single attack from a specifically chosen Effect Group chosen by the caster; any Effect Group other than “Coating” or “Other” may be chosen. The Bane will Return the specific effect from among those in its Effect Group back upon the attacker as if it were an effect encountering a Reflect Spell. A Bane used against an Ingested delivery will be treated as a Guard, not a Return.

Bane does not alter the delivery type of the effect.

Celestial Armor

Passive. Celestial Armor increases the value of any worn Base Armor by 2 Armor Points per purchase. This ability can be purchased a maximum of five times, regardless of whether it is from this ability or the Inscription crafting ability, providing up to 10 additional Base Armor, and does not count against the character’s class limitation for armor points. This adds to a character’s Armor and may go above their normal maximum.

High Magic	Effect	Points	Prerequisites
General High Magic			
Arcane Smith	Allows worn Arcane Armor to be refit in 60 seconds	1	
Bane <Effect Group>	Voluntary Return vs selected Effect Group	3	
Channeling Execution	Allow Killing Blows using Channeling Pool	1	At least one purchase of <i>Channeling</i>
Channeling Shield	Use Channeling Pool to stop damaging Spell and Elemental attacks	3	At least one purchase of <i>Channeling</i>
Cloak <Effect Group>	Voluntary Guard vs selected Effect Group	2	
Enhance Signature Spell	Double value of one Signature Spell from memory	1	
Exchange Spell	Swap a spell in memory for another of equal or lower level	1	
Higher Manifestation	Use a single hand as a Channeling Source	4	At least one purchase of <i>Channeling</i>
Magical Conduit	Fill up to 9 levels in a Spell Store Ritual of the appropriate aspect	3	
Oak of the Archmage	Use a Staff as a Channeling Source and deliver Channeling Pool and Signature Spells through attacks	5	Must know the <i>Staff</i> skill
Powerful Meditation	Meditate back a spell or skill that hit a Defense	1	
Ritual Manipulation	Manipulate a Ritual in a variety of ways	1	At least one 9th level spell of the appropriate school
Ritual Reinforcement	Increases a character's Ritual Strength	1	At least one 9th level spell of the appropriate school
Ritual Unification	Aid in another's Ritual casting	2	At least one 9th level spell of the appropriate school
Spell Augmentation	Selected spell is used with the "Spell" qualifier	2	
Spellcraft	Create a temporary Ritual effect	1	
Storm Augmentation	Allow walking and add 5 packets to a Storm spell	2	At least one 5th level spell of the appropriate school
Celestial High Magic			
Celestial Armor	Adds +2 Base Armor Points	1	Maximum of 5 purchases
Channel Foundation Element	May swing with the selected Element at will (Flame, Stone, Ice, Lightning)	5	<i>Claws</i> or a weapon skill
Elemental Augmentation	Selected Evocation spell is used with the "Elemental" qualifier	2	
Magical Channeling	May Channel using the "Magic" effect	2	At least one purchase of Celestial Channeling
Protective Reflex	Produce a retroactive <i>Prison</i> to protect the caster	8	
Scroll Mastery	Use a scroll to produce a lower-level Scrollable effect	3	At least one purchase of <i>Inscription</i>
Earth High Magic			
Channel Earth/Chaos	May swing the selected Element at will (Healing or Chaos)	5	<i>Claws</i> or a weapon skill
Earth's Bounty	Adds +2 Base Body Points	1	Maximum of 5 purchases
Potion Mastery	Allows using Potions to fill a Spell Store or Memory Strike Ritual	3	At least one purchase of <i>Brewing</i>
Rebirth	Produce a <i>Life</i> for the caster when their Dying period runs out	8	

Channel Earth/Chaos

Passive. Each time this ability is selected, the caster may choose either Healing or Chaos. The chosen element must be declared at the time of selection. This ability may not be purchased more than once in a single Logistics period. For the rest of the Logistics Period, the character can use the chosen element when attacking with their usable weapons. Just like the Healing Blade and Chaos Blade spells, they may choose whether to use this element with each weapon attack.

Channel Foundation Element

Passive. Each time this ability is selected, the caster chooses one of the four Foundation elements (Stone, Lightning, Ice, or Flame). The chosen element must be declared at the time of selection. This ability may not be purchased more than once in a single Logistics period. For the rest of the Logistics Period, the character can use the chosen element when attacking with their usable weapons. Just like the Healing Blade and Chaos Blade spells, they may choose whether to use this element with each attack of their weapons.

Channeling Execution

Passive. Once this High Magic has been purchased, the character may Killing Blow using any one valid Channeling effect they have available by spending 5 from their Channeling Pool. This Killing Blow may be performed using any valid mechanism available.

Channeling Shield

Passive. A character who has purchased this High Magic may defend against incoming Spell and Elemental qualifier attacks. This defense may be used no matter what Effect is called with the attack, but it must be a damaging attack with a number attached.

The character must expend points from their Channeling pool equal to the damage amount of the attack when using Channeling Shield; if they have insufficient Channeling points available they may not use this ability. When using

Channeling Shield to stop an attack, the character must call "Cloak." This ability may be used any number of times once purchased so long as the character has sufficient Channeling Pool available.

Cloak

Times ever. Each time this Smart Defense is selected it provides protection against a single effect from a specific Effect Group chosen by the caster; any Effect Group other than "Coating" or "Other" may be chosen.

The Cloak will completely Guard against the specific effect from among those in its Effect Group.

Earth's Bounty

Passive. This ability grants an increase of 2 maximum Body Points. This ability can be purchased a maximum of five times, regardless of whether it is from this ability or the Brewing crafting ability, providing up to 10 additional Base Body Points.

Elemental Augmentation

Times ever. This augmentation changes the verbal required to deliver a single evocation spell, which can now be delivered as "Elemental Strike <Effect>." If an Evocation Storm spell is chosen, the change will extend to the packets granted by the spell. Spells delivered using Elemental Augmentation may be cast while under the effect of a Silence.

Enhance Signature Spell

Times ever. This High Magic may be expended to double the numeric value of one Signature Spell from memory (not using the Flexible Casting skill).

Exchange Spell

Times ever. When this High Magic is used, a character may expend a memorized spell to gain use of a spell of an equal or lower level.

To use this High Magic, the character must have a spellbook containing both spells in hand and must Focus for 60 seconds while roleplaying studying from the spellbook.

Once the character has completed their Focus, the player must recite the incant for the spell to be expended and will then gain a use of the target spell. They must mark off the spell of their battle board and write in the new one with an "S."

If expended along with a charge of the Spell Swap Ritual, the 60 seconds of Focus will be reduced to a 3 count action. The character must still record the Spell Swap on their battleboard.

Higher Manifestation

Passive. A character with this High Magic may Channel a single Channeling element valid for their Channeling pool without using a Source in that hand. Only elements appropriate to the High Magic school may be chosen.

This means that the character may Channel while holding an object in their off hand. The hand selected to use Higher Manifestation must be visibly marked with a symbol at least 1" x 1" in dimension on the back of the hand or a glove worn on that hand. This ability may be purchased multiple times to allow for multiple elements.

Higher Manifestation may not be used to evoke Channeling pool in conjunction with a Source; if a Source is used, only elements appropriate to that Source may be manifested.

While it lasts, this High Magic may be invoked every time the character uses channeling.

Magical Channeling

Passive. A character with this High Magic may Channel a Celestial Channeling pool with the Magic effect in addition to what their source in hand would normally produce. This choice is made for each individual packet thrown.

Magical Conduit

Times ever. When using this High Magic, the character may fill up to 9 levels in a single Spell Store Ritual with spells appropriate to their Aspect. This requires the character to Focus for 60 seconds with a spellbook containing the spell(s) in hand to fill the Spell Store. The character need not have Spell Slots to cast these spells normally.

The Spell Store Ritual must stay in the character's possession for the duration of the Meditation session.

Oak of the Archmage

Passive. Oak of the Archmage allows a caster to use Channeling charges through a Staff instead of a Source. The caster must be proficient in the use of the Staff skill for this ability to be used.

When Oak of the Archmage is chosen, the caster must choose a single appropriate element for their Channeling pool(s). Multiple Oak of the Archmage High Magic effects may be used for multiple elements. Having a Staff affected by a Break or Shatter effect, lost or stolen does not end the Oak of the Archmage effect.

A character wielding such a staff may also manifest their Channeling energy through its swings. The character may expend Channeling Pool points to swing with the call "Elemental Strike <Effect>," using any of their standard Channeling attacks as the Effect, and expending points from their pool as appropriate. This may not be higher than their normal Channeling Pool maximum, but may be enhanced using the Greater Source Ritual. The Element chosen may be any type they could normally channel.

Additionally, such a character may expend a Signature Spell from memory to swing with the call “Spell Strike <Effect>”, using the effect of the expended Signature Spell.

Potion Mastery

Passive. Until the next Logistics period, this character may expend a potion in their hand to touch cast its effect as “Spell <Effect>” into a Spell Store or Memory Strike Ritual as though using a Battle Magic spell to fulfill those Rituals’ requirements.

Powerful Meditation

Times ever. This High Magic may be expended to Meditate a single Battle Magic spell (of either Aspect), or Martial or Stealth skill which was negated by a defense. The character must complete a normal Meditation session. The character may only use this High Magic on an ability they expended while they had this Powerful Meditation High Magic prepared.

Protective Reflex

Times ever. This provides a personal Prison spell for the caster in extreme emergencies. The Protective Reflex ability allows the caster to choose to activate this ability in response to any effect that strikes them; the Prison effect then acts as if it was cast before the effect struck. When triggered, the character must state “Protective Reflex. No Effect: Visible Prison” as a response to the attack.

Rebirth

Times ever. This provides a personal Life spell for the caster in extreme emergencies. A Rebirth will automatically activate a Life spell on the caster as if it had been touch cast and accepted 1 second before the end of their death count. However, the player always has the option to resurrect as normal and forgo using this High Magic ability in order to save it for a later time; unlike most High Magic, this ability will survive resurrection if unused.

If a Rebirth is used while Engulfed, your death count will be reset. The proper call for using this High Magic ability is “Rebirth.”

Ritual Manipulation

Times ever. This ability allows a caster to manipulate a Ritual they plan to cast later in the same Logistics Period. In order to use this ability, you must have the Ritual Scroll you wish to manipulate, all reagents required to cast it, and the catalyst (if required).

Each time this ability is taken, the caster may choose one Ritual Manipulation they wish to apply when they perform a full casting of the chosen Ritual. Note that a Ritual Manipulation is specific to a Ritual (e.g. “Arcane Armor”) but not the specific Ritual Scroll you are bringing to Logistics. High Magic points can also be expended on Ritual Manipulations immediately upon starting a Ritual Casting.

These abilities allow a caster to alter specific things about a Ritual they are casting, but require higher levels of Ritual Strength. The prerequisite for each type of manipulation must be met individually on a scroll to caster basis, and is based on the Ritual Strength of all involved casters when beginning the Ritual casting.

Each Ritual Manipulation purchased costs 1 point of High Magic.

The manipulations are listed below, arranged according to the additional Difficulty they add.

Foresight: When using this Manipulation, if a Backlash occurs, the caster may roll twice (rerolling a duplicate result) and choose which of the two rolled Backlashes applies. No further rerolls—such as from additional purchases of Foresight—are allowed.

The caster’s Ritual Strength must be at least equal to the Difficulty of the Ritual being cast.

Alternate Component: This allows the caster to swap out a single required reagent for another single required component listed on the Ritual Scroll.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 5.

Caster’s Mark: This allows the caster to add a small sigil or rune on the target of the Ritual. This can be no larger than 3" on a side. This Mark will remain as long as the Ritual with this ability remains on the item, and cannot be removed from the item while any Rituals of this batch remain.

This ability may only be taken once per batch of Rituals cast. Plot must approve the design of the sigil to be placed on the Item.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 5.

Improved Chance: This will add 1% success chance to the Ritual being cast. This ability can only be used up to five times per Ritual and never for a greater chance than 95%.

This is accomplished by rolling either two ten-sided die (with one representing the “ten” column and one representing the “ones” column) or rolling one die twice—first for the tens digit then again for the ones digit.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 5.

Lore Answer: This ability allows the caster to enter a note on the magic item tag which dictates what information, if any, the caster of a Lore Ritual will receive.

For each purchase of this ability, the caster may stipulate one “answer” which will be the first answer the caster of the Lore Ritual will receive from Plot. It is up to the discretion of Plot how much, if anything, the caster of the Lore Ritual will receive beyond this answer.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 5.

Conservative Casting: This allows the use of one less component. This ability cannot be combined with any other ability that allows a reduction in component cost and may only be purchased once.

All components as specified on the Ritual Scroll must be present at the time of casting. After the Ritual has been successfully cast, the caster may choose and retain the component(s) which were not expended due to this Ritual Manipulation.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 10.

Disguised Casting: this ability renders a Ritual so that observers and creatures in the area are not informed they “feel magic all around them” thus preventing the magical emanations which would alert creatures to the presence of the Ritual caster. In addition, anyone studying the Ritual is unable to determine if the Ritual is Earth, Celestial or Necromancy Aspected.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 10.

Quicken Casting: This will reduce casting time by 20% with a maximum time reduction of 80% (with four purchases). The target of this Ritual may refuse to allow the time reduction to work. This ability will not work with any Ritual which is listed as “unavoidable” such as Obliterate, Divestiture, or Banish to Other Plane.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 10.

Choose Flaw: The caster may choose to add a flaw to the item from one of the following flaws. The caster may purchase this manipulation multiple times to add more flaws on items.

- Limit the item’s use to a specific race or prohibit a specific race from using this item
- Require a specific Skill to use or requiring the user not have a specific Skill
- Require a certain action, phrase or gesture before, during or after activating
- Require the item be worn or held or manipulated in a certain way
- The item will only function under specific conditions (such as time of day or in specific weather)

If contradictory flaws exist, the item is rendered unusable. Flaws are applied to an item, not to specific Rituals. Thus, so long as an item retains any Rituals (and thus a Magic Item tag), all flaws on that item remain.

The caster must have fifteen levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Note: Flaws do not apply if a player does not know about them, however, any communication about the item’s powers (such as Identification or handing an item off from one person to another) must include an OOG communication detailing the flaws.

The intent of this clarification is that players with knowledge of any powers of the item should also (even if only OOG) be informed of the flaws of the item.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 15.

Obvious Power: This allows the caster to create an item which has a flaw added to it where anyone who inspects the item is able to identify the Aspect of the magic (Earth, Celestial or Necromancy) without the need for a Greater Celestial Circle of Power or a Lore Ritual.

If an Obfuscate Ritual exists on an item or is added to the item at any later time while this Ritual is still active, this ability will be removed.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 15.

Terminate Ritual: This ability allows the caster to voluntarily end the Ritual casting with no ill effects. At any time during the Ritual, before you know the results of any die rolls, the caster may activate the ability, ending the casting and retaining possession of all the Ritual components and Ritual Scrolls as if the Ritual had not been started. The Ritual may be restarted within 10 minutes. No matter what, a Terminated Ritual will still have the Ritual Scroll and reagents destroyed if the Ritual is not reattempted within this 10 minute period.

The caster’s Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 20.

True Conservation: This allows the caster to use two less components. All components as specified on the Ritual Scroll must be present at the time of casting. After the Ritual has been successfully cast, the caster may choose and retain the component(s) which were not expended due to this Ritual Manipulation.

This can only be purchased once per ritual and cannot be combined with any other ability that allows a reduction in component cost.

The caster's Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 25.

Insert Component: This allows the caster to swap out a single required reagent for another single required component listed on the Ritual Scroll.

The caster's Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 30.

Casting Insight: This ability allows the caster to roll twice to determine the success chance of their Ritual. The caster can then choose whichever die roll result they prefer of the two. These results are taken before any other Manipulations or High Magic abilities are used.

This ability may only be purchased once per Ritual.

The caster's Ritual Strength must exceed the Difficulty of the Ritual to be cast by at least 40.

Ritual Reinforcement

Passive. This ability increases the caster's Ritual Strength of the appropriate school by 1 for each time purchased.

Ritual Unification

Passive. This ability allows a character to participate in Ritual Casting as a Secondary Caster, adding their applicable Ritual Strength to that of the Primary Caster, as well as allowing them to expend High Magic points to purchase Ritual Manipulations.

Scroll Mastery

Passive. Until the next Logistics period, this character may expend a Battle Magic scroll (that they could normally use) to choose and cast a lower-level spell per the normal requirement of Scroll casting. The chosen spell must be in a Spell Book on the character's person and found on the standard list of Inscription Adventuring Equipment.

Spell Augmentation

Times ever. Each time this ability is selected, the caster may deliver one of their memorized spells as "Spell Strike <Effect>." This may be used to deliver a spell while under a Silence. This may be used on spells changed via Flexible Casting.

Spellcraft

Times ever. Each time this ability is chosen, the caster may prepare one Spellcrafting charge from one Ritual Scroll that allows Spellcrafting. The Ritual Scroll itself must be studied when preparing this High Magic. Ritual Scrolls are not expended after studying for Spellcrafting (with a few exceptions that are noted in the ritual text).

At Logistics or a Crafting Station, the caster hands in the required reagents as specified on the Ritual Scroll. The Ritual Scroll must also be verified. The player will then be given a Spellcrafting tag. This tag states the Ritual studied, the caster's name, and the current Logistics Period. The caster then has until the end of the Logistics Period written on the tag to invoke the Ritual. If the player does not use their Spellcraft before it expires, the ability is lost until it can be studied again; all reagents used for the Spellcrafting are lost.

The verbal for casting a spellcrafted Ritual is: "I call upon the power of <Aspect> magic to craft <Ritual Name and Choices>."

When casting, the Ritual Scroll must be in the hands of the caster and a packet must be touched to the Ritual Scroll before it is used. All spellcrafted Rituals must be touch cast onto a valid target. If that target has a spirit, the individual must "accept" per the touch casting rules; Refused Spellcrafting will be expended without any effect on the target. Spellcrafted Rituals are treated as battle magic spells in all other ways.

Any special rules for casting specified in the description of the effect must be followed for the Spellcrafting to be successful.

Spellcrafted Rituals generally expire after five days. Spellcrafted Rituals cannot be extended in any way.

The tag for a spellcrafted ritual must stay with the target throughout the duration of the ritual. The Ritual ends if the person resurrects (unless the Ritual is of the Spirit Type), the duration expires naturally, the recipient receives a subsequent spellcrafted Ritual, or the Spellcrafting tag is lost. If a Ritual casting is placed on a recipient who has already received a spellcrafted Ritual, the earliest spellcrafted Ritual immediately expires. Only the most recently spellcrafted Ritual is active on an individual recipient.

If a person is Spellcrafting a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that Ritual must, immediately after the Spellcrafting, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored. The spell or ability used should be noted on the Spellcrafting tag when it is handed to the recipient.

When Spellcrafting an item, the caster must attach the Spellcrafting tag to any item upon which a Ritual is cast. The Ritual expires if the item is destroyed, the Spellcraft duration expires naturally, or the Spellcrafting tag is lost. Only the most recently Spellcrafted Ritual is active on an item.

Any Rituals that summon, create, or animate creatures require Plot approval before they can be cast and the casting will consume the Ritual Scroll. This ensures that NPCs and monster cards are available.

If the casting is successful, it can take up to one hour for a summoned or created creature to appear. The spellcrafted Ritual does not start its duration until the NPC comes in-game. When spellcrafting any Ritual with a normal duration of one hour or less, the Ritual Scroll is expended and should be immediately given to the Crafting Marshal.

The Plot Committee may decide that a spellcrafted Ritual automatically fails if NPCs and/or monster cards are not available at the time of casting. Under that circumstance, the Ritual Scroll should not be expended and the Plot Committee and the caster should work out a more convenient time for the invocation of the Ritual.

Players who are assigned or volunteer to role-play the summoned, animated or created creatures need to see a member of the Plot Committee prior to entering the game to establish the creature's personality and reactions.

When creating undead, a Plot-approved graveyard is the only proper recipient of the Ritual. Undead creation may also involve the consumption of some coins. Any such requirements are listed on the Ritual Scroll.

Storm Augmentation

Times over. The caster may consume a charge of this High Magic ability when casting a Storm spell. This augmentation allows the caster to move during that Storm spell. The caster will also gain 5 additional packets to throw during the Storm. Other types of Augmentations may be used with the same spell.

Ritual Magic

Ritual Magic allows casters to use Ritual Scrolls to create long-lasting magical effects. Once a character has purchased a 9th level spell in a particular school, and a rank of High Magic, they gain a Ritual Strength rating. A character who has met these prerequisites has a Ritual Strength of half of their High Magic levels in a particular school, rounded up. Ritual Strength is compared to Ritual Difficulty to determine the success chance of a Ritual casting. Only a character with a Ritual Strength rating may participate in Ritual Casting.

Aspects

"Battle magic" is separated into three "Aspects": Celestial, Earth, and Necromancy. A spellcaster focuses the raw elements of magic into a specific, understandable Aspect, which produces a specific effect.

Similarly, when casting a Ritual, an effect will always come out as one of these three Aspects. There are many Ritual Scrolls which are "General" Aspect, which means that the Ritual will take on the Aspect of the High Magic used when cast.

A character's Ritual Strength rating is specific to a particular Aspect, either Celestial or Earth, depending on the High Magic used to purchase it. Earth Ritual Strength is used in the casting of both Earth and Necromancy Aspected Rituals.

Some General Aspect Rituals affect the performance of other Rituals, but will only impact rituals of the Aspect they are cast as.

Conversely, Ritual flaws that impact a character's ability to cast Rituals, or their proficiency in doing so, function regardless of the Aspect of the Ritual that is cast.

The casting of Necromancy Aspected Rituals is visually recognizable, even if the invocation does not use the word "chaos." Any individual observing a Ritual may ask the out-of-game question, "Does this Ritual look Necromantic?" The Ritual Marshal should answer "yes" or "no." All items that are created using a Necromancy Aspect are given Earth Aspect tags.

Ritual Scrolls

All Ritual magic requires a Ritual Scroll. A Ritual Scroll will be represented by at least 2 sheets of paper, typically in a plastic sleeve. Ritual Scrolls can be identified by a character with the High Magic skill appropriate to the Ritual Scroll. Characters with the Celestial High Magic skill can identify General and Celestial Aspect Ritual Scrolls and characters with Earth High Magic can identify all non-Celestial Aspect Ritual Scrolls. Alternatively, a Ritual Scroll may be identified via Permanent Celestial Circle or through the use of a Lore ritual. The top sheet of the Ritual Scroll is coded to prevent identification by characters without the appropriate skill. You should not look further than the top sheet if you do not have the correct skill.

Although Ritual Scrolls do not expire, they are expended immediately after use, unless otherwise indicated. Once expended, the Ritual Scroll should be turned in to the staff at the chapter where it was cast.

Ritual Scrolls may travel freely from one chapter to another but may only be cast in the same batch as Ritual Scrolls from the same chapter.

Ritual Information

Ritual information can be found on the Ritual Scrolls and on the Alliance LARP CMA. The following details will always be included: Ritual Name; Aspect; Base Difficulty (and any information about additional difficulty requirements); Catalyst requirement; Extendability; Base Duration; Casting Time; Target Type; Scroll Type; NPC Only Ritual; Role Play Only Ritual; Ritual Description; Spellcrafting information; Components; Validating information; Failure.

Ritual Name will always appear at the top of the Ritual Scroll.

Aspect of the Ritual will be listed as either General, Celestial, Earth, or Necromancy.

Base Difficulty of a Ritual represents how difficult the Ritual is to cast. This number may be adjusted at the time of casting by many different factors, including the level of the Ritual's effect that the caster chooses.

Catalyst Requirement indicates if a certain Ritual requires a Catalyst in order to be cast, or has an optional Catalyst that can be used to change the effect of the Ritual. Similar to a Ritual Scroll, a Catalyst will come with a tag that will indicate the Ritual they are for, as well as the Catalyst number and description, and the signatures of the issuing staff. A Catalyst must be less than 12" in all dimensions and must be turned into the chapter where they are cast. A Catalyst can only ever be used with a Ritual Scroll issued by the same chapter.

May Be Extended indicates whether the Ritual may be augmented by an Extension Ritual or similar prolonging effect.

Base Duration indicates how long the effects of the Ritual will last. The effects of Instantaneous Rituals will occur immediately after a successful casting and then cease. The effects of a times ever Ritual is stored until used, but can only be used a set number of times. Many Rituals have a duration measured in a number of Logistics Periods, these durations are reduced for each event attended, based on the number of Logistics Periods in the event. Rituals with a Permanent duration will last until the target is destroyed or other conditions occur. Some Rituals will have a duration not listed earlier, but these will be explained in the details of the particular Ritual.

Casting Time of the majority of rituals is 5 minutes, although they can take as long as an hour.

Target Type defines what types of things can be targeted by a given Ritual. Spirit Rituals can be cast on anyone with a Spirit and the effects will survive the target's resurrection. Body Rituals can be cast on anyone with a Spirit, but affect the physical body and will go away if the target resurrounds. Item Rituals can be placed on any physical item, but may be restricted to a specific type or types of items. Location Rituals must be cast on a particular location. No single target ever may have more than 20 Rituals on it at a time. Any attempt to place additional Rituals on that target will cause the Ritual to fail and backlash. Some Rituals may contain specific restrictions on what type of Items the Ritual casting may target.

Scroll Type, NPC Only Ritual, and Role Play Only are categorical descriptors that don't often affect gameplay except as background information.

Ritual description explains the effect of the Ritual and how the effects resolve in game. It will also indicate whether the ritual requires additional oversight by staff in order to be cast.

All Rituals will also indicate whether or not they can be spellcrafted, and, if so, what the requirements are for spellcrafting.

Ritual Batch

Some Rituals refer to a "batch" of Rituals. A Ritual Batch is a group of Rituals cast on a single target, by the same Caster or Casters, of the same Aspect, within five minutes of one another sequentially. If more than five minutes passes between Rituals intended to be part of the same batch, the batch is closed and a new batch must be started. Additionally, the Caster can elect to end a ritual batch when a Ritual Casting is completed.

Extenders may be cast at any time during the Ritual batch. If an extender is cast as the last Ritual in a batch, the Difficulty and Reagent Cost is calculated off of the previous Rituals which were successful and on the item.

If an Extension Ritual is cast at the beginning of the batch, or any other time other than as the last Ritual, the Difficulty and reagent cost of the Extender is based off the intended number of Rituals in the batch and is not modified by failing Rituals which occur after the Extender is cast. Once a specific level of difficulty has been chosen for the extender, the maximum number of Rituals which can be affected by that extender is set for the remainder of the batch.

Ritual Components

Ritual components are the fuel for Ritual casting and spellcrafting. A Ritual Scroll will designate the specific type and number of Ritual components needed. Failure to use the exact Ritual components listed on the Ritual Scroll will cause the Ritual to backlash.

Any person who picks up a Ritual component can immediately see a clear and distinguishable pulsing soft glow and hear a mild hum. Typically, a Ritual component is represented by a popsicle stick with a tag attached to it. Anyone can identify Ritual components.

After a Ritual has been completed, the Ritual marshal officiating over the Ritual will collect any components used and return them to Logistics.

There are two types of Ritual components: reagents and catalysts.

Reagents do not hold their magic forever, and will expire after approximately five years. Any Ritual using an expired reagent will fail.

Some Rituals may require a catalyst (or allow one for some extra power of the Ritual). Catalysts do not expire and are indestructible by normal means, much like items enchanted with lasting effects.

Reagents

There are ten types of reagents, although the physical representation of each type may take different forms. Each Ritual Scroll will require some number of reagents to cast indicated on the Ritual Scroll. Reagents required for a specific Ritual are usually generated randomly so it is rare that two Ritual Scrolls are ever identical, even if they have the same name. Even copies of a Ritual Scroll will require different components. If a Ritual Scroll can be Spellcrafted, the ritual information in the CMA will specify how many of the specified reagents listed on this entry are required for spellcrafting.

Cariosus: Cariosus can be found in a powder, or in a greasy, or gaseous form on many animated dead creatures. Cariosus is frequently found in graveyards and on the bodies of the undead. It can often be found in vials as a liquid or gas, as its states are extremely chaotic. However, cariosus is not necromantic.

Fangtooth: Fangtooth components vary wildly, and are often found from a diverse group of carnivorous creatures. Any predatory creature, including “civilized” races and even the thorns of some dangerous plant creatures, can produce a fangtooth.

Feyander: Feyander are plants that grow in natural settings abundant with magic or connected with the faerie world, such as near serene ponds, near mushroom rings, or verdant forests. Any plant can be feyander if it is naturally infused with magic.

Heartstone: Heartstone is typically associated with gems and other forms of rare metals. The magical transformation of a gem or metal into heartstone is fairly rare, making these items known for their value even if they were not infused with magic.

Jetsam: Jetsam is the essence of the ocean, typically found in shells and other waterborne articles that have spent a long time in the sea or beneath the water.

Ley Ore: This is a crystalline mix infused with power of Ley lines and Fae power. This is commonly derived from Fae creatures and the realms they inhabit, but occasionally manifests in Fortannis as a crystallization of pure magical energy.

Nightshade: Nightshade is typically found in the form of poisonous mushrooms cultivated on the darkest nights, within places where many living creatures have died. One may find nightshade on battlefields, graveyards, or even in fallow fields.

Penna: Penna are feathers kissed by the wind. Penna can be found in nearly any location where avian creatures frequent.

Pyrotis: Pyrotis is a black substance typically found near areas of great fires or where intense heat converts a substance into the very essence of fire.

Truesilver: Truesilver is a substance with a mysterious origin. Truesilver adds purity to many Rituals. It can be found within and on many stones and rocks, and even small traces of truesilver can endow common stones with power.

The Circle of Power

Circles of Power can be generated through the use of the ninth-level battle magic spell Circle of Power and can be augmented by certain rituals. Ritual casting must be conducted within a Circle of Power and will automatically fail if attempted anywhere else.

A battle-cast Circle of Power will last for one hour. Ritually augmented Circles of Power can last anywhere from days to years, or even be permanent.

Limited or Greater Circles of Power always possess either an Earth or Celestial Aspect. When one of these Circles of Power is ritually cast, the Aspect of the resulting Circle of Power is determined by the Caster’s Aspect of Magic.

Only Rituals of an Aspect appropriate to the Circle of Power may be cast within it. Rituals of the wrong Aspect for a Circle will fail automatically.

Investment

Investiture is a Ritual that must be performed upon a person while present in the Circle of Power into which the person is to be Invested. An Invested member of a Circle of Power can walk in and out of the Circle unimpeded at any time. An unconscious or unwilling member of the Circle of Power will not pass through the Circle unless “recognized” by another Invested member.

Individuals who are not Invested may not enter or exit a Circle of Power unless “recognized” by an Invested member of that Circle of Power. The Invested member must clearly acknowledge that permission to enter or exit the Circle of Power has been given, by gesturing to and saying “recognized.” This is an out-of-game statement, and it can be made even when Silenced. Upon recognition, the individual must immediately enter or exit the Circle of Power. The recognition expires almost immediately after being recognized.

An individual who seeks to use combat-related Game Abilities must be completely inside or outside of the Circle of Power throughout the entire action.

Ritual Casters need not be Invested in order to cast a Ritual in a Circle of Power, although they must be able to get inside somehow whether through recognition, casting the Circle themselves, or other powerful magics.

Greater Circles of Power

An Invested member of a Celestial Greater Circle of Power may perform an Identify on items or individuals an unlimited amount of times per day, as long as the item or individual to be Identified is completely within the Circle at the time. If performed on an item, Identify tells the caster whether the item has any magical properties and how the item works. If performed on an individual, Identify tells the caster what active effects or Rituals are present and will also Identify any magic items the individual is carrying or wearing. Some powerful magical creatures or artifacts may be impossible to Identify.

An Invested member of an Earth Greater Circle of Power is capable of performing an unlimited number of Resurrections each day, as long as the member and the spirit to be resurrected are completely within the Circle of Power.

Raiding a Circle of Power requires the player to adhere to all of the rules applicable to raiding a cabin.

Ritual Flaws & Backlashes

Every Ritual Scroll has a randomly generated list of 10 flaws and 10 backlashes that will generally impact the caster, others in or near the circle, the outcome of the ritual, or the nearby area.

Flaws can sometimes leave a lasting effect on a target and do not expire until the ritual batch does.

Backlashes are magic gone awry and can cause short-lived, but significant effects. Non-instantaneous backlashes will never last longer than 5 days.

Flaws and backlashes that affect a character count as targeting the character's spirit only if the Ritual being cast targets the spirit. Otherwise, Flaws and Backlashes are considered to be targeting the character's body.

Destroy Magic backlashes targeting the caster will remove all Rituals on the caster's body and/or spirit.

Ritual Casting

Casting a ritual is a delicate process. If any one variable is not properly aligned, the magics can go awry. Any player attempting to cast a Ritual must take the following steps:

Inform Staff: Characters who intend to cast a Ritual should give the campaign staff as much notice as possible.

Some Rituals require the Plot team to be notified in advance and failure to do so may cause the ritual casting to fail.

Gather Resources: The caster should take the time to ensure all of the required resources are ready. All Ritual Scrolls, reagents and catalysts for the Rituals being cast, any required targets, and the character cards and battleboards (indicating what Ritual Manipulations will be used) for all casters involved in the Ritual casting.

Obtain Ritual Marshal: A Ritual marshal is a staff member approved by the chapter in which the Ritual is to take place. It is important to remember that Ritual marshals can be very busy, so it is the caster's responsibility to take the time to make sure everything is ready to proceed before obtaining a Ritual marshal and to minimize the amount of time a Ritual marshal will be needed. Depending on the Ritual, the caster may also need to request a "magic item temporary tag" from the Ritual marshal. Players should be quick, professional and courteous when conducting a Ritual.

Get Ritual Ready: Upon arrival, the Ritual marshal will take the following steps, with which the players involved should cooperate:

- Ritual marshal identifies the primary caster and any additional casters who will assist in the Ritual
- Ritual marshal reviews the casters' player cards to note how many levels of the appropriate school of Formal Magic they possess. Note that a Ritual Caster may choose to not use all of their Ritual Levels when casting if they so desire
- Ritual marshal reads the first Ritual Scroll thoroughly, asking relevant questions. For example, if the scroll has the ability to cast a more powerful form of the Ritual, the marshal should ask the player what level of the Ritual the caster is attempting
- Ritual marshal confirms that all the required components and recipients are present within a valid Circle of Power
- Ritual marshal calculates and informs the players of the Difficulty Rating of the Ritual
- Ritual marshal calculates and informs the players of the chance of success of the Ritual as follows: The Success Number used for the Ritual roll is ten plus the primary caster's Formal Magic levels minus the Ritual's Difficulty Rating. If using secondary casters to aid in the Ritual, add one to the number of caster formal levels for each valid secondary caster participating
- Ritual marshal repeats this process for each Ritual the players intend to conduct
- Ritual marshal informs the players they may begin the first Ritual
- The caster casts the Circle of Power spell if not already inside a Circle

Conduct the Ritual: The caster begins the Ritual casting by stating the words "Begin Ritual casting." The caster must be able to use Game Abilities throughout the casting. The caster must touch a valid recipient for the Ritual within 30 seconds of beginning the Ritual. So long as the target of a Ritual has been signified by touching it within the first 30 seconds, the target remains valid despite any other steps taken to prevent the caster from touching the target.

No spells or Game Abilities may be used by the caster until the Ritual ends, except High Magic, Educated, and any skill or spell specifically set forth in the Ritual description.

If the Ritual being cast stores a spell or ability, then a character must, at the appropriate point in the Ritual, touch the recipient and declare the name (not the incant or verbal) of the spell or ability to be stored. The spell or ability has no effect other than being stored.

Within these restrictions, and those outlined below, the caster is free to engage in whatever roleplay they desire to enhance the Ritual casting experience.

Ritual Failure: A Ritual will fail if any of the following circumstances occur during the casting of the Ritual. The following circumstances will cause the Ritual to Fail, but the Ritual Scroll will not be expended and no other ill effects will occur:

- The caster, Ritual Scroll and all required components are not in a Circle of Power
- The caster does not have at least a one in ten chance of successfully completing the Ritual without a flaw or backlash
- The Circle of Power representation is not properly set up as per the Circle of Power spell rules prior to the beginning of the Ritual
- The caster fails to possess a Ritual Scroll for the Ritual to be attempted
- The caster fails to follow any preparatory requirements indicated on the Ritual Scroll prior to stating "Begin Ritual casting"

Ritual Failure with Backlash: A Ritual will automatically backlash if any of the following conditions occur after the caster states "Begin Ritual casting" and before the Ritual is complete.

- Another Ritual is already being cast in the same Circle of Power when the caster states "Begin Ritual casting"
- The Ritual is started with an expired reagent
- The caster does not touch a designated recipient within 30 seconds of starting the Ritual, if necessary
- The caster designates an invalid recipient for the Ritual after stating "Begin Ritual casting"
- The caster designates too many recipients for the Ritual
- The caster, intentionally or inadvertently, after having touched a designated recipient for the Ritual, designates a new recipient of the Ritual
- The caster or other person designated in the Ritual Scroll fails to touch the recipient when declaring a skill or spell to store in the recipient
- The caster cannot read the Ritual Scroll due to poor lighting or other obscuring factors
- The caster loses control of the Ritual Scroll or any of the components
- The Ritual Scroll or components leave the Circle of Power
- The caster becomes unable to use Game Abilities
- Any individual enters the Circle of Power by any means other than Spirit Walk, Spirit Recall, or resurrection
- The recipient, caster, or any individual aiding in the Ritual leaves the Circle of Power
- The Circle of Power expires or terminates for any reason
- The caster or those aiding the caster receive a weapon or packet delivered attack, even if the attack would not normally affect the individual
- Any additional requirements of the Ritual listed in the Ritual description are not met
- The caster uses a Game Ability other than High Magic, Educated, or a Game Ability, spell, or magic item specifically indicated on the Ritual description

If an automatic backlash occurs, a die roll is made upon the backlash list. Any Ritual that suffers an automatic backlash is assumed to immediately fail. All Ritual Scrolls, catalysts and reagents within the Circle of Power during a Ritual that generates an automatic backlash are destroyed.

Process of Ritual Casting

After the caster states "Begin Ritual casting," the following steps must occur before the Ritual is deemed complete:

1. The Ritual marshal calls a Hold
2. If the recipient of the Ritual is an individual, the Ritual marshal will ask the recipient, "A Ritual is being cast on you. Do you accept it?" (note that a player must accept any Rituals that do not allow refusal, such as Banish to Other Plane, Divestiture, and Obliteration). If the player says "no," the Ritual marshal must follow the rules set forth below under the heading "Unwilling Targets"
3. The Ritual marshal makes sure that everyone in the Circle of Power is awake out-of-game
4. The Ritual marshal assures that the Ritual can properly begin
5. If the Ritual has not yet failed or automatically backlashed, the Ritual marshal tells everyone in the Circle of Power, "There is magic all around you" or a similar phrase
6. The Ritual marshal calls "Lay on"
7. The Ritual marshal rolls the ten-sided die once where the caster can observe the die roll. As the die roll takes place before the Ritual completes, the caster has in-game knowledge of whether something is not going well with the casting and may use Terminate Casting to abort the Ritual based on the die roll
8. The Ritual marshal determines if the Ritual fails for any reason other than the die roll
9. The Ritual marshal waits the duration of the Ritual casting, in case a condition occurs that would cause an automatic backlash
10. Assuming the Ritual has not automatically backlashed, the Ritual marshal announces either "You have successfully completed the Ritual" (if the Ritual succeeded) or "Something has gone dreadfully wrong" or similar (if it does not).

The Ritual has now ended.

Ritual Success: Assuming no automatic failure or backlash occurs, the success or failure of the Ritual is determined using a ten-sided die as follows:

If the number is less than or equal to the Success Number and is not "0," then the Ritual succeeds.

If the number is greater than the Success Number or is "0," then the Ritual marshal rolls a second ten-sided die. Any result but a "0" on the second die roll indicates a flaw, which would then result in a roll being made on the Scroll's Flaw table. A "0" on the second die roll indicates a backlash, which requires the Ritual marshal to make a roll on the Scroll's backlash table.

A successful Ritual follows the procedure set forth in "Success," below. A Ritual that fails or backlashes follows the procedure set forth in "Failure," below.

Success: The Ritual marshal either awards the successful caster a temporary tag for the Ritual conducted or makes sure the Ritual effect is carried out by informing the Plot Committee or by personally overseeing the Ritual's effect. A temporary tag allows the Ritual marshal to write down the Rituals conducted and indicate that a permanent tag for the Ritual should be awarded at the end of the event or at the beginning of the next event that the recipient of the Ritual attends.

The temporary tag should indicate the Ritual's name, duration, recipient, aspect, effect of the Ritual, and any other pertinent information. The temporary tag should be signed by the Ritual marshal. Recipients should make sure the temporary tag has accurate information and is signed by the proper staff member(s).

Please note that the Plot Committee reserves the right to assign plot effects that may not be set forth in the Ritual Scroll. When this occurs, the Plot Committee will likely designate such plot effects effective only in the local chapter.

Failure or Backlash: If the Ritual fails or backlashes, a Ritual marshal will determine the effect, if any, of the failure or backlash based on the scroll's charts. Any lasting effects will be written on the player cards of any individuals affected.

Casters are expected to role-play and resolve their flaws and backlashes without complaint for the duration listed on the Ritual Scroll. Local chapters also have the discretion to generate a unique plot effect or encounter based on a Ritual gone awry that may not be specified on the Ritual Scroll.

Clean-up

Once success or failure has been resolved, the Ritual marshal should collect all Ritual components and Ritual Scrolls consumed in the Rituals. These will be turned into the Logistics staff to be registered in the campaign's database. If there are more components in the caster's possession than were needed to cast the Ritual, the caster may designate which components were consumed as long as they meet the requirements set forth in the Ritual Scroll.

Multiple Casters

Additional casters may participate in a Ritual as long as the additional Casters have purchased the Ritual Unification High Magic. One, and only one, of the participants must be designated the "primary" caster. The primary caster does not need to have purchased Ritual Unification. The other casters are known as the "secondary" casters. The combined Ritual Strength of all involved casters is used to determine the success of the Ritual casting, but the Primary caster must have at least a 10% chance of successfully casting the ritual at its Base Difficulty for the ritual to begin.

Each secondary caster must have a Ritual Strength of at least 1 in the Aspect of the ritual being cast. No matter how many secondary casters assist a primary caster, the chance of successfully completing a Ritual cannot exceed nine in ten. A flaw or backlash is always encountered on a die roll of 0, regardless of the assistance of secondary casters.

Secondary casters must follow all the same rules with respect to conducting Rituals as the primary caster, except that secondary casters do not have to possess their own Ritual Scroll or components, and do not have to touch the recipient during the Ritual casting. Secondary casters may not withdraw their support for the Ritual after the Ritual has begun.

In case of flaw or backlash, secondary casters are subject to the same effects as the primary caster. For any other targeting purposes, the primary caster is considered the only "caster" of the Ritual unless otherwise specified in the Ritual.

Props

Some Rituals allow the enchantment of specific items. These items must be approved before enchantment.

Weapons typically require a safety check. Jewelry needs to be entered into the chapter's database and assigned an item number before the Ritual casting. The item must always have a surface large enough to engrave a number upon it. Only after the item has been approved is it ready to be used in a Ritual.

After the Ritual, assuming success, the item immediately becomes property of the game. Therefore, you should not use items you wish to keep. Alternatively, if you enchant your armor or a special item that you do not wish to make an in-game item, if you are searched and the item taken in-game, you must turn over the tag but waive the ability to recognize in-game your item when it is used by someone else.

Ritual Limits

A specific target may not contain more than 20 Rituals. Some Rituals that can increase effects on a specific Ritual may count as more than one Ritual towards this 20 Ritual maximum. The limit includes all Rituals on an item: an item may have multiple batches of Rituals each with their own tag, but the total number of Rituals may not exceed 20.

Enchanted items sometimes have a limited life span. When a Ritual expires, the item's owner is expected to turn the tag over to the campaign's staff. Enchanted items immediately return to their normal state upon expiration.

Recipient Characters

Some Rituals can transform or change a targeted player into undead, another race, or another class. The player must follow the instructions in the Ritual description after the Ritual is complete and the player's new character information will be changed in the CMA. Such players are expected to provide their own make-up for any transformation, if necessary, though sometimes the staff may be able to lend needed items.

Individuals cannot possess more than 20 Rituals on their Spirit, including such rituals as Regenerate, Vengeance, and Spirit Link, and 20 Rituals on their Body. If the individual dies, Rituals which have targeted the character's Body will expire upon resurrection.

Unwilling Targets: Sometimes Rituals are cast on unwilling targets. The targeted player may inform the Ritual caster that they wish their character to resurrect rather than accept the Ritual. In the case of Ritual effects delivered outside the context of a Ritual casting, the player may choose to have their character immediately dissipate and head to the nearest earth circle for resurrection, following the normal rules.

In such cases, the casting still continues for its proper duration and then the Ritual marshal checks for failures normally. Any failures that could have a detrimental effect on the target of the Ritual are ignored, and the failures affect the caster or others in the Circle normally.

The target of an "unrefusable" Ritual (as indicated in the Ritual text) cannot choose to avoid the effects through death.

Staff

Many Rituals require the cooperation of NPCs to play creatures (e.g. Summon Undead, Summon Elemental, Construct, etc.). Some Rituals have specific effects that occur immediately and require a staff member to implement (e.g. Whispering Wind, Item Recall, Foresee the Weather, etc.). Such Rituals will never last longer than a single event, and often no longer than an hour.

The caster should give their chapter staff advance warning of the casting of such a Ritual so that NPCs can be scheduled. The caster has the burden to ensure there are NPCs available that have been approved by staff at the time of casting. A chapter's staff may require the caster to provide individuals to play these NPCs. If the caster provides NPCs for these roles and the NPCs are not otherwise participating in the event, the chapter staff may charge the NPCs a fee for their attendance.

The caster is responsible for any make-up, costuming and weapons for the NPCs if the staff does not have, or is unwilling to provide, such materials. Monster cards will be provided for the NPCs by the chapter staff.

Summoned creatures are not player characters and chapter staff will determine their capabilities and personality. All NPCs must work within any limits the staff sets, including the administration of Killing Blows, response to caster's commands, duration of existence, etc.. Chapter staff will be the final arbiter on what the summoned creature can and cannot do and who is allowed to play them In-game.

Rituals

There are dozens of available Rituals in Alliance. Most may be cast by PCs, but some particularly powerful Rituals may be limited in access based on the plot committee.

Ritual Changes

Assassin's Edge is now Target: Weapon

Disintegrate replaces Shatter Spirit.

Item Recall is now General Aspect.

Poison Cache is now Target: Item [Weapon]

Poison Trigger is now Target: [Weapon]

Potion Coating is now Target: [Weapon] and the proper verbal for potions used as weapon coatings is "Spell <Effect>" as appropriate to the potion used. This verbal is usable until the attack lands as per weapon coatings.

Render Indestructible Improved is renamed Render Indestructible and provides a 1/LP Resist Shatter

Spell Parry is now Target: [Weapon or Shield]

Warder Glyph option for Healing/Chaos Vengeance is removed.

Workshop of Convenience is removed. Replacement will be Toolkit of Convenience, ritual and exchange details forthcoming.

Superior Equipment

An item may only be under one active Superior Equipment effect at a time, unless otherwise indicated in the description. Attempting to add a second Superior Equipment effect will automatically fail with the loss of all ingredients. A character may wield or wear multiple Superior Equipment items at the same time.

Superior Equipment may be targeted by Rituals but Superior Equipment effects cannot be added to an item that is currently the target of any Ritual.

Unless otherwise noted, a character must have the appropriate skills to use the Superior Equipment, e.g. they must have the appropriate weapon skill to use any Item [Weapon] Superior Equipment.

Each Superior Equipment Recipe includes six parts:

Name: The name of the Superior Equipment

Skill Requirement: The prerequisite Skill(s) the character creating the item must have in order to apply the Superior Equipment effect to an item.

Duration: The number of charges, or length of time, the effect persists.

Ingredients: The Item and/or Crafting Materials which must be presented at Logistics or a Crafting Station to create the Superior Equipment effect tag.

Target: The target item which can receive the Superior Equipment effect.

Description: A description of the effect.

General

Advanced Toolkit

Skill Requirement: 10 ranks in any two Crafting Skills

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item [Tools]

This Toolkit works with Crafting Batches for any Crafting Skill.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Durable Toolkit

Skill Requirement: 15 ranks in any 2 Crafting Skills

Duration: 15 times ever

Ingredients: 5 gold, 10 Herbs, 10 Vellum, 10 Leather, 10 Ink, 10 Ore

Target: Item [Tools]

This Toolkit works with Crafting Batches for any Crafting Skill.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Alchemy

Alchemy Toolkit

Skill Requirement: Alchemy 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item [Tools]

This Toolkit only works with Alchemy Crafting Batches.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Amalgam Armament

Skill Requirement: Alchemy 20, Smithing 1

Duration: 3 times ever

Ingredients: Silvered Weapon, 3 Ore, 1 Leather

Target: Item [Weapon]

A character may use a charge from this item to allow the weapon to switch between the Normal and Silver effects for the remainder of the LP. With 1 minute of Focus a character with Alchemy can swap the effect of this weapon from Normal to Silver or from Silver to Normal. This can be done an unlimited number of times during the LP.

Apothecary's Relic

Skill Requirement: Alchemy 15, Healing Arts

Duration: 3 times ever

Ingredients: Earth Source, 7 Leather, 5 Herbs, 2 Ore

Target: Item [Earth Source]

A character can expend a charge from this item and 25 Earth Channeling points to touch cast "Elemental Cleanse" or "Elemental Antidote."

Dragon's Breath Distillate

Skill Requirement: Alchemy 10

Duration: 1 time ever

Ingredients: 4 Leather, 6 Herbs, 3 Ore

Target: Item [Potion Phys Rep]

Once consumed, the user may throw up to three "Elemental Strike 5 Flame" attacks with packets. Once thrown, the user can Meditate to regain the ability, and may do so (throw, mediate, repeat) as often as desired. Once consumed, the ability lasts the remainder of the LP.

Eat Me Not

Skill Requirement: Alchemy 10

Duration: 3 times ever

Ingredients: 2 Leather, 3 Herbs, 1 Ore

Target: Item [Potion Phys Rep]

A Character can expend a charge to become immune to Engulf for the remainder of the LP using the call "No Effect".

Envenomed Quiver

Skill Requirement: Alchemy 20

Duration: until used

Ingredients: Up to 20 identical Alchemy Coatings, 5 Leather, 5 Herbs, 3 Ore

Target: Item [Quiver]

This item has a number of charges equal to the number of coatings expended in its creation. A character may expend a charge from this item in order to make an attack with a bow or crossbow as if a coating matching those consumed had been applied.

Howlbear Distillate

Skill Requirement: Alchemy 20

Duration: 2 times ever

Ingredients: 4 Leather, 5 Herbs, 2 Ink

Target: Item [Potion Phys Rep]

When expending a charge from this item, the character is Berserked for 5 minutes. While Berserked they gain 30 bonus body, the ability to use the Body Effect on any weapon attacks and the following ability: Altered Effect: Command, Greater Command: 10 body points of damage. When the Berserk effect ends, by whatever means, the character will immediately receive a Doom effect as though touch cast and accepted.

Liquid Courage

Skill Requirement: Alchemy 10

Duration: 3 times ever

Ingredients: 3 Leather, 5 Herbs, 2 Vellum

Target: Item [Potion Phys Rep]

When expending a charge from this item the character is Intoxicated for 10 minutes or until otherwise removed. While this effect lasts, the character gains the following ability: Altered Effect: Fear: five points of body damage.

Poison Spray Crossbow

Skill Requirement: Alchemy 10

Duration: until used

Ingredients: Crossbow, Up to 20 identical non-Vorpals Coatings, 4 Leather, 6 Herbs, 3 Ore

Target: Item [Crossbow]

This item has a number of charges equal to the number of coatings expended in its creation. A character may expend a charge from this item to make an attack using the verbal "Poison Strike <Effect>" where the <Effect> matches the non-Vorpals Coating consumed in the creation of this item.

Quill of Insert Component

Skill Requirement: Alchemy 10

Duration: 3 times ever

Ingredients: 7 Leather, 7 Herbs, 6 Vellum

Target: Item [Quill]

When expending a charge at the beginning of a ritual casting, the ritual casting will function as if one of the casters had used the Insert Component Ritual Manipulation without the corresponding increase in difficulty.

Rockhide Distillate

Skill Requirement: Alchemy 15

Duration: 1 time ever

Ingredients: 8 Leather, 5 Herbs

Target: Item [Potion Phys Rep]

A character can expend this item to give themselves 10 points of Base Natural Armor for the remainder of the LP. The Base Natural Armor can be increased to 20 points by tripling the Ingredient cost.

Scorpion's Sting

Skill Requirement: Alchemy 10, 1st level Celestial spell

Duration: 5 times ever

Ingredients: Celestial Source, 5 Ink, 3 Vellum, 2 Herbs

Target: Item [Celestial Source]

This effect allows a character to expend a charge and either a celestial spell from memory or a portion of their channeling pool to make an attack using the verbal "Poison Strike <Effect>" as appropriate to the spell or channeling used. The amount of Channeling Pool expended is limited by user's normal cap.

Brewing

Brewer's Bow

Skill Requirement: Brewing 10

Duration: 5 times ever

Ingredients: Bow or Crossbow, 5 Leather, 5 Herbs, 3 Vellum

Target: Item [Bow or Crossbow]

Allows a character to expend a charge from this weapon and a potion in their possession to make an attack using the verbal "Weapon Strike <Effect>" as appropriate to the potion.

Brewing Toolkit

Skill Requirement: Brewing 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item [Tools]

This Toolkit only works with Brewing Crafting Batches.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Circle of Recovery

Skill Requirement: Brewing 20, Earth Channeling 1

Duration: until used

Ingredients: Earth Source, 8 Herbs, 7 Vellum, 5 Ink

Target: Item [Earth Source]

A character using this equipment must first prepare the physical representation for a standard battle magic Circle of Power. Afterward, they may destroy the targeted Earth Source to cast an Altered Circle of Power with the incant, "Spell Circle of Power". The Altered Circle of Power has all the normal characteristics of a battle magic Circle of Power with the following change: the caster may Touch cast their Earth Channeling Pool through the barrier to any character outside, but touching, the border of the Circle.

Congeaing Powder

Skill Requirement: Brewing 15, Alchemy 1

Duration: 3 times ever

Ingredients: 3 Herbs, 3 Vellum, 2 Leather

Target: Item [Potion Phys Rep]

A charge from this Superior Equipment can be expended to turn a single standard Brewing Adventuring Equipment into a Weapon Coating. The Weapon Coating can be applied in the usual manner and delivered via attack with the verbal "Spell <Effect>" as appropriate to the potion used. The Weapon Coating will last until the end of the LP.

Corpselight

Skill Requirement: Brewing 10, must have a 5th level Earth Spell

Duration: 3 times ever

Ingredients: 8 Herbs, 4 Vellum, 3 Ore

Target: Item [Lantern, candlestick, torch]

After expending a charge from this equipment, the character may complete a Meditate to light or extinguish the Corpselight for the rest of the LP. While lit and plainly visible on your person, the Corpselight changes the appearance of the bearer to either that of a living person or an undead, whichever is the opposite of their normal appearance. Makeup (or not, as applicable) is required. Once activated, the effect lasts until extinguished or the LP ends. Should the light go out on its own, the wearer will return to their normal appearance.

Good Night Tea

Skill Requirement: Brewing 10

Duration: until used

Ingredients: 4 Herbs, 1 Vellum

Target: Item [Potion Phys Rep]

This item fills you to full Body when paired with at least an hour of in character sleep and/or bed rest. Any combat skill, crafting skill, or magic use outside of touch casting will end the effect with no benefit. This potion can only be used by a person once per LP.

Greater Healing/Harming Weapon

Skill Requirement: Brewing 15

Duration: 15 times ever

Ingredients: Weapon, 40 Crafting Materials worth of Cure or Cause Wounds potions, 10 Herbs, 4 Vellum, 3 Ore

Target: Item [Weapon]

This weapon will allow the user to make 15 attacks using the verbal "Weapon Strike 10 <Healing/Chaos>" as appropriate to the potions used in its construction.

Healing Bandages

Skill Requirement: Brewing 5

Duration: 5 times ever

Ingredients: 3 Herbs, 1 Vellum, 1 Ink

Target: Item [Strip of cloth measuring at least 4" x 36"]

A character with this piece of Superior Equipment may use a charge from this item to perform First Aid skill in 30 seconds on a target person and may then touch cast "Elemental 5 healing" on the same person.

Lesser Healing/Harming Weapon

Skill Requirement: Brewing 10

Duration: 8 times ever

Ingredients: Weapon, 20 Crafting Materials worth of Cure or Cause Wounds potions, 6 Herbs, 3 Vellum, 2 Ore

Target: Item [Weapon]

This weapon will allow the user to make 8 attacks using the verbal "Weapon Strike 10 <Healing/Chaos>" as appropriate to the potions used in its construction.

Panacea

Skill Requirement: Brewing 20

Duration until used

Ingredients: Up to 20 identical pieces of Brewing Equipment, 5 Vellum, 5 Herbs, 3 Ink

Target: Item [flask, bottle, vial, mug, etc.]

This item has a number of charges equal to the number of potions used in its creation. A character may expend a charge from this item to touch cast "Elemental <Effect>" with <Effect> matching the potions used in the item's creation.

Quill of Ritual Unification

Skill Requirement: Brewing 10

Duration: 3 times ever

Ingredients: 14 Herbs, 6 Vellum

Target: Item [Quill]

A character must have a Ritual Strength of at least 1 to use this item. When a character expends a charge from this item, they gain the Ritual Unification High Magic ability for the rest of the LP.

Vial of Resistance

Skill Requirement: Brewing 15, Cannot be made by a human

Duration: 5 times ever

Ingredients: 6 Herbs, 6 Vellum, 3 Leather

Target: Item [flask, bottle, vial, mug, etc.]

While holding this item, the user may expend one of its charges and a Racial Resist to touch cast one of the below effects as "Spell <Effect>," based on the Racial Resist expended:

- Command: Awaken
- Binding: Release
- Necromancy: Purify
- Magic: Dispel
- Poison: Cleanse or Antidote
- Curse: Cleanse
- Elements: 20 Healing

Weapon of Curses

Skill Requirement: Brewing 10

Duration: 5 times ever

Ingredients: Weapon, 6 Leather, 4 Herbs, 2 Vellum

Target: Item [Weapon]

A character can expend a spell from memory from the Curse Effect Group and a charge from this item to immediately make a single attack using the verbal "Weapon Strike <Effect>" as appropriate to the spell expended.

Weapon of Smiting

Skill Requirement: Brewing 15, 7th level earth spell slot

Duration: 3 times ever

Ingredients: Silver Weapon, 9 Herbs, 6 Vellum, 3 Ore

Target: Item [Weapon]

A character can expend a charge from this weapon to make a single attack using the verbal "Weapon Strike Destroy Undead."

Inscription

Channeling Weapon

Skill Requirement: Inscription 10, Celestial Channeling 5

Duration: 3 times ever

Ingredients: Celestial Source, Weapon, 15 Vellum, 8 Ink, 6 Ore

Target: Item [Weapon]

This weapon functions as a celestial source of a single element chosen at the time of creation. When a charge from this item is expended the character can spend 25 Celestial Channeling points, up to 5 times, to gain and immediately activate a Critical Attack or Back Attack, following all the rules and limitations of the same.

Foundation's Armament

Skill Requirement: Inscription 10, Smithing 1

Duration: 3 times ever

Ingredients: Weapon, 8 Ink, 6 Vellum, 5 Ore

Target: Item [Weapon]

A character can expend a charge from this item when using a Foundation Strike to double the damage of the expended signature spell.

Greater Evocation Weapon

Skill Requirement: Inscription 15

Duration: until used

Ingredients: Weapon, 40 Crafting Materials worth of Elemental Bolt scrolls of one effect, 10 Ink, 4 Vellum, 3 Ore

Target: Item [Weapon]

This weapon will allow the user to make 15 attacks using the verbal "Weapon Strike 10 <Stone/Lightning/Ice/Flame>" as appropriate to the scrolls used in its construction.

Inscriber's Tome

Skill Requirement: Inscription 15

Duration: 10 times ever

Ingredients: 10 Ink, 10 Vellum

Target: Item [book, scroll, tablet, etc.]

A character with the Inscription skill can expend a charge from this item to cast an Evocation Bolt 20 as if from a scroll, using the book as the phys rep and choosing the effect from Flame, Ice, Lightning, Stone, or Magic at time of casting.

Inscription Toolkit

Skill Requirement: Inscription 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item [Tools]

This Toolkit only works with Inscription Crafting Batches.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Lesser Evocation Weapon

Skill Requirement: Inscription 10

Duration: until used

Ingredients: Weapon, 20 Crafting Materials worth of Elemental Bolt scrolls of one effect, 6 Ink, 3 Vellum, 2 Ore

Target: Item [Weapon]

This weapon will allow the user to make 8 attacks using the verbal "Weapon Strike 10 <Stone/Lightning/Ice/Flame>" as appropriate to the scrolls used in its construction.

Mentor's Spellbook

Skill Requirement: Inscription 5

Duration: 5 times ever

Ingredients: 3 Vellum, 2 Ink, 1 Leather

Target: Item [book, scroll, tablet, etc.]

While meditating, a character with Educated may expend a charge from this item and read aloud to another meditating character. The other character gains the benefit of any ranks of Improved Meditate possessed by the reader. Should neither character have any ranks of Improved Meditate, both characters complete their meditates in one less minute. This effect lasts until either character runs out of meditable skills or stops meditating for more than 1 minute.

Protective Inscription

Skill Requirement: Inscription 15, Smithing 1

Duration: until used

Ingredients: 7 Ink, 3 Vellum, 1 Ore

Target: Item [Armor]

This allows an inscriber to add a once ever Cloak vs. Evocation to a suit of armor. Each cloak added will reduce the Armor Points a character can gain from the armor by 5. This reduction is applied after determining the worn value of the armor and can only reduce the value of the Armor to half its worn value. This effect can be applied multiple times to a single suit of armor, up to a maximum of 6 times for a suit of armor with a worn value of 60 Armor Points, but the cost must be paid each time.

Quill of Terminate

Skill Requirement: Inscription 10

Duration: 3 times ever

Ingredients: 14 Ink, 6 Vellum

Target: Item [Quill]

When expending a charge at the beginning of a ritual casting, the ritual casting will function as if one of the casters had used the Terminate ritual manipulation without the corresponding increase in difficulty.

Rod of Eldritch Berserking

Skill Requirement: Inscription 15, Celestial Channeling 1

Duration: 1 time ever

Ingredients: 6 Ink, 3 Vellum, 1 Herbs

Target: Item [Celestial Source or Staff]

When expending a charge from this item and 100 points of the user's celestial channeling pool, the user is Berserked for 10 minutes and gains the ability to throw packets for "Arcane Strike 20 Magic" at will, but loses all Game Abilities. When the Berserk effect ends, by whatever means, the character will immediately receive a Doom effect as though touch cast and accepted.

Scroll Satchel

Skill Requirement: Inscription 20

Duration: until used

Ingredients: Up to 20 identical pieces of Inscription Equipment, 5 Ink, 5 Vellum, 3 Leather

Target: Item [Pouch]

This item has a number of charges equal to the number of scrolls expended during its creation. To use these charges the wielder must touch a packet to the pouch and state the full incant of the spell being used before throwing or touch casting the spell. A character must be able to cast a scroll of this level to be able to use the scroll satchel.

Weapon of Banishment

Skill Requirement: Inscription 15, 4th level celestial spell slot

Duration: 3 times ever

Ingredients: Weapon, 9 Ink, 6 Vellum, 3 Ore

Target: Item [Weapon]

A character can expend a charge from this weapon to make a single attack using the verbal "Weapon Strike Banish."

Smithing

Armor of Crushing Counters

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: Armor, 5 Ore, 3 Leather, 2 Ink

Target: Item [Armor]

After using a Parry, a character wearing this armor can choose to use a charge from this item and increase the damage of their next attack by 10. This may not be combined with any other skills, abilities, or effects.

Armor of Dispersal

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: Armor worth at least 40 points, 12 Ore, 6 Leather, 2 Vellum

Target: Item [Armor]

Allows the character to expend a charge when hit by a non-instantaneous effect, calling "Reduced" and reducing the duration of the next non-instantaneous effect by 5 minutes. The Armor Point value of this armor is then reduced to 0 and must be Mended before it can be refit. This may not be combined with the Mettle skill.

Armor of Reduction

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: Armor, 6 Ore, 4 Leather, 2 Vellum

Target: Item [Armor]

When struck by a weapon attack that causes damage, a character wearing this suit of armor can expend a charge from this item and a Resolute to take half damage (rounded down), calling "Reduced" to the attack.

Armor of Vital Reinforcement

Skill Requirement: Smithing 15, Healing Arts

Duration: 3 times ever

Ingredients: Armor, 7 Ore, 5 Leather, 4 Herbs

Target: Item [Armor]

A character wearing this suit of armor may elect to expend a charge from this item, take up to 30 points of body damage and gain that amount of Bonus Armor. The Bonus Armor gained cannot exceed the amount of armor points the character gains from wearing the suit.

Bow of Enchanted Barrage

Skill Requirement: Smithing 10, 1st level spell

Duration: 5 times ever

Ingredients: Bow or Crossbow, 6 Ore, 3 Leather, 1 Vellum

Target: Item [Bow or Crossbow]

A character with Combined Strike or United Blow can expend a charge from this weapon and a spell of any level. A number of attacks equal to the level of the spell expended have their damage increased by 5.

Castling Weapon

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: Weapon, 4 Ore, 2 Leather

Target: Item [Weapon]

A character can expend a charge from this weapon and a Disarm/Break Strike to make a single attack using the verbal "Weapon Strike Pin."

Cleaving Weapon

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: Weapon, 6 Ore, 3 Leather

Target: Item [Melee Weapon]

A character can expend a charge from this weapon and a Slay or Assassinate to immediately make two attacks at half the damage (rounded down) of the expended skill. If an Assassinate is expended, both attacks must be from behind.

Elemental Runed Weapon

Skill Requirement: Smithing 15, Read Magic

Duration: 3 times ever

Ingredients: Melee Weapon, 3 identical Evocation Bolt scrolls, 4 Ore, 3 Leather, 2 Vellum

Target: Item [Melee Weapon]

Immediately after using any offensive martial or stealth skill with that weapon, the wielder may expend a charge from this item and make an attack using the call "Elemental Strike <Effect>" as appropriate to the consumed scrolls.

Moonshield

Skill Requirement: Smithing 15, Read Magic

Duration: 3 times ever

Ingredients: Shield, 6 Ore, 4 Leather, 2 Ink

Target: Item [Shield]

During a refit a character may expend a charge from this item and a celestial spell from memory of up to 8th level to gain Bonus Armor of 5x the expended spell's level for 10 minutes. Only one character may benefit from this effect per LP.

Piercing Polearm

Skill Requirement: Smithing 15, Riposting Blow

Duration: 3 times ever

Ingredients: Polearm, 12 Ore, 6 Leather

Target: Item [Polearm]

When using Riposting Blow, you may expend a charge from this item to add the Strike keyword to the resulting attack.

Quill of Casters Mark

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: 7 Ore, 7 Leather, 6 Vellum

Target: Item [Quill]

When expending a charge at the beginning of a ritual casting, the ritual casting will function as if one of the casters had used the Casters Mark ritual manipulation without the corresponding increase in difficulty.

Sanguine Armor

Skill Requirement: Smithing 20, Fast Refit

Duration: 3 times ever

Ingredients: Armor, 5 Ore, 3 Leather, 2 Herbs

Target: Item [Armor]

When the wearer of this armor receives a Life or Cure Wounds spell, they may expend a charge from the armor and immediately touch cast on themselves "Elemental 70 Mend Armor."

Sigil of Majesty

Skill Requirement: Smithing 10, Earth spell slot

Duration: 1 time ever

Ingredients: Earth Source, 5 Ore, 4 Leather, 2 Herbs

Target: Item [Earth Source]

A charge from this item can be expended along with a Slay, Assassinate, Eviscerate, or Doom Blow to allow the wielder to cast an earth/chaos spell of 6th level or less. If a Slay or Assassinate is used, the spell must be touch cast.

Sigil of Foundation

Skill Requirement: Smithing 10, Celestial spell slot

Duration: 1 time ever

Ingredients: Celestial Source, 6 Ore, 2 Leather, 2 Ink

Target: Item [Celestial Source]

A charge from this item can be expended along with a Slay or Assassinate to allow the user to add half of their Slay or Assassinate damage to a celestial signature spell or celestial channeling attack.

Smithing Toolkit

Skill Requirement: Smithing 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item [Tools]

This Toolkit only works with Smithing Crafting Batches.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Spellsmith Tools

Skill Requirement: Smithing 10

Duration: 10 times ever

Ingredients: 8 Ore, 8 Leather, 4 Vellum

Target: Item [hammer, tongs, tools etc. Phys Rep]

While the rep is in hand, a character with Smithing skill may expend a charge from this item to touch cast "Elemental 10 Mend Armor."

Weapon of Heroism

Skill Requirement: Smithing 10

Duration: 10 LP, 1/LP

Ingredients: Great Weapon, 10 Ore, 5 Leather

Target: Item [Great Weapon]

After calling a Parry to defend an attack targeting another person, a character wielding this weapon can immediately expend a charge to gain 10 Bonus Armor.

Weapon of Relentless Strikes

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: One handed melee weapon, 8 Ore, 5 Leather

Target: Item [One Handed Melee Weapon]

While wielding this weapon, a character wielding two weapons who has used a daily weapon ability that was defended against may expend a charge from this item and immediately make a second attack using that same ability, ignoring positioning requirements if applicable.

Tinkering

Awakening Mace

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Blunt Weapon, 8 Ore, 4 Leather, 4 Ink

Target: Item [Blunt Weapon]

You may expend a charge from this weapon and a Sleep/Enfeeble Strike or a Sleep/Paralysis Blow to make a single attack with the verbal "Weapon Strike Awaken"

Bag of Spare Parts

Skill Requirement: Tinkering 10

Duration: 3 times ever

Ingredients: 1 Ore, 1 Ink, 1 Leather

Target: Item [Bag or Pouch]

A charge from this item can be expended to allow a character holding it to throw an unlimited number of "1 Normal" packets for 10 minutes. The packet must be touched to the rep on each throw in a manner similar to archery. No weapon skill is required to throw these packets, but the attacks are affected by and can be used with martial and stealth skills.

Bow of Deadly Aim

Skill Requirement: Tinkering 10

Duration: 3 times ever

Ingredients: Bow or Crossbow, 10 Ore, 5 Leather, 5 Ink

Target: Item [Bow or Crossbow]

A character can expend a charge from this item, Focus for 5 seconds while aiming the weapon at a target and immediately make an attack with this weapon using the Strike keyword.

Breaching Charge

Skill Requirement: Tinkering 10

Duration: 1 time ever

Ingredients: 7 Ore, 4 Ink, 1 Herbs

Target: Item [Charge Phys rep, at least 2"x3"x6"]

This item can be placed against a door or other shatterable object and a character with the Tinkering skill may Focus for 1 minute and deliver "Elemental Shatter" four times. The item is considered consumed as soon the Focus is started.

Clockwork Web-Spinner

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Shield, 4 Ore, 6 Ink, 2 Leather

Target: Item [Shield]

After blocking a melee attack with the shield, you may expend a charge from this item and a Parry, Evade, or Strengthen Charge to make an attack using the call "Weapon Strike Disarm" or "Weapon Strike Weakness."

Elemental Tuning Fork

Skill Requirement: Tinkering 5, Channeling

Duration: 3 times ever

Ingredients: Source, 3 Ink, 3 Ore, 3 Vellum

Target: Item [Source]

After 1 minute of Focus a character wielding this source may change the effect of the source. Celestial Sources may select from Flame, Ice, Lightning, or Stone. Earth sources may select from Healing or Chaos. It will revert to its original effect after 10 minutes.

If the character with this source has an active Enhanced Blade effect, they may expend a charge to instantly change the effect they are swinging to another option offered by that spell for the remainder of the spell's duration.

Gel Applicator

Skill Requirement: Tinkering 10, Earth or Celestial Channeling

Duration: 3 times ever

Ingredients: Source, 4 Ore, 8 Ink

Target: Item [Source]

Expending a charge from this item allows non-vorpal weapon coatings to be applied to the source for the remainder of the LP. After a coating is applied, the next channeling attack thrown with this source will use the call "Elemental Strike <Effect>" as appropriate to the coating used.

Healthstoring Plate

Skill Requirement: Tinkering 15, Healing Arts

Duration: 5 times ever

Ingredients: Armor, 12 Ore, 6 Ink, 2 Herbs

Target: Item [Armor]

Once per day, when targeted by a Cure Wounds spell, the wearer of this armor may expend a charge and gain Bonus Body equal to the amount healed. This bonus body is in addition to the healing provided by the spell, cannot exceed the Armor Point value of the armor, cannot be healed, and lasts for 10 minutes.

Quill of Disguised Casting

Skill Requirement: Tinkering 10

Duration: 3 times ever

Ingredients: 7 Ore, 7 Ink, 6 Vellum

Target: Item [Quill]

When expending a charge at the beginning of a ritual casting, the ritual casting will function as if one of the casters had used the Disguised Casting ritual manipulation without the corresponding increase in difficulty.

Salvager's Pack

Skill Requirement: Tinkering 10, Smithing 1

Duration: until used

Ingredients: 8 Ore, 5 Ink, 3 Leather

Target: Item [Pouch, Backpack, etc.]

This container has 2 strengthening charges, and completely prevents the destruction of its contents unless the container itself is destroyed.

Tinkering Toolkit

Skill Requirement: Tinkering 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item [Tools]

This Toolkit only works with Tinkering Crafting Batches.

A character can expend a charge from this item and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used.

A single Crafting Batch may only benefit from one Toolkit bonus.

Tome of Tempests

Skill Requirement: Tinkering 10, 5th level Spell Slot

Duration: 3 times ever

Ingredients: 3 Ore, 6 Ink, 3 Vellum

Target: Item [Book, scroll, tome, etc.]

Allows a character to expend a charge from this item and immediately cast a Storm spell from memory. The resulting packets will be thrown as "Elemental Strike 10 <Effect>."

Unbinding Blade

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Edged Weapon, 8 Ore, 4 Leather, 4 Ink

Target: Item [Edged Weapon]

You may expend a charge from this weapon and a Stun/Destruction Strike or a Stun/Silence Blow to make a single attack with the verbal "Weapon Strike Release."

Weapon of Fury

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Weapon, 8 Ore, 8 Leather

Target: Item [Weapon]

This item allows the wielder to expend a Mettle or a Resolute along with a charge from this item and add the Strike keyword to their next attack.

Weapon of Interception

Skill Requirement: Tinkering 10, Intercept

Duration: 3 times ever

Ingredients: Great Weapon, 6 Ore, 6 Ink, 3 Leather

Target: Item [Great Weapon]

After using an intercept, the character expend a charge from this item, plant their feet and gain unlimited uses of the skill Intercept. This effect lasts until the character moves their feet, falls unconscious, or 10 minutes. During this time the character may not make any attacks or use any daily skills other than Intercept.

Weapon of Surprise

Skill Requirement: Tinkering 5

Duration: 3 times ever

Ingredients: Weapon, 8 Ore, 3 Ink, 4 Leather

Target: Item [Melee Weapon]

This item allows the wielder to expend an Evade or a Counteract along with a charge from this item and ignore the positioning requirements of a skill for a single attack.