



Player's Handbook

A rulebook for the Xadune Live Action Role-Playing Game system

Special Thanks To:

Xadune is not a product thought up overnight; instead it is a game system that has been in development for many years. The only reason it has made it this far is because of the people that always pushed it forward more and more to get it where it is now.

Without the help of friends and players that would stay up long nights in smoke filled basements building what would turn out to be the history and culture base for *Xadune*, the game would be nothing but an empty husk. Years of dedicated playing, building, and growing contributed heavily to everything that lies in this book. Many people that do not even know what they were a part of helped forge the world of *Xadune* into what it now is, and without them it would be nothing.

The list of people that helped in the making of this game is so numerous that it would be almost impossible to publish without it still being incomplete. Even if it was published, it would still never be complete because of the forever growing state of the game at the hands of future players, plot, and staff members. However, no list of special thanks would ever be complete without mentioning all the players that evolved *Xadune* into what it is today.

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Spells in this book have a 99.999% failure rate on summoning Honesty, Gabriel, or any other Lords of Lower Moral Planes. Side effects of playing Xadune include having a great time, twitching at the word 'medic', choosing articles of clothing based on the phrase 'can I LARP in it', monologuing to armadillos, and learning an assortment of real-life skills.

FOREWORD

It's 2008. We were looking for a new LARP to play as the one that I had been playing had recently ended. A friend told me about this new game that he was working to help get off the ground. It sounded pretty cool: an open system that didn't require class selection, a Victorian-inspired setting but able to accommodate basically any character concept, 'foam blasters,' and an in-depth religious system. At the time, most games that I was familiar with required class-based progression and none incorporated guns or religion. Like I said, it sounded pretty cool, so we got a group together, whipped up some concepts and costuming, and got ready.

That game was Xadune.

It's 2021. When I started, I had no idea that I'd be playing this long (if I had, I probably would have come up with a character concept that required less black costuming). Many friends have come and gone. The game has had its ups and downs, but the core of the game remains. The things that drew me to Xadune remain. There is virtually no build, no concept, that Xadune cannot accommodate. What has kept me at Xadune, however, is the story.

A decade of participation as a character has revealed story elements and history that I never would have thought possible. I look forward to the next event with the same anticipation and excitement as I did my first event. From demonic incursions to helping an orphan child; from world-wide conflict to finding a teacher for your next skill purchase; from the fate of the Powers to electing local government – each event brings unlimited potential to affect the world from the smallest to the largest scale.

I play Konrad, a far-born priest of Armadel. He's been to more planes than I can remember. He sat at a table in a nightclub in the Northern Frontier across from the lord of all vampires, the goddess of murder, and the goddess of death. He helped deploy a bioweapon that killed tens of thousands of elves. He fought side-by-side with the most infamous sky pirate on Xadune against a lord of the Black Hills 150 years in the past. He is a breaker of divine law. He helped recover the skyship Alexandria, fighting with other adventurers to keep her gun decks firing. He became a high priest of Armadel and led a service honoring and remembering the adventurers that met their final death in the Reaping. He helped to establish the first Council of Ward Five and served as one of the first council members. He has been summoned to a meeting of the Greater Seven on one of the moons of Xadune. He fought as a mercenary in the war between Barboroy and the Western Kingdom, and he now fights for Xadune in the war against the Vichese.

The one thing that all of those adventures have in common is that they were shared with other players. Every player at Xadune has the opportunity, if they seize it, to leave their mark on the game and on the world. My experience is unique, but that is because it is mine. Any veteran player can rattle off a list of similar accomplishments and experiences and can recount amazing stories that intertwine to make Xadune what it is.

Most LARPer's have a favorite game, and to each their own. Mine is Xadune. It's not for everyone, and that's ok. It can be difficult, challenging, and frustrating, but it can also be rewarding, satisfying, and a damn good time. If you've actually read this, and you've made it this far, then I hope you keep going. I hope the rules and the world speak to you. I hope you find the same immersion and interest in the world that I have. I hope you can join us.

-Brad McMahon, 2021



Table of Contents

CHAPTER 1 WELCOME TO XADUNE 6

What is a Live Action Roleplay Game?	6
How to use this Book	7
A Weekend of Fun	10
Xadune	10

CHAPTER 2 CORE RULES OF XADUNE 12

Safety	12
Combat	14
Shields, Armor, and Defenses	18
Finishing them Off	20
Life, Death, & the Long Walk	20
Final Death, Imprisonment, and Getting Lost in Time & Space	22
Player vs. Player (PvP)	22
Item and Safety Tags	23
Cabins	23
Players' Conduct, Ethics, & Responsibilities	24

CHAPTER 3 CHARACTER CREATION AND GROWTH 26

Race	26
Zodiac and Birthday	26
Background History	26
Homeland	27
Cultures	27
Preferred Power	28
Skills	28
Responding your Character	28
Multiple Player Characters	29
Roleplaying your Character	29
Growing your Character	29
Learning & Teaching	30
Growing Beyond the Handbook	32
Getting Gear	32
Suggested Starting Builds	34
Character Creation Sheet	35

CHAPTER 4 PLAYABLE RACES 39

Human	39
Elf and Half Elf	40
Orc and Half-Orc	42
Hobgoblin	44
Goblin	46
Planeswalkers	48
Halfling	50
Gnome	52
Brownie	54
Fairy	56
Feline	58
Celestial-kin and Demon-kin	62
Air Elemani	64
Earth Elemani	65
Fire Elemani	66
Water Elemani	67

CHAPTER 5 RELIGION & ASTROLOGY 68

The Greater Seven Powers	69
The Five Sisters	72
The Lesser Thirteen	74
The Zodiac	80



CHAPTER 6 SKILLS 84

Reading the Skills	85
Lores	86
Knowledge	86
Detection	91
Production	
Alchemy	92
Blacksmithing	95
Engineering	97
Gunsmithing	99
General Skills	100
Customary	100
Nefarious	109
Combat	113
Combat Abilities	113
Combat Talents	118
Arcane Magic	122
Doctorial	123
Bardic Songs	126

CHAPTER 7 MECHANICS OF ADVENTURING 128

Healing: Doctors, Field Surgeons, & Bandages	128
Locks & Traps	130
Arcane Magic	131
Weapon Damage	137
Firearms	137
Production Skills	139
Merchanting and Crafting	141
Bardic Songs	142

CHAPTER 8 THE WORLD OF XADUNE 143

The State of the Art	143
Time & Money	143
Universal Laws	144
The World Council	144
A Brief History of Xadune -After Fallen Star	146
The Kingdom of Revrent	150
New Starport	154
The Tri-Gates	158
The Empire of Kanada	162
The Nation of Barboroy	166
Darken Wood	170
The Kinsley Nation	174
The Western Kingdoms	178
The Vireen	180
The Nelot Kackertoe	181
Greachen	182
New Zeal	186
XA0024	190
A Brief History of Ward 5, XA0024	194

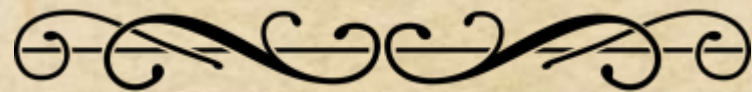
CHAPTER 9 TAGLINES AND EFFECTS 196

Lesser and Greater Effects	196
Weapon & Physical Taglines	196
Armor Avoiding & Physical Taglines	197
Mental Effects	197
Metabolic Effects	198
Death Effects	199
Negative Energy Effects	199
Time Effects	199
Force/Confining Effects	200
Generalized Effects	200
Protections, States, & Barriers	201
A Final Note on Taglines	202



Chapter 1

Welcome to Xadune



WHAT IS A LIVE ACTION ROLE-PLAYING GAME?

A live action role-playing game (LARP) by definition is a form of role-playing game where the participants physically act out their characters' actions. The players pursue goals within a fictional setting represented in the real world while interacting with each other in character. The outcomes of a player's action are mediated by game rules, their own actions, and the actions of others.

SO, WHAT IS XADUNE?

Xadune (pronounced: 'eks-ä-diin) is a live action role-playing game. The game is played in Events, which typically last between 3 and 4 days. The setting centers around a mysterious island city on the planet of Xadune, which is in an era most closely related to the real world's Victorian period.

Rich with culture and history, Xadune offers an "open source" combat system -- meaning that pretty much any weapon and armor is fair game to use for any character. Basically, if you can pick it up, you can swing it or use it. Furthermore, Xadune offers a religious facet to game play. Much like the Greek mythology, deities look over and often meddle with the people of Xadune. Skills in Xadune reflect either knowledge or special traits with which you can build your character. The core mechanics offers up a classless system, in which players start off with the option of growing their characters however they see fit instead of being tied down to a template. The story takes place in a Steam Age. Though fantasy and magic are still prevalent in the game, the new-found science is making its impression fast and strong. With this innovative knowledge, also comes firearms. Though still in their adolescence, firearms are a powerful tool to any person. At its heart, Xadune is a modular, adventure-based game. It offers a living, breathing, game world in which you as a player enter into it as a character and interact with other players' characters in a real time ongoing story. Decisions made can affect you, other players, or even tremble the foundations of society. You can be a lone wolf, or adventurer with a group of friends.

WHAT DO I NEED TO PLAY?

In addition to you being physically active, having an idea for a character, a burning desire to have fun, and reading this handbook, you will also need a costume or outfit. It might be odd at first to list this as the first thing you will need, but immersion through visually fitting in to the game is a key ingredient to having a good time. A first-class, well thought out, and fun adventuring outfit is something you will have on the entire time you play. For best results, aim for something that would fit into the Victorian era.

Different cultures of Xadune have different fashions, yes; but you can never go wrong with a good outfit inspired by that time period.

Once you have an outfit, you will need to sort out some type of weapon. Your first weapon might not be the prettiest thing, or it might be a well-crafted LARP approved one, but it will save your life more than a few times just within the first night you play. Instructions on making your own Xadune safe weapon can be found at the Xadune website; but you can also purchase pre-approved hand crafted and factory-made weapons from a various assortment of vendors.

Keep in mind that food is not included in the cost of the event. Food will be provided in the Tavern at an additional cost. Menu and pricing can be found on the Xadune website. If you have any dietary restrictions, please let Staff know beforehand.

You should have the understanding that you need to be active and involve yourself with the game to achieve a complete experience. The setting will be provided, and opportunities will be plentiful, however, you just have to make sure you don't let them pass by. It is the player's responsibility to seek out adventure and solve the mysteries. Expecting action and excitement to come to you might leave you inactive for a long time, and turning down adventure opportunities is experience missed. Remember, while Staff and Storyteam will try to gratify all players' personal wants and adventuring preferences, there are still numerous other players at game that anticipate the same and the game will not be able to provide specialized stories for everyone every event.

AND HOW MUCH DOES IT COST TO PLAY?

For current entry fee pricing and promotional offers, please check out the Xadune website.

The entry fee can be paid ahead of time via the Xadune website, or on site. Please note that internet can be spotty on site, and cash is the preferred method of on-site payment. Pre-registering, or paying ahead of time, comes with a discounted price and reserves you a guaranteed bed.

The Tavern also sells food. We recommend reviewing the food

pricing on the Xadune website to determine how much to bring.

WHERE DO WE PLAY?

Xadune events take place at State Park group camps. Please be aware of the rules and state regulations that go with being on/in a State Park such as: no real firearms, drugs, or alcohol allowed on site. Being caught with these items will result in being asked to leave site along with paying the fine associated with the crime.

The group camps have facilities such as bathrooms, showers, and a mess hall. Most of the sites for Xadune utilize four to eight man cabins. All cabins are equipped with twin sized beds for the occupants to sleep on. Most summer cabins are open air and do not have climate controls. It is recommended that you bring a fan for the warmer months. Please note that most State Parks in Georgia highly frown upon tent camping at their group sites and normally forbid it.

Each event may be at a different group camp, so check out the Xadune website for the location of the next event!

HOW TO USE THIS BOOK

The *Xadune* Player's Handbook is designed to give the player everything they would need to know on the fly to play the game. All the rules included in this book are all that are required to play the game. That is not saying, however, that all rules and guidelines are presented in this book. Rules not covered within these pages are either those needed for play beyond the beginning level or contain information that players should not have beforehand (such as the proper handlings of a plasma-æther cannon). This book is separated into chapters ordered in a way that should help you build a character for the game. Each chapter addresses an important aspect of the game and making a character for it. To follow is an overview of each chapter.

Chapter 1, Welcome to Xadune: This chapter serves as an introduction to LARPing and the game, Xadune. It covers the basics and should leave you feeling like you have a good idea of what a LARP is and how Xadune operates as one. Furthermore, it should leave you with small insight into the world and give you just a hint of what to expect once you find yourself in-play.

Chapter 2, The Core Rules of Xadune: The core rules are all the mechanics that you will need to know to play Xadune. You will learn about health, dying, combat, arming and defending yourself, and learn about safety at the game and what you are not allowed to do.



Chapter 3, Character Creation and Growth: Your character is how you interact with Xadune. Creation and maintenance of your character is imperative. Growth and future planning for advancement is covered in this chapter.

Chapter 4, Playable Races: Starting with the chapter on races you will begin the journey in making a character. This chapter will cover all playable races and give you a glimpse into what each race is like as well as giving you the hard facts on their racial traits and disadvantages.

Chapter 5, Religion & Astrology: These two have been grouped together due to their more metaphysical aspect. You will learn about the different religions of Xadune and the zodiac signs that many have faith in as well. Both subjects are just flavoring for your character and can be used to build more on their personality.

Chapter 1: Welcome to Xadune

Chapter 6, Skills: Once you have a good idea of the type of character you want to play, you are then introduced to the skills and abilities available for starting players. These are the hard core talents and aptitudes that your character has a knack for and also define what they will be able to do during the game.

Chapter 7, Mechanics of Adventuring: After you are covered on pretty much the essentials of making a character, you then are versed on the more complicated aspects of the game, which range from magic and technology to doctorial skills and bardic songs. Even if you do not plan on utilizing these aspects of the game, having knowledge of them will assist you in reacting to the more complicated issues it covers.

Chapter 8, The World of Xadune: Within this chapter covers the game world itself. Though the knowledge that is explained is not known in-play to everyone, it is presented in this handbook to allow you to understand each area and society of Xadune. You can find a place you feel your character will fit in most and be able to actually role-play in-game with knowledge of the land you claim to be from. You will learn about demographics, local laws, and get an idea what the terrain and climates are like. You will also be introduced to a short timeline of important events that have happened over the past couple centuries as well as to what monetary system is used in-play.

Chapter 9, Taglines and Effects: The final chapter lists the most prevalent taglines and effects that can be found in the game.

PRONOUNS

Throughout the Player's Handbook the pronouns he, him, and his; she, her, and hers; as well as they, them, and theirs are used multiple times. This is not to indicate gender specifics for the game, but is simply the use of clear and concise writing that has been proven throughout the centuries.

A NOTE ABOUT FRACTIONS & ROUNDING

Many times throughout the rules different costs will be halved or fractionalized. Unless stated in the rule, all fractions are rounded up to the appropriate value.

SHADED AREAS

Scattered throughout this book are boxes with text that have a shaded background. These are important notes that are prevalent to recently mentioned information and definitions of newly mentioned LARP terms or ideas.

COMMON TERMS & ABBREVIATIONS

Adventure. An adventure is typically a singular encounter or module that a character or group of characters goes on. One can gain money, knowledge, experience, or just plain have fun on an adventure, but it should almost always be a dangerous, enticing, or informative occurrence.

Armor Points. When a character puts on clothing it offers a small amount of protection; donning specially made clothing or armor helps even more. Armor points are the measure of the protections a character has before they start taking damage to their body.

Body: This is the measure of the total physical health of a player character. As characters gain experience and rise in level they gain body. The more body you have the more damage you can take. Once a person's body is reduced to zero they typically go



unconscious, and if they go below zero body they begin to die.

Boffer or Latex Weapon. This is actually two different types of the same thing. A boffer is a term typically assigned to describe a homemade LARP safe weapon. In most cases this design has a core of PVC pipe, kite spar, or carbon fiber fitted with tight appropriate pipe foam or suitable layers of cell foam to pad the weapon, then covered with either a cloth based tape, a thin cloth covering, or a thin enclosure of organic polymer. Depending on the experience and talents of the maker it can result in a very professional looking weapon or a PVC pipe wrapped in pipe foam and covered with tape. Latex Weapons refer to mass-made commercial weapons that are preapproved for mostLARPs. These, contrary to their name, are not always covered in latex and typically have high detail work in their design. Depending on the price you pay it can look like a crude version of what you want or a life-like replica. In either case the terms, boffer and latex weapon, are terms used to address the physical LARP safe weapons that players use to represent weapons in-play at a LARP.

Character Card. This is a small card that the player keeps on them during the game, which has a running list of their character's skills, abilities, lores, traits, culture, health, armor, and other pertinent information. Throughout the event things might happen to the character that will need to be noted on the character card, which should be updated as often as possible. While volunteering, your hours and efforts will be recorded on your card to verify when and how long you worked. At the end of the event the card is turned in so all information can be updated and your character gains the experience they earned.

Combat Ability. At Xadune, Combat Abilities refer to a set of skills that are solely offensive combat related. All combat abilities give the characters some type of advantage in a combat situation.

Combat Talent. Similar to combat abilities, Combat Talents are a set of skills used purely in combat situations; however, are defensive in nature.

Content Runners. Not every module is written and run by a Staff or Storyteam members. Veteran players have the option of taking the Content Runner Certification Test (CRCT) and, with a passing result, can run approved modules and encounters.

Culture or Culture Packet. A culture defines a society or aspect of a race in Xadune. It is a device used to better flesh out a character concept and places it more appropriately into the game setting. However, a player character is not required to have a culture. In terms of game mechanics, one thing a culture does is define in stone aspects of a characters' thoughts and views. By doing so, this better makes characters conform to the growth of the world on a living, breathing level, but it also limits how a player can play or act out as their character. Because of this limit it is not a requirement for characters, but is an option.

Dividers. There are some skills that call for division of numbers. Many of these can be combined, or stacked, with similar skills so that you have more than one divider affecting the outcome. In these situations, the dividers should be applied sequentially. If two or more dividers effect a character simultaneously, the larger one should be applied first. For example, if a character is calling 10 damage and is effected by a 1/2 damage divider, they will then call 5 damage. If a further 1/2 damage is applied, the character will call 2 damage.

“Do it”: This phrase is common in LARPing and dictates when the player actually has to physically perform a task. When saying, “Oh, I’m going to chase after that guy through the alleyways” you might be told “do it”; which implies that you need to start actually chasing that guy for real.

Effect. Effects are things that produce a forced change or influence over your character. Typically these can be bad things,

but they can also be beneficial. There are copious amounts of effects in Xadune. The most common can be found in Chapter 9. Great effort is made to make sure that effects are typically one word terms that are reflective upon their definition. For example, sleep is an effect that puts you to sleep. Most effects will occur in combat. Not knowing every effect is a normal thing, but familiarize yourself with the ones listed in this book. New or less frequently used effects that will show up during an event will be described at opening ceremonies. If in doubt when you get hit with an effect, ask the person that hit you with it what it does; asking because you do not know is never a bad thing.

Encounter. This term is used generally to define a situation where there was a meeting between Staff, Storyteam or Plot and one or more characters in a generalized setting, typically the set setting for the event. Some encounters are brief, others can be drawn out situations, but all encounters involve character with non-player character interactions.

Event: An event is the time frame in which the game takes place. Typically, it is a term used both in and out-of-play to define the actual date range in which the game will take place on an out-of-play level and the gathering of players in-play for the weekend.

Experience or XP. These are the points earned and used to advance your character. The experience you gain goes towards a pool that is used to calculate your level. As you gain experience you rise in level which gains you more body and skill points. Newly gained experience is called free XP, which means you have not spent it yet. Free experience you gain can be used to buy skills. Buying things does not cause you to lose experience, but merely reduces the amount of free XP you have to purchase things. Meaning you need to gain more experience to buy more.

“FOIP” or “Find Out In-Play”: A common term used to designate that the question you asked was one that needs to, or should, be found out in-play and not out-of-play.

IP or In-Play. This is the term used when describing things happening in the game.

Level: Levels are tiers of advancements for your character based on your experience total. Higher levels offer more areas of growth, more body, and more skill points.

Lores. These are skills that are knowledge-based. Unlike other skills, which normally directly give you a physical advantage, lores give you insight into the area of the lore. Most lores are based on a rank system with each higher rank giving you more knowledge in said field. Many lores do not come with upfront information but are instead used in-play on a situational level as needed. For example, you hear an non-player character talking about a place which you have a lore for but as a player you do not know anything about this place; you would then go up to that character (at the appropriate time) and inform them that you have a lore skill that relates to the place they were talking about, at which time they would give you information about the place relevant to the rank of your lore.

Marshal. In an encounter, on a module, or during a town battle there will be a marshal. This will be the person describing the situation to you, answering the inquisitive questions you ask and determining the outcome of different skills based on the situation, as well as reminding players record the usage of their characters different point pools.



Marshals will always be a member of Staff, Storyteam, Plot, or veteran players who have passed their CRCT.

Metagaming. This is a term which defines a situation where a player uses out-of-play knowledge on an in-play level. This can root from the player having before-hand knowledge on a puzzle or stat on a monster out-of-play and then just giving that knowledge to their character without that character learning of it in-play. This is considered cheating.

Min/Max. This is used to describe a situation when a person out-of-play tries to effectively distort or utilize the rules to make a character with the minimum amount of disadvantages to a situation and the maximum amount of advantages. In doing so, one often sacrifices substance and depth to a character, making them a linear design and often dull in comparison to their surroundings.

Module or Mod. These are singular situations where a character or group of characters leave the event's main setting and go to a different in-play location to have an encounter or battle. Mods and adventures are generally one in the same, though most would define a mod as having a deeper story aspect involving a more elaborately defined location in which the character or characters get involved.

Mod Hook. This is when a Marshal sets up a situation to attempt to hook a character or group of characters to go on a mod. This should be one of the number one things a player seeks if they are looking for adventure.

Monster. Typically a monster is a person or thing that is not a player character and is combative towards them in some form or fashion. Monsters are not just non-playable races; any race or creature could be considered a Monster. These are played by Staff, Storyteam, Plot, and volunteer players and can be represented by full make-up and costuming or just colored tabards to designate differences in creatures.

Monsterring. When a player volunteers to help the game, nine times out of ten it will be to play a random monster, as defined above. Hence, the act of volunteering is often called monsterring. Monsterring isn't just playing the 'crunchies', this can sometimes include role-play encounters, larger creatures, or even be a mod hook.

Multipliers. There are some skills that call for multiplication of numbers. Many of these can be combined, or stacked, with like skills so that you have more than one multiplier affecting the outcome. In these situations the multipliers do not multiply each other but instead are added together. For example, if you have one ability that calls for you to do x2 and another that calls for you to do x3 and you combine them, you do not do x6, you do x5.

NPC or Non-Player Character. These are characters which are not player characters. These characters are normally played by Marshals or Monsters to help drive plotlines, entertain players, or the like.

OOP or Out-of-Play. This is used to describe times or events that are happening not within the scope of the game. OOP things normally include descriptions to better explain situations and often information your character should know, but you as a player were not aware of at the time. While OOP, you are simply yourself for those moments, not your Player Character and should not be taken In-Play.

Over Casting. This is the act of casting a spell or using an skill when one did not have the means to do so. For instance, if a player used Accurate Attack while only having 5 Skill Points, this is considered over-casting. This is generally a mistake and is considered a bad thing. Repercussions occur in repetitive cases of over casting.

PC, Character, or Player Character. Player characters are you

and other players' interactive person in the world of Xadune.

Plot. Plot is a rotating group of players who donate up to a year of their time to game in order to tell stories at Xadune.

Plotline or Storyline. This is the over-arching story of an encounter, module, adventure or string of said events. Most all situations the players will be presented with from Marshals will have a plotline or storyline. Some will be twisting and long-lasting while others will be standalone single stories or events, but all are provided to add depth and meaning to actions and help in the enjoyment of acting out your character.

Skills. These are the building blocks of a character. Skills are broken down into multiple categories based on their uses and the like but they all serve the same thing: to represent in-game ability to perform tasks. Most skills exist to aid a character in the adventuring aspect of the game and allow them to do tasks that are typically not easily doable in the real world, but others are more mundane things that in the real world some people are versed in but others are not. Because skills are required to perform tasks, from advanced to mundane, it presents a problem in some senses when it comes down to actual physical abilities of players. If a skill is specifically written out for something then it is required to perform the task at Xadune. Semaphore, for example, is something you as a player might know in the real world; however, since there is a specific skill for this, unless you have that skill your character has no idea what it is or how to perform it. Some mundane skills not specified in the game system are allowed to be used if the player knows it on an out-of-play level, but if another player has a generalized skill that covers said task, like Craft Skill: Glassblowing, then the person with the actual skill in-game will produce better results. Final line: having the skill in-play will yield you better results.

Skill Bid. A skill bid is when a player uses their skill points in a bidding fashion to attempt to gain an advantage. This typically is required for a few skills in which the character must bet a predetermined, and often unknown, amount. Skill bids can also be thrown out and combined with daring feats that a player attempts to help them on an in-play level. For example, if a person is presented with a jump that they feel they might not be able to make out-of-play but they want their character to be able to do said feat, they might tell the marshal that they wish to bid X amount of skill points to aid them in their jump. Upon making the jump, if they fail to perform physically the marshal will determine, based on the amount bid before hand, if the character was actually able to pull off the jump. For Skills which require Skill Bids, a character is capped at 10SP per rank of that Skill. On non-Skill related activities, a character is capped at 10SP per 10 character levels, with levels 1-9 having a cap of 10.

SP or Skill Points. Skill typically have an allotted skill point cost that is required to use said Skill. Skill points are a pool of points that the character has. The maximum is raised based on the character's level and with a few special traits. Skill points are regained during an event by fulfilling certain voluntary duties that help give back to the game.

Stacking. This refers to the act of adding skills on top of each other to gain multiple benefits as well as doing the same with protective defenses.

Staff. Staff is a term mentioned often within these pages. At Xadune, Staff are the overseers and managers that deal mainly with the game and its operations. Staff is the end of the line. It is where big decisions are made and who do all the annoying paperwork. Many of the huge overlying plot lines are run by Staff, along with most of the character histories. Staff deals with character creations and the things that are largely understood to be the “big important things”.



Storyteam. Storyteam is a constant group that keeps plotlines long-running and often will use past plotlines to further a story or wrap-up uncompleted past storylines.

Taglines. A tagline is the out-of-play vocalization by a person to give the effect, type, and/or damage of an attack.

Town Battle: These are encounters in which mass battle ensues. Town battles differ from regular encounters in the fact that typically they are lasting sorties of combat, involve large portions of the player base, and generally tend to occur in open areas.

“What do I see?”: A phrase asked, always on an out-of-play level, as a courtesy to better understand for the player what their character is seeing. One of the hardest things for some people to grasp of the concept is that when a person asks “what do I see?” they as a player are asking another player what they see, not their character vocalizing this question. Answers should be given out-of-play and in-play reactions to the person asking “what do I see” should not occur. This becomes most problematic in situations where a person might be hiding and sees something but does not understand so they ask “what do I see?” to gain a descriptor and in hand gives away their in-play location. However, this was done due to an out-of-play question and the responder should go about their business in-play as if they still have no clue to the location of the person, even though out-of-play they do know their location.

A WEEKEND OF FUN

Most Xadune events will take place over an entire weekend, starting around 8pm Friday night and ending mid-day on Sunday. Different locations might be utilized throughout the season for separate events, so please check the online schedule to be sure of the event's location.

It's recommended that you get to site early in order to unpack, make your way through logistics and check-in, decorate your cabin, dress for character, and make it to opening ceremonies. Of course, not everyone will do things in that order, but it gives you an idea of what all to expect.

Opening ceremonies will normally start on Friday night around 8pm. For the most part, it will last 15 to 30 minutes, depending on what all needs to be covered. During the ceremonies, players will be reminded about safety rules, general taglines, and be given a brief introduction to the weekend's game.

After opening ceremonies, all new players are required to attend a safety course before being allowed to play the game. All players must attend a safety course at least once per year. Game On begins after opening ceremonies. After that time, it is asked that players not yet in-play wear a white headband until they are ready and to try to get in-play as quickly as possible. Once ready, your only concern should be to have fun.

Shortly after mid-day on Sunday afternoon, Game Off will be called and the event for the weekend will be over. Afterwards you will need to check-out your character by returning your character card to the designated Card Box, clean up your cabin, and prepare to head back home after a weekend of excitement. Please be aware that it is the responsibility of all occupants of a cabin to leave it clean and free of trash.

The setting, tools, and environment provided by the game are there so you have fun, but you yourself must be willing to have fun. The quickest way to have a boring weekend is to say “no”. No kills a story. No stops the progression. No means you just excluded yourself from an adventure. It's understood that characters may not like or want to get involved with a plotline, but the player should realize it is themselves choosing to not have fun, not the game lacking in entertainment.

MATURE CONTENT

At its core, Xadune is designed to be a game for ages 17+. Content is varied, but it is very likely that a player will interact with a storyline not meant for children. Topics such as murder, mental health, social issues, politics, death, trauma, and the like are integral to the core of the story of Xadune. Player discretion is advised.

XADUNE

Xadune, fifth planet in what used to be a tertiary star solar system, is orbited by its two satellites, Io and Sent. The past century or so has been rough on Xadune. AFS (After Fallen Star) 0 marks the disappearance of the system's largest star, Tirus. Since then, many nations have been destroyed and are once again in a state of rebuild. The diversity of races and cultures has broadened even more, leaving almost no segregation in the larger cities. For the first time in more than a hundred years, Xadune is once again open to the multiverse, after a past century period where, for unknown reasons, the planet was on some sort of planar lock-down.

Over a hundred and forty years ago a catastrophic event occurred, the cause of which is still a mystery. Slowly, the planet slipped into turmoil and natural disasters started to occur on an outlandish scale. One by one each of the three stars around Xadune disappeared until the planet was left in a state of frozen tundra. At the same time, all planar travel and even communication with deities ceased. After a 56 day period of total darkness, two of the suns, Nexus and Termus, reappeared in the sky. After about 6 more months of planetary reshaping, the havoc came to an end. The world had changed forever. Deities were once again talking to their followers, but no answers about what had occurred were ever given.

Rumors went about and all seemed to fall on one common ground: Gatherers caused the apocalypse to happen. What's a Gatherer? Some sort of powerful vessel of destruction apparently, but no one ever gives the same answer. Most areas did not digress much in the 2 months of destruction that occurred over a century ago. Most still sit in a period of cultural and technological renaissance, a few cultures were destroyed in the aftermath, and most of the nomadic tribes and cultures were worn down to only the strongest of the race. The Oreish clans are the best example of this. Their race now appears to be at the height of their existence. Their scholars and warriors are amongst the best in the lands and highly sought after for training.

Even though hard times have pressed against the planet, good things still flourish. A handful of the leading nations and cultures have reached the steam age and, for the first time in recorded history, the field of science is making a name for itself. Many of the youths of these cultures are embracing these newfound arts and heralding them as the future, while few still clutch to the ancient arts of magic as the true path.

Least affected by the devastation was the island nation-continent of New Zeal, while Jarr withstood the most damage. Many of its cities were destroyed. The capital city of Revrent was the only city untouched. Most of the larger cities were heavily damaged and a few were completely destroyed, including the great port city of Star Port which slipped entirely into the sea. On the coastlines nearest to where the fallen city was, New Starport has risen. Kanada was severed from the main continent of Jarr at the great gates. Its climate is now much colder, but the people seem to have adjusted fine.

New Zeal is the desert continent of the world. Its lands are mostly sand and silt. The sun never sets here, and often there are two suns in the sky. The temperature sits steadily around 110 degrees Fahrenheit at the lowest (dry heat). Water is an expensive

luxury and brute force often rules the lands. The land turns into deadly sinking sands as it approaches the ocean, and then from an oozy mud into dirty water, then finally the salt ocean. The capital of this large kingdom here is Tyr.

Jarr is the eastern most continent on the centerline of the planet. It has few mountains and is mostly rolling plains and lakes. Farming and mining are the largest sources of income for the kingdoms of Jarr, the largest of which is Revrent. Kanada was once attached to the main continent of Jarr, but has now become its own landmass.

Pha is the western counterpart to Jarr, although it is near six times larger. Its countrysides are vastly filled with forests and a few scattered mountain ranges. Two major countries exist on Pha: the Kingdom of Kinsley on the east coast and the Nation of Barboroy on the west. Up until recently, the rest of Pha was mostly unmapped due to the devastation that befell Xadune, but thanks to a few airship aerial surveys this has been remedied.

Jarr and Pha share about the same climate. Seasonal changes occur about every three months or so and temperatures range from almost freezing in the cold months to sometimes as hot as 95 degrees in the summer. It should be noted that the northern parts of Kinsley and Kanada experience a much colder climate band and they must endure a few months of total darkness.

And then there is The Island, known as XA0024: in between these three great continents on the open seas sits an island that, until AFS 128, never existed. On this island lays a city, or ruins as many first saw it, in which something special is happening. Here, almost every doorway serves a dual purpose of being a gateway to somewhere else. Portals that lead from one place to the other - and not just on Xadune, but everywhere.

No one knows where the city came from, or even the Island's origin. Shortly after it was discovered, representatives from every nation arrived, trying to figure everything out: mapping out the doorways, and plotting out their paths throughout the multiverse. Archmagi and scientists alike were studying the surroundings trying to determine where, how, and why the Island was there. Of course, with this many portals in one place it was next to impossible to stop others from coming in and out, and so over the course of a year the newfound island ruins became a fully functional city. Then on the eve of Grim's Delight of AFS 128, all the people disappeared.

Now, a few years later, the world clamors on. The Island has become an international hot spot and seemingly fragile way station for strange events. So-called deep investigations by the world's governments still look into the events that transpired that fateful night in AFS 128, along with the origins of the Island. No one says it, but everyone knows: therein, amongst the steam and

magical back allies, deep within the underbelly of the slums, and on the doorsteps of the Governmental ward are the answers everyone is looking for. They just have to reach out and take it...

THE VICHESE INVASION

Although Xadune has always been riddled with conflict, it wasn't until recently that a global affair occurred. In AFS 136 (2016 in the real world), the world changed once again. On February 11th, on a perfectly normal evening, great airships unlike anything the world had seen in thousands of years appeared in the skies above not only the Island, but the rest of the world as well. Manned by Elves and carrying advanced technologies, the Vichese—as they were later called—began their invasion and attempted extermination of civilized life on Xadune.

Where did they come from? Why are they here? Elves had existed on Xadune for as long as anyone could remember, generally disliked by most. It is certain these Invaders are related to the native elves, although the native elves claim they know nothing of the Vichese. Can they be trusted? What if they are spies for the enemy?

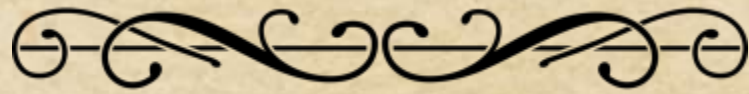
IMPORTANT NOTE ABOUT XADUNE

Xadune is not Earth. It does not work in the same manner, and the players should not expect it to. It is a world with magic and deities. The laws of physics are different from Earth, the rules of the universe are not like Earth's, and even the elemental make up of Xadune is different from Earth's. Keep that in mind. This should play a very important role when players attempt to backwards-engineer something from our world: things will often just not work because Xadune is not Earth. Maybe silicone doesn't exist, and maybe the material used in electrical works react all that much differently, thus not allowing for the semiconductor to be invented. Maybe atoms don't split in Xadune; and even something as mundane as salt is an element entirely different on Xadune. Remember that when attempting to apply real world ideas to the game: Xadune is not Earth.



Chapter 2

The Core Rules of Xadune



At the backbone of all good games lies a rules system. These are the governing mechanics of a game that helps everything move forward and keeps it all on track. These rules are universal to the game. Players and Staff members alike must abide by them. There is no exception. In this section you will learn about the primary safety precautions of this game. Make sure you know everything that is written in the safety section. You will also learn about how your character will “live” and survive in the game world, how death works, and the afterlife. The base system of how combat works is also outlined below, including both melee and ranged combat.

We understand that many may be new to LARPing and in such cases we ask that you take the time to ask as many questions as you can think of to help clear things up. It might sound cliché, but it's true to say that the only stupid questions are the ones never asked.

A NOTE ON RULES

The Player's Handbook contains the rules that govern the game world in a safe, fun, exciting, and just manner. However, it in no way is meant to be manipulated, abused, or field intellectual field of implications, intent, or connotation. We understand players are smart and cunning. Furthermore, if a player is capable of noticing technicalities, flaws, inconsistencies, loopholes, and such we deem them additionally wise enough to not utilize said issues. If it seems just “not right”, let us know and bring it to our attention. Abusing these technicalities will be seen as an act of known cheating and will be dealt with swiftly and accordingly. So, give a hoot, stop trying to game the system.

SAFETY

Of all things you read in this book, this section is the most important.

HOLDS

A Hold is a pause in the game for Staff announcements, medical emergencies, or descriptions. When you hear “HOLD”, stop, drop to a knee or sit down, and listen. This is a call that always needs to be listened to, the thing you should only use when needed for medical reasons, and the only thing that will stop the game in its tracks: “Hold!”. Once the announcement or Staff reason has been made or solved, or the emergency has been dealt with or cleared from the field, everyone will be asked to stand back up and retake their positions. At this point a “Lay-on” will be called which signals the continuance of whatever was happening.

A player should only call a “Hold” in the case of a medical emergency. No one should call a hold for someone else unless said

person is incapable of doing it for themselves. In the case of medical holds, a call for “Medic” should be made immediately after the Hold is called if needed. In the case of Medical Holds all players should step back from the injured player and allow only medical personnel to handle the situation.

“MEDIC” AND MEDICAL INFORMATION

The term “Medic” should never be used in-play. Clerics, field surgeons, doctors, and any other form of healer are acceptable in-play terms to be called for in-play healing. The term “Medic” is reserved for the out-of-play, real life medical emergencies. As stated above, the term “Medic” is not to be taken lightly and should only be called out by the player in need unless said person is unconscious. There are those who will shake off a real injury that others would not; let them make the call for themselves.

In order for Medics to do their job properly, players have a few responsibilities on their end. Players must alert Staff to any allergies, food or otherwise, they might have. You must complete a Medical Information Form either on the Xadune website, or in-person on site.

If you have a chronic medical condition, you are required to wear a medical bracelet. Conditions such as asthma, diabetes, high blood pressure, and many more are covered in this statement. Your health insurance may cover the cost of a medical bracelet, and you can order custom ones online for a reasonable price.

In addition to this, if you have an illness that may require immediate medication, you are required to carry that medicine on your person at all times. Asthma inhalers, Epi-Pens, and the like must be on your person. Trust me, you don't want to have a Medic send a runner to your cabin when you're having an asthma attack.

HEADBANDS

There are five different colored headbands that players need to keep an eye out for that represent different things. Headbands are an out-of-play thing, and to cut back on confusion it is asked that no character wear these five types of headbands as a part of their costuming. At Xadune you will encounter these following headbands:

White: This might be the most common of the headbands seen. White represents players that are out-of-play. As a courtesy, OOP players should stay away from in-game activities and do whatever they need to do to get back in game. At night, the white headband needs to glow so the headband can be seen.

Orange: The most important of all the headbands is the orange one. People that wear these headbands are for one reason or another medically exempt from combat. Under no circumstances should these players be involved in combat. This does not make these players exempt from dangerous situations. If for some reason someone deems it purposeful they can approach these characters and tell them that they are killing them, and as cheesy and cruel as it is, it is a legal game action that the player must abide by. Players are highly discouraged of taking advantage of these rules. Anyone doing so should be pointed out to Staff immediately.

Light/Neon Blue: Next to the white headband, these might be the next most commonly seen headbands. Light Blue represents characters and creatures in the Twilight. Unless you are also in the Twilight, you cannot see, hear, or interact in any way with these people. At night, if you are staying in the Twilight, you need to wear a blue glow band on your head.

Light/Neon Green: These headbands represent creatures or players that are invisible to the naked eye. Creatures wearing this color headband cannot be seen, but they can be heard and interacted with. Though some might find it difficult to role-play not being able to see something they can interact with in real life and they can clearly see, it is very encouraged that players do their best to role-play the situation properly and not “cheese” the encounter. At night people that are invisible need to wear a green glow band on their head to represent their status.

Purple: This headband indicates the wearer is not representing their character, but they are instead operating a phys-rep of a character. This is commonly used for Fae who are 'Glamoured Down' and are being represented by their appropriately-sized doll. At night, the purple headband must glow in order to represent their status.

PHYSICAL CONTACT

While at Xadune, physical contact of any sort is prohibited, plain and simple. The only way you can touch another player is via boffer, packet, or foam projectile. Violation of this rule will be dealt with swiftly and firmly. Warnings on this will be harsh.

However, sometimes a player will allow contact. If they do not offer up this small invitation you can ask, “Do you accept physical contact?” If the player says yes then you may touch the person in an appropriate manner. This is not an invitation to beat someone up, or anything similar; it is an allowance to help enhance the role-play.

ROLEPLAY SAFETY

Sometimes overlooked, roleplay safety is often just as important as combat safety. Xadune is designed to be an emotionally intense LARP, and as such, player discretion is advised. That said, if there is ever a roleplay situation in which the roleplay puts you as a player in an uncomfortable position, simply let the Marshal know out-of-play, and you can either excuse yourself from the roleplay or take a short break. This is applicable to player-to-player roleplay, as well as player-to-NPC roleplay.

There are no repercussions for such things, although if you excuse yourself from a situation, you may miss out on loot or information, just by nature of not being a part of it.

Mods which contain common triggers, such as mods which involve physically 'messy' phys reps like slime, will be announced during the mod hook.

Chapter 2: Core Rules of Xadune

In short, if you aren't comfortable with the roleplay, there is absolutely no reason you need to stay in it. However, do not expect the mod or storyline to change because you need to step out. Xadune is designed to be a game for mature audiences only.

COMBAT SAFETY

Combat can be one of the most dangerous parts of a LARP. Xadune is no exception. Because of this, please make sure you are fully aware of all the combat rules, be mindful of your surroundings while in combat, and lastly, use common sense.

Each of your swings with a melee boffer cannot exceed a pullback of more than 90 degrees, yet must still be pulled back at least 45 degrees from the intended target. It should also be noted that only light contact should be made with the opponent, you are not trying to bludgeon them to death in real life. If a player is hitting too hard it is asked that they be told that they are and that the harsh swings be toned down. Too many reports of heavy swings will get you a meeting with Staff and you will be dealt with accordingly. While in combat, it can become difficult to hold your composure. Despite this, you are still required to follow the rules of combat and keep it as safe as possible.

Charging is prohibited. Charging is defined as a rushing assault upon an opponent in which you are incapable of not running into them. You must be able to stop within a weapon's length of your opponent or it will be considered charging. Charging is not pressing an attack; it is only in the case of an uncontrolled rushing attack. Being caught charging or receiving too many complaints will result in being pulled from combat and getting a meeting with Staff where you will be dealt with accordingly. Regardless though, hits should still be counted against both parties.

Targets you should highly refrain from hitting also exist in the Xadune combat system. These are areas on the human body where you should never be aiming your attack. Accidental hits in these locations while in a melee combat might happen, but these should never be intentional targets. These areas include: the head, groin, and hands of a player. The upper chest area on females is highly frowned upon as a combat target. Please do not aim for these areas. However, when these areas are hit, the *damage and effect still occurs*. Repeated offenses of attacks hitting these areas will result in a talk from a Staff member and potential combat probation.

It is legal to pin a weapon with a weapon, or pin it against an object, but never against another person or with your own person. Common sense is your best friend in these combat situations. Pinning maneuvers were designed to disarm an opponent. Do not hold onto your weapon and expect not to get hurt.

All weapons need to have a safety tag on them. No safety tag means the weapon does not exist, and is not considered a safe weapon. Do not use a weapon without a tag, doing so could be considered a violation of safety and could result in some form of disciplinary action. Safety tags are assigned to weapons before or during game via a Staff member. All weapons are to be checked by Staff before game, and will be given a fresh safety tag for that event if needed.

Even if you have been using a boffer for years, you need to get it checked by Staff every event. Failure to do so can be dangerous to those around you.

Dragging a body might also come up in combat. To do so, one goes up to said body and announces, “Dragging”. A PC with no strength bonuses can only move an adult human sized creature at the pace of a slow walk. If the dragged creature wants, they can announce “do it” in response, which means you really have to drag



will be given to players to “find” or get phys-reps if they wish to fight that way. The player needs to be prepped to fight that way if they ever wish to.

Definition: Phys-reps short for Physical Representation. Most often referring to a weapon or item but can also extend to your character if you (the player) are doing one thing OOP while your character is, for example, sleeping in the cabin.

Lastly, unarmed phys-reps cannot block damage; instead the character takes damage that is dealt to the phys-reps as if the attacker was hitting them.

PHYSICAL WEAPONS

On the next page, there is a list of physical weapons. It includes their base, or minimum, damage; the maximum damage the weapon can inflict; and the type of damage it does. Some can deal a different type depending on how the weapon is used.

Swords and most of your basic blunt weapons are straight forward in how they work, but a few things need to be noted. Axes, war-hammers, spears, and polearms only deal their damage if the striking surface of the weapons hit the opponent. Hitting an opponent with the shaft of the weapon is not considered a legal blow and is also generally unsafe when it comes to the small length weapons.

Spears and polearms can deal both slashing and piercing damage depending on how they are used. One can only call the pierce tagline if these weapons are used in a thrusting manner. Additionally, any thrown weapons can be used by anyone, but only the blunt tagline may be used, even if it is a bladed thrown weapon. To be able to use bladed thrown weapons accurately enough to call the pierce tagline requires the appropriate combat ability.

It should be noted that physical melee weapons have a tolerance x10 that of similarly crafted shields. Thus, a normal weapon would have a tolerance of 90.

Firearms can deliver a variety of damages and effects. Their cost can also highly vary, but for the most part a firearm is expensive to buy, and selling them does not turn a profit. Handguns, for the most part, use small arms ammunition; while rifles use long arms ammo. There are two types of long and small arm ammunition: cased and caseless. These represent the evolution of cartridges in firearms. Each firearm can only use a specific type of ammunition, so pay attention to the needs of your own firearm at hand. Shotguns are special in many ways. They are able to use three different types of cartridges (unlike small arms or long arms): Slugs, Buckshot, or Birdshot. Both buckshot and birdshot are capable of delivering “burst” attacks. Buckshot and slugs generally deliver piercing types of damage, as do all other types of ammunitions for firearms. Birdshot, on the other hand, delivers a blunt based attack.

PHYSICAL RANGED COMBAT

Close quarters combat is not the only way to deal with foes in Xadune. A large variety of ranged attacks are available for a character to choose from including bows, firearms, spells, throwing knives, acid vials, explosives and even science induced projectile weapons. Regardless of the origin, they all have rules that make them special to the game, and so each will be addressed here.

Despite where an arrow, bolt, or other thrown weapon hits an opponent it will deal full damage. Blocking a ranged weapon of this type is only possible with a shield, combat ability, or similar. Using a weapon to bat the projectile out of the way will only result in the

is to simulate the loudness of a firearm.

If you are swinging so fast that you cannot keep up with your damage being called then that should tell you something... that you are swinging too fast. This is typically called “machine gunning” and is uncalled for and highly frowned upon. If you are seen doing this too many times you will be given a warning about your combat behavior and be dealt with accordingly. The defender also has the right to only count all “machine gunned” hits as just one hit.

MELEE COMBAT

Melee combat consists of weapons which are held by the attacker and at no point leave the attacker's hand. Swords, spears, axes, hammers, and the like are all melee weapons. As an attacker, a player safely swings their weapon at the defender while calling damage with the intent to hit them. If it makes contact, it is a hit.

So in melee combat, what constitutes a hit? If you swing at an enemy and the enemy parries with his own weapon, but the force of the impact is strong enough that you still connect with a leg or body does that count as a hit? No, that would be considered a block and the attacker may be swinging way too hard. What if you are using an axe to swing with and an enemy thrusts a weapon out to block it, but they only hit the hilt of the axe and not the blade, yet the blade still makes contact? Would that be a hit or block? As above, it would be considered a block but could happen more often due to the large size of an axe head.

During the course of a thrust, if someone pushes the weapon out of its original course, but it strikes a legal area, does it count? Yes. For thrusts you need to 100% parry the attack for it to not count as a hit. Thrusts are by far the hardest attacks for LARPer's to parry, but they also leave the attacker wide open for an attack if they do not know what they are doing.

Also note that holding a weapon next to you (as in against your body) and saying it is blocking does not count. In other words, you can totally call out someone for just holding a weapon against their side and doing a shield style full body block. This is called “no -effort” blocking. “Push-through” shots are considered blocks, but if you throw a shot that simultaneously connects with a weapon and the body, is it considered blocked? As they say in Risk: tie goes to the defender. In that case you would not take the damage.

Defense, for the sake of a definable rule system, must be given a clear definition: if you block the weapon in some way (when pertaining to swinging/slashing attacks) it pretty much stops the damage. The exceptions are the above outlined “no effort” blocking which is basically putting your defensive weapon next to your body to stop hits and a few other cases. You need to actively block the blow for it to be a block and actually make the block before it hits you (in a swinging/slashing situation)

Does this count if the weapon is resting against an arm? For example, if I'm holding a sword backwards so that the blade goes down, instead of up, and the blade rests against the defender's forearm; could that sword be used to block being supported by the arm? Your arm is part of your body; thus that maneuver would not be a block and would be considered a hit. If you wish to block weapons like that we suggest a small buckler shield or the like. They work wonderfully. If you want to hold your defensive offhand weapon upside-down and block with it, it needs to be actively blocking not held against your forearm.

UNARMED COMBAT

Any person can throw a punch. To represent this, a player needs to use to minimum length dagger phys-rep without a hilt. If these weapons are carried on the player they should have white cloths tied around the base of their handles to represent they are out of play and unable to be stolen. No holds or waiting periods

The biggest thing to remember in combat is it's based on the honor system; and though everyone needs to be combat marshaling each other it rarely happens. **The rule of thumb is just take your damn hits.** The game is no fun if you are invincible, so don't be. If you are thinking to yourself, “did that hit me” then just take the damage. Most people have no idea how much damage they soak in combat. If we were to dedicate people to full combat marshaling a town battle, I promise you we would have more than a few pissed off people arguing that they did not get hit. This isn't because they are trying to bend the rules or live forever, it's just because in the heat of battle a lot of people cannot keep up with it. We don't want conflict or on-field debates about what hit you and what didn't, but a good sport would normally take the most obvious route and take any blow in question.

All characters know how to use almost every weapon they come across, save firearms and Wee weapons, with no skill required. Firearms require the Firearms skill to operate fully, and Wee weapons are useable only by Wee creatures and are denoted by a green cloth tied to the hilt of the weapon or a green safety tag.

To add, all players can also fight with a dagger in their offhand. The main hand of a character is defined as the prime attack hand and the weapon in that hand must be held in an attack stance. Unarmed combat can also be accomplished by almost anyone.

To represent a weapon that is not in-play it should be wrapped with a white band to denote that it is out-of-play. Any out-of-play weapons, including weapons in your cabin, should be denoted this way.

CALLING DAMAGE AND TAGLINES

There are a number of different types of weapons and combat in Xadune, but all of them have something in common: damage and taglines. Whether you swing a sword, fire a gun, or cast a spell, you are required to call a *tagline* associated with the attack. A *tagline* is an out-of-play formality to inform other players what is happening on an out-of-play level. A tagline for damaging effects consist of two or more things, depending on the attack.

In melee, all combat taglines will consist of three things: damage amount, damage type, and damage effect. Damage amount is the amount of damage you deal. This will normally be the base damage for said weapon along with any bonus that might be added on. There are three different types of damage that are most commonly used. These include slashing, blunt, and piercing. The most common effect that will be heard will be normal, but do not be surprised if you hear magic, silver, or some other effect used. With that being explained, an under proficient human that picks up a standard ordinary short sword (base damage 2) would call “2, slashing, normal”. It is typically okay to switch around your effect and type in your tagline for what is more comfortable for you to say. So, using the example above, one could also call “2, normal, slashing”. Typically, it's easiest to call damage first.

Ranged weapons only require a two-word tagline, the damage and the damage type. A character with the Firearms skill would call “4 Pierce!” when firing a gun. For both melee and ranged, any additional effects with the attack would be added to the tagline, making the tagline longer. So, a blessed bullet might call “3 Holy Pierce!” even though ranged attacks only require a two word tagline.

Damage must be called with each and every swing for it to count. Characters are not actually shouting out these taglines as they engage in combat. Taglines and what they contain are not know to the character – “2 Normal Slashing” sounds the same as “20 Magic Pierce” to your character. Each tagline must be called out clearly and loud enough for the defender to hear it. It should also be noted that any tagline from a firearm *must* be shouted. This

the body. You can refuse physical contact in this situation, but you may be asked to drag a heavy inanimate object instead. Smaller, lighter creatures cannot do this, however, as they are not properly represented. Much larger creatures, on the other hand, can announce “No Effect” to represent you indeed cannot drag a one-ton buffalo by yourself. When dragging people, strength bonuses, oversized creatures, and combined efforts will be dealt with in-game on a case-by-case basis.

Lastly is the hindrance of movement, progression, or escape via abuse of combat safety rules. Due to the no physical contact rule it is illegal to actually push past a PC, however if you wish to do so it can be done; in other words, the no physical contact rule cannot be used to gain a tactical advantage IP. If a PC wishes to get past another PC or NPC that is blocking said path they have this option: they can ask for physical role-play. If accepted, they must then attempt to push by. If rejected, the moving PC has the option to announce they are pushing through and then must be allowed through. The only thing that will stop the moving PC at that time is an IP strength bonus. If the defender has a strength bonus, they can announce it and the moving PC must have a higher strength bonus to push past. It should be noted that under no circumstances can a PC hold another PC against their will via strength bonuses or anything in the combat safety rules.

MARSHALS

They have been mentioned here and there so far and it should start to be apparent that they are the mediators for most situations. In an encounter, on a module, or during a town battle there will be a Marshal. This will be the person describing the situation to you, answering the inquisitive questions you ask and determining the outcome of different skills, based on the situation as well as reminding players to keep up with the upkeep of their characters different point pools. If at any point you have a question in-game, or need a ruling on something, you can call “Marshal!” and one will find you. This does not count as a Hold, however – the game around you continues as you wait for a Marshal. Consider the time spent waiting how long it took for your character to understand what they are looking at, or how long it takes for your character to react to something. A call for a Marshal does not stop gameplay.

A Marshal will almost always be a member of Staff, Storyteam, Plot, or veteran player who has passed a CRCT. Marshals are not responsible for helping players keep up with their characters body, armor points, skill points, and times for effects; this is completely on the player, but a Marshal can issue repercussions should the player not do so. A Marshal's call on a situation is the end of the line. Players should not argue them, period. If a Marshal says you're hitting too hard, then you are hitting too hard. If a Marshal says a packet hit you and you are dead, you're dead. Do not argue with a Marshal. Arguing with a Marshal will result in a formal warning, detailed in the Player's Responsibilities and Grievances section. Typically, a Marshal's call will not be over turned, but in rare cases it can be if a higher level of the “management” sees it fit. Do not go searching for a different Marshal to get a call overturned, this will be viewed almost no different that arguing. If you are confused or unhappy with a certain call then find a time later to bring it up with the Marshal or report a Player's Grievance.

COMBAT

Probably one of the most involved and complex parts of the game for any player will be combat. Because of this, it is beyond imperative that you read over and know the safety measures for the game along with all the safety terminology. If there was a section in this book that would be required for you to read over twice, this, and the safety section, would be it.



Weapon	Base Damage	Max Damage	Type	Size Category	Weapon Type	Min Blade Length	Max Blade Length	Min Length	Max Length
Unarmed	1	5	Blunt	-	One-Handed	8	16	17	17
Dagger	1	5	Slashing	Tiny	One-Handed	8	16	17	25
Short Sword	2	10	Slashing	Small	One-Handed	16	24	25	33
Long Sword	3	15	Slashing	Long	One-Handed	24	34	33	42
Bastard Sword	3/4	20	Slashing	Bastard	One/Two-Handed	33	41	42	54
Great Sword	5	25	Slashing	Great	Two-Handed	40	48	52	60
Sap	1	5	Blunt	Tiny	One-Handed	-	-	17	25
Club	2	10	Blunt	Small	One-Handed	-	-	20	30
Mace	3	15	Blunt	Small	One-Handed	-	-	25	38
War-hammer	4	20	Blunt	Long	One-Handed	5	10	30	38
Great Mace	5	25	Blunt	Great	Two-Handed	40	48	49	57
Hatchet	2	10	Slashing	Tiny	One-Handed	6	8	17	25
Axe	3	15	Slashing	Small	One-Handed	8	10	25	33
Battle Axe	4	20	Slashing	Long	One-Handed	8	8+	33	40
Great Axe	5	25	Slashing	Great	Two-Handed	10	8+	40	50
Quarterstaff	2	10	Blunt	Great	Two-Handed	-	-	60	72
Spear	3	15	Slashing/Piercing	Long	One-Handed	8	12	48	60
Polearm	4	20	Slashing/Piercing	Great	Two-Handed	8	16	60	72
Thrown Weapon	1	5	Blunt/Pierce	Tiny	-	-	-	5	12
Caseless Small Arm	4	-	Pierce	Small	One-Handed	-	-	-	22
Cased Small Arm	5	-	Pierce	Small	One-Handed	-	-	-	22
Caseless Long Arm	6	-	Pierce	Great	Two-Handed; 1/2 damage with 1 hand	-	-	22	47
Cased Long Arm	7	-	Pierce	Great	Two-Handed; 1/2 damage with 1 hand	-	-	22	47
Scattergun	5/6	-	Special	Great	Two-Handed; 1/2 damage with 1 hand	-	-	18	-
Bow	2	10	Pierce						
Crossbow	3	15	Pierce						
Heavy Crossbow	4	20	Pierce						

opponent still taking the damage, so it's recommended you get out of the way rather than try to play baseball. Also along those lines, it is frowned upon to step on and break arrows, bolts, or the like. Accidents happen, but please refrain from doing it on purpose. Ranged projectiles should also be treated as all other weapons with respect to relieving a character of them: if you take them in-play, please still return the out-of-play phys-rep to the owner.

Weapon phys-reps are the actual real-life items, not the tag. So, if you are asked for the phys-rep of said item you need to produce the actual item. In the case of character phys-reps, it means what physical representation you left behind to show that your PC is there (i.e.: a roll of blankets and pillows obviously labeled as your sleeping PC with your equipment and so on with it). It should go without saying that all items on a character should be represented. If you are ever asked by a Staff member to display the items on you and their phys-rep and you are lacking said phys-reps the items will be stripped from you. Repeated violations of

Ammunition Type	Damage	Damage Type
Caseless Small Arm	4	Pierce
Cased Small Arm	5	Pierce
Caseless Long Arm	6	Pierce
Cased Long Arm	7	Pierce
Papered Birdshot	4	Burst, Blunt
Full Shelled Birdshot	5	Burst, Blunt
Papered Buckshot	6	Burst, Pierce
Full Shelled Buckshot	7	Burst, Pierce
Papered Slug	8	Pierce
Full Shilled Slug	9	Pierce

this will result in some type of disciplinary action.

Firearms for the most part are treated the same as the weapons mentioned previously, but with the exception that *normal shields do not block the piercing damage that firearms deal.*

Another difference between firearms and all other types of ranged attacks is that, when calling damage with a firearm, you *must scream or yell the combat tagline.* This is to represent the effect of using a firearm which, just as in real life, are loud and draw attention. Firearms are also the only weapon that require a Skill to use fully. Without the Firearm combat ability, one can do nothing more than pull a trigger on a firearm; no loading, cocking, or arming. If nothing happens when the trigger is pulled -- nothing happens. If you do not have the appropriate skills your character will not know what to do with the firearm.

The most common representation for a bullet will be a small foam projectile. A player is required to make sure that all of the bullets their character has on them are represented in a phys-rep form. Avoiding this unpleasantness is simple: always have all the phys-reps on you for all the bullets you are carrying tags for. All firearm and ranged weapon ammunition should be specialized or marked so the player can distinguish their ammo from another player's.

Lastly, it should be noted that most ranged weapons are fragile in comparison to their stouter melee weapon brothers. Firearms have a tolerance of 4, while bows and crossbows have a tolerance of 3. A Tolerance is a base amount of damage that must be exceeded in a single attack in order to affect the item in question (normally breaking it).

PROCURING WEAPONS

All characters may start with a base weapon, that is, a weapon that does the base damage. If you decide you want to have a stronger weapon, it is up to you to find one in play. This could mean finding one as loot on a mod, purchasing it from a merchant, or, ah, acquiring one from your fellow player.

Stronger weapons are identified in a number of ways. Mostly, a stronger weapon will do more damage per swing than a base damage; for instance, a +1 Keened Short Sword does 3 Normal Slashing damage, instead of 2 Normal Slashing. It should be noted that all mundane weapons with bonus damage must be maintained by a trained blacksmith every six months to hone their edge, their balance, etc.. This is denoted on the safety tag. You can find more information on this in Chapter 7: Mechanics of Adventuring.

If at one point or another you have in your possession a weapon that does not belong to you, it is asked that on an out-of-play level you get these weapons back to the rightful owner and strip it of its safety tag. Ranged weapon projectiles should be left alone or quickly returned to their owner. Do not hoard or hide ranged weapon projectiles; just like a boffer wrench is expensive, so are foam projectiles.

Why do firearms cost so much but sell for so little? A merchant almost always gets his firearms brand-new and from the manufacturer, whereas when you try to sell a used gun it could have an untold amount of issues with it. Merchants are not going to be buying your used guns for anywhere near the brand-new selling price. It's like buying a new car, but worse.

The game can provide melee weapons to new players or players whose personal weapons might have become unsafe, but unfortunately not for ranged weapons and firearms. It should be said that it is also the player's responsibility to provide packets for themselves, not Xadune's. Also, we will be happy to let you borrow

a weapon for a game or two, but you need to be able to provide yourself with a weapon after a few events. Same goes for borrowing a weapon due to your own becoming unsafe. We want to make sure 100% safe weapons are out there. If yours slips below standards, we will be happy to provide one for you until yours can get fixed or replaced. But, it should be done in a timely manner.

PACKETS

This refers to a small packet consisting of birdseed wrapped in fabric and bound with a rubber band. Instructions on how to make a packet are on the Xadune website.

Different color packets represent different things.

Green: Alchemy

Red: Explosive

Purple: Arcane

White: Divine

Blue: Supernatural

You can use patterns, but the main color of the fabric must be identifiable as the corresponding color. Using a packet of the wrong color will be considered cheating.

Additionally, Alchemy packets (green) must always correspond with a tag on your person. Alchemy packets must be marked in some way to indicate what they are intended to represent. So, a Cause 5 Body Gas might have 'Cause 5' written on the packet. Alchemy packets not marked will be considered mundane and no effect will be applied, but the tag will be exhausted.

ALCHEMICAL COMBAT

Fighters aren't the only dangerous people out there; scientists can also pack a punch. Anyone with the appropriate "Handle" skill can throw alchemical projectiles in combat.

Acids, gases, and other similar attacks are represented by a green packet or foam phys-rep. All phys-reps for these attacks should be labeled with their effects prior to use, and like bullets all tags on a person should be phys-repped. Failure to properly label your phys-reps can result in the items being stripped from you, and effects not being legal in combat.

When throwing these types of attacks, the tagline will reflect it. For example, a vial of acid that deals 10 points of damage will be called out as "10 Acid"; just as a bomb of a rather large size might be called out as "25 explosive".

For the most part any contact with these types of attacks will count as a hit, requiring the opponent to take full damage and effect of the attack. Use of a shield to block these effects will vary in usefulness from effect to effect, but for the most part will still constitute a hit. Refer to the shield section for more information on the effectiveness of a shield.

If you do not have the appropriate Handle skill for an alchemy, you cannot use the item in combat. If you make an attempt to, the effect of the item will affect you, not your target.

Unlike arrows and bolts, these vials, gases, and explosives are fully in-play and as such unused ones can be stolen in-play. However, it is asked that used phys-reps be returned to the original owner just like you would an arrow or bolt. In other words: be polite, return "used" phys-reps back to their rightful owner out-of-play.

Alchemies rely heavily on the honor system of players to keep the balance. After the use of said items, players should pull or mark tags and sheets appropriately. Staff will also do routine



checks of players that use said items, so do not be offended if you are ever asked to account for your items. If a player is reported as cheating when it comes to the use of alchemies, they will be watched carefully by Staff. In short, keep on the level, and do not cheat. You will be caught in time and it will not have been worth it, trust me.

MAGIC AND DIVINE COMBAT

Physical weapons and projectiles are not the only way to fight on Xadune. Arcane Spells and Divine Miracles can both be utilized in a combat setting.

Ranged Spells and Miracles are represented by a Spell Packet. Arcane spells are represented by a purple packet, and Divine Miracles are represented by a white packet. Though spell packets cannot be stolen, they are visible in nature. Spell Packets in a person's hand are seen as an energy emittance from a person's hand. Spells and Miracles, like all other forms of attacks, are visible in effect. The color of the packet – and therefore the difference between Arcane and Divine energy – is not discernable to the casual onlooker, however.

Touch-based spells and miracles can be either physically touch-based (with player permission), but are more acceptably done though an unarmed phys rep. To represent this, a player needs to use a minimum length dagger phys-rep without the hilt. And yes, one could “punch” a touch-based spell causing “one, blunt, normal” damage plus the correct spell by using an unarmed phys-rep.

Arcane Spells and Divine Miracles both have a verbal component to them. The caster must complete the verbal component before launching the attack by either throwing the packet or striking with the boffer phys-rep. Some spells will require a long incantation, others will not. Regardless of if they do or not, an incantation will be given that will name the spell and effect. All effect causing ranged spells will be considered a hit upon the opponent if it hits them in any way or form. The only exception to this is spells that deal physical damage, which can be blocked by shields.

SHIELDS, ARMOR, AND DEFENSES

Fighting and attacking is great, but what about defending yourself? Shields and armor are the best way to do this!

SHIELDS

Like all weapons, save firearms, for a character to use a shield only requires them to pick it up and hold it (and it be within the maximum size requirements). Shields are highly effective in combat as additional protection. But shields are not all powerful: every shield has a *tolerance* level. Because of this it is required that shields be made or held in a fashion that they can be removed quickly. Though there are many variables to what the tolerance level of a shield is, we will address the common types here:

Shield Type	Tolerance
Normal Shield	9
Fine Crafted Shield	17
Master Crafted Shield	30

So, if you have a normal shield and it is hit by any type of strike that does 10 points of damage or more it is destroyed. Shields are capable of blocking a number of attacks, but not everything. The tolerance level of the shield can often be breached via these attacks making them a one-time defense. Here is a quick guide for what a shield can and cannot block:

Can Block
Slashing & Blunt
Melee Pierce, Arrows, & Bolts
Explosive
Venoms
Magical Damage*
Acids
Physical Elemental Damage**
Gaze Effects
Cannot Block
Bullets Calling Pierce
Alchemical Orbs, Pitches, and Gasses
Non-damage Spell Effects
Mental Damage

* Such as the “10 magic” spell attack, or “5 body” spell attack. But not including the “mental” tagline.

** These are attacks such as “5 flaming”, “15 lightning”, or “25 ice”. But not elemental effect attacks such as “freezing petrification” or “flaming inferno”.

Remember, though shields can protect the *bearer* from certain attacks, *the shield itself* still takes the effect. For the acid or explosive effects, shields are normally rendered useless after such attack -- acids do x10 damage to shields and explosives utterly destroy them. This is the same for physical damage: while the shield blocks the hit, the shield still takes the hit, and it can break the tolerance of the shield.

It should also be noted that shields have a maximum size they can be for a PC. **The max size for a shield is varied by the user: the length of the underside of your arm (from armpit to fingertip) at its maximum dimension.** Wee Folk characters have different requirements for these; please see Chapter 4: Playable Races.

ARMOR

Armor points provide you with a form of protection before you start to lose body. Once your armor points are reduced to zero you start taking body damage.

For the most part, armor does not protect you against piercing attacks. There are also combat talents that allow you to increase the amount of armor points you will gain from a type of armor. When layering armor, only the most protective layer of armor will count towards armor points, unless the character has the skill Layer Armor.

On the next page is the armor list and your three general types: light, medium, and heavy. Any player can wear any armor they want. Depending on what part of the body is covered will determine what you gain in armor points. For an area to count as being covered you must have said armor covering at least 75% of the area in question.

Areas include: the upper and lower portions of your legs and arms, the front and back of the torso, the neck, and the head.

Armor Type	Limb	Torso	Neck	Head
Light Armor Types				
Cloth	1	2	1	1
Padded, Soft				
Leather	2	4	2	2
Hard Leather,				
Studded Soft	3	6	2	3
Leather				
Medium Armor Types				
Studded Hard				
Leather, Leather	4	8	2	4
Ring				
Chain	5	10	3	5
Cloth Brigandine	6	12	3	6
Heavy Armor Types				
Scale	7	14	4	7
Leather Brigandine	8	16	4	8
Plate	9	18	5	9

ARMOR DEFINITIONS AND EXPLANATIONS

Cloth: Normal clothing made of natural fibers; a nonmetal armor.

Padded: Cloth clothing that has a significant amount of padding/fluff in it; extreme cold weather gear or heavily quilted cloth is considered padded.

Soft Leather: Leather that is easily pliable. Any leather 3mm thick or less is considered soft leather (unless hardened).

Hard Leather: This is any leather that has been treated to be more stiff and ridged or any leather over 3mm in thickness.

Studded Soft Leather: This is soft leather that is at least 50% covered in metal studs.

Studded Hard Leather: Like studded soft, this is hard leather that is at least 50% covered in metal studs.

Leather Ring: This is any leather that is completely covered in metal rings.

Chainmail: This is metal armor that consists of interlocking metal rings, normally woven together in a pattern.

Cloth Brigandine: This is a cloth and metal armor that has metal plates sandwiched in-between two layers of sturdy cloth such as canvas. Metal must be at least 20 gauge and must cover at least 75% of the fabric.

Scale: This is metal armor that consists of metal fashioned into scales and layered to make a garment.

Leather Brigandine: This is a leather and metal armor. If soft leather is used, metal plates must be sandwiched in-between two layers of leather. If hard leather is used, the metal must only be attached. Metal must be at least 20 gauge and must cover at least 75% of the fabric.

Chapter 2: Core Rules of Xadune

Plate: This is armor that is made of full sheets of metal that are normally form fitted to the owner. Metal must be at least 20 gauge.

All metal used must be metal—not foam or materials painted to look like metal. However, the type of metal is not specified (within reason).

Foam Armor: Armor made of EVA foam or the like can be used at Xadune, although it counts as two categories below what the foam represents. A foam suit of plate would count the same as scale; a foam tunic of leather would count as cloth. Please note that foam armor will not hold up as well as the real deal.

RESIST AND IMMUNE

Some characters, either through racial bonuses or learned traits, will have the ability to Resist or are Immune to certain taglines.

For instance, Halflings can Resist the Disease tagline. What this means is, as long as the Halfling spends 2 Skill Points, the Disease tagline does not affect them. If the Halfling runs out of Skill Points, they can no longer Resist the Disease tagline, and they take the negative effects of it.

Immune works in a similar fashion, but instead of requiring a Skill Point expenditure, the character simply cannot be afflicted by the tagline. Felines are Immune to knockdown; they cannot take the effect Knockdown without special circumstances.

Resists and Immunities only work on the tagline itself. If a Halfling is hit with, “2 Claw Disease,” they could Resist the Disease tagline, but still take the 2 Claw damage. Just because the Halfling doesn't worry about the disease, doesn't mean they aren't getting shredded by the physical claws coming at them.

If the tagline doesn't have another damage type associated with it, then the entire tagline is Resisted. A Fire Elemani is Immune to Fire damage. The attack, “5 Fire,” only has a fire component, and the Fire Elemani takes no damage. However, if instead of a fireball, they were being hit with, say, a flaming baseball bat with the damage “5 Fire Blunt”, they would take the 5 Blunt damage, and not the Fire.

This is true even if the Resist/Immune tagline adds a numerical bonus to the damage. A +2 Flaming Blade Oil adds +2 damage in addition to the Flaming tagline to a short sword, making the damage “4 Flaming Slashing”. The entire numerical damage is still taken by the target, even if they are Immune to the Flaming aspect.

FINISHING THEM OFF

As we learned earlier, beating an opponent down will only take them to “bleeding to death” status. Now we know about how to beat our opponents down, but if one wishes to truly take out an opponent, he must finish the job. Doing so requires a Killing Blow. In delivering a Killing Blow, the opponent is taken straight to dead status.

In melee, a Killing Blow is delivered to an opponent by placing a weapon on the torso and doing a full 3 second count: “Killing Blow 3, Killing Blow 2, Killing Blow 1”. This is not a race to blurt it out; it is a three second count. If the act takes less than three seconds, in the case of someone saying the phrase as fast as they can, than the opponent can declare the Killing Blow as ineffective (at the moment it happens) and then must explain why.



If they do not declare an ineffective Killing Blow then they must take it.

A Killing Blow can also be delivered via missile weapon, firearm, or any other type of ranged attack. To do so the opponent must be hit in the torso with said projectile and the tagline of “Killing Shot” is used in lieu of the normal combat tagline. It should be noted that if a bullet or damaging type of alchemy is used it is expended in this use.

Mages have their own way to end their foes. A killing spell is a simple cantrip all mages know. This spell packet delivered attack is delivered just as a ranged killing blow where it takes effect as long as it hits the target in the torso. The creature being Killing Spelled still needs to be either subdued or unconscious (by an effect that lasts 10 seconds or more) in order for it to take effect, just like a normal Killing Blow. If you just randomly throw a Killing Spell at a person walking by they have all the right to say “no effect” and then light up your world. Killing spells typically cost 1 skill point for low level casters.

SEARCHING YOUR KILLS

Most of you will want to search your kills; I mean who doesn't like loot? There are a few ways to go about doing this. The first and easiest is to say to the player of the creature just killed or incapacitated “Searching” and beginning a ten count for searching (Searching 10, Searching 9, etc.). After which, if the creature had anything on it, they will hold it in their hand, not hand it to you. It is the searcher's responsibility to watch the creature being searched and to obtain the loot, not the creature's, to hand it to you. Sometimes you will be asked to define your search. In these cases, you are required to name the areas you would search just as if you were physically searching them (such as “right pants pocket,” or the “green pouch”).

Furthermore, in some situations, when searching you will be told to “do it”. This is an invitation for physical roleplay to physically search the creature in question. The person searching the creature has the opportunity to refuse this physical roleplay, which the player would state “I refuse physical roleplay”. The creature would then ask the player to define the search.

Creatures that award XP will not hand the XP tag over to whoever searches it. Instead the tag will only be handed over to the

Definition: Cantrips: A cantrip is a generic lower level magical incantation that all mages can perform. Killing Spell cantrips are always a minimum of eight words long; no matter what level the caster.

person who delivered the killing blow. It is not the creature's responsibility to locate or find the person who delivered the killing blow if said person walks away. Most often, if the tag is not collected after the creature has died it will just be recycled for a later encounter.

So, what happens when you loot another PC? How does it work when you loot their weapon? Ideally, the searched player needs to hand over their weapons. For the most part you need to give the weapon back to the player at the appropriate time (during some down time in the game but no later than the end of game call) on an out-of-play level. What this means is you give back the physical representation of the weapon, but you get to keep the tag for the weapon. Realistically, most people will not want to hand over their weapons; which is understandable and acceptable. At the time of searching the tag and safety tag for the weapon needs to be handed over to the searcher. A white headband should also then be tied around the weapon to represent it is no longer there. In-play the searcher has said weapon, but you need to be able to produce a

physical representation to be able to use it.

The only exception to this is “special and/or magical weapons”. This is important to note with firearms as well. It is the player's responsibility to produce a newly acquired firearm phys-rep. It should also be noted that gunslingers may wish to have an out-of-play backup of a firearm for them to purchase or build if their primary firearm is lost. All items and equipment looted from Staff and/or Storyteam need to be returned to them as quickly as possible unless they are magical or special in nature. If you ever have questions about returning a phys-rep, please see a Staff member. They will be happy to return it for you if you wish to be unknown. And yes, this means player owned items that become special or magical in-play are then made property of the game in a way. If you want that “special and/or magical weapon” phys-rep back you are foregoing the look of said item and it will be unidentifiable to you forever; thus meaning if you meet person A with newly phys-repped “special and/or magical weapon” you have no idea, proof, or ability to ever say it was once yours.

RECAP

Using Weapons: Almost every weapon (save Firearms and Wee weapons) can be picked up by your character and used in some way or another. All characters are also able to fight with a dagger in their off hand.

Calling Damage: All melee weapons require that you call a full, three-part tagline in order for the damage and effects to be taken; all ranged weapons require a two part tagline. If the tagline is not clearly stated, it does not count. Taglines consist of three parts: damage, type, & effect (3, slashing, normal = standard long sword tagline; 3, PIERCE = standard small arm). You are allowed to switch around all three parts to find a combination you are comfortable with. Lastly remember that taglines are an out-of-play formality; you do not know in-play they exact damage or type of damage they are calling.

Swings & Hits: Melee attacks need to be pulled back 45 degrees at minimum but no more than 90 degrees for the hit to count. Attacks the hands, head, and genital areas are not appropriate targets, however, the defender still takes the damage from accidental hits to these areas. Ranged attacks count as a hit no matter where they make contact, though it is highly encouraged that players still try to not aim for the above mentioned areas.

Weapon & Shield Tolerances: Tolerance is the bulk amount of damage an item can take before being rendered useless. All normal melee weapons have a tolerance of 90, though spells and effects can break them. Shields, bows and crossbows, and firearms have a much smaller tolerance. All items have a tolerance level, and once surpassed in a single blow, said items are destroyed.

Shields: Are useful for melee combat, but do not block damage from bullets. They also add limited protection against explosions, acids, and other special attacks but have a tolerance level so watch out for large damage attacks.

Killing Blows: Melee weapons require a full 3 second count to deliver a killing blow, while ranged attacks require a killing shot or spell. Ranged, melee, and spell killing blows need to hit the torso. The target must be subdued (unconscious, bleeding out, or under a prohibitive tagline lasting longer than 10 seconds) for the killing blow to take effect.

LIFE, DEATH, & THE LONG WALK

Each character has a pre-set number of points which represent their core health or stamina. These points will frequently be referred to as Body Points or abbreviated as BP. Your base and maximum body is determined primarily by your race. Your

character starts with their base and each time you level up you gain more body until you reach your maximum. Each time you are hit in combat you lose body equal to the damage dealt, unless you have something to protect you.

Once you reach one body you stand at the *threshold of death's door*. At one body you are weak, unable to run or perform complex tasks (such as most combat skills), and basically reduced to someone fighting to stay alive. You cannot attack, use Skill Points, or move any faster than a walk. You can still defend and find a way to heal yourself, but you are hardly battle effective.

If you are reduced to exactly zero body, you fall unconscious. For all in-game purposes, you are unaware of what is going on around you and can do nothing but lay where you are. At this point, all you can do is hope someone helps you or you can wait for ten minutes. If another character uses the Diagnostic skill on you by announcing, “Diagnose”, you would report “Unconscious”, as well as how many Body Points you are missing. After ten minutes of being unconscious, you receive one body and gain consciousness.

In the unfortunate circumstances you are reduced to below zero body, you then reach Death's Door and begin bleeding to death or Bleeding Out. If another character uses the Diagnostic skill on you, you would report “Bleeding to Death” or “Bleeding Out”. It should be noted that you can never drop lower than negative one body. Upon reaching negative one body you begin a sixty second, or one minute, countdown. Much like being unconscious, your character is unaware of what is going on around them and can do

nothing but remain where they were. This is the last easy chance that most others have to help your character get back up and moving. Once the sixty second countdown is completed, your character slips from the mortal realm of life and is at Dead Status.

In addition to Body Points, your character will have Armor Points based on the armor they are physically wearing at the time. Most normal hits to your character will be deducted from your armor first, until you run out of Armor Points.

DEATH

Dead Status is a bad place to be. As with bleeding to death and being unconscious, your character is pretty much a paper weight. At this stage in game your character's soul has started to tear from its host mortal form and prepares for the Long Walk. For most characters, it will take five minutes (that's 300 seconds) for the soul to depart the body. At this point only some type of remedy to death, be it spell or some other means, can help your character. Simple healing will only be wasted on a character that is at Dead Status. If another character uses the Diagnostic skill on you, you report “Dead Status”. Once the five minutes is up, the soul becomes fully free of the mortal bonds and enters the Twilight to begin the Long Walk. At this point if the character has more lives, their body then turns to fine dust and disappears, leaving all possessions on the body behind. However, if the character no longer has any lives remaining, their body does not dissipate.



At this point the character should remove all their in-play items and leave them where they died. You have just lost one of your lives. Your character is now in the Twilight and has begun the Long Walk; though you are not required to be fully in-play while on the Long Walk, it is recommended that you do remain in-play. Place a blue headband on your head and report directly to a Marshal, who will mark the loss of life on your card and give you further instructions.

There are variations of Dead Status: Slain Dead and Maimed Dead. If your character is hit with a Slay tagline, they immediately go to Slain Dead status. This is much akin to Dead Status, but is healed in a different way. If your character is hit with a Maim or Assassinate tagline, they drop directly to Maimed Dead Status. The death count drops to 60 seconds instead of 300 seconds, and can only be healed in special ways.

THE TWILIGHT

While in the Twilight you see the world as a gray haze. Objects are neither solid nor intangible. Nothing in the Twilight is as it is in the mortal realm, and you are prohibited to interact with any character not in the Twilight. This mainly comes into effect because while in the Twilight you cannot see or hear any live beings. As noted earlier also, nothing is as it is back in the world of the living. That being said, you cannot spy, case, or run surveillance on a location or attempt to gain any type of accurate information about something in the mortal realm; it then also goes without saying that one cannot steal something from the mortal realm while in the Twilight. The only real thing a character can do while there is head to a point of anchored resurrection and wait to have their body reformed so they can return to the mortal realm.

If you opt to not be in-play during the long walk that is perfectly fine. You are then asked to move aside from all game activities and not interact with anyone else that is in-play. When you are ready you will still be required to go to a point of resurrection, out-of-play, and then return in-play and await the reformation of your body.

RETURNING TO THE MORTAL REALM

Returning to the world of the living will feel to your character as a taxing thing, but regardless of that you will generally return at full body. Each character begins play with three lives. You can gain lives through certain levels which are dependent on your race, along with special in-play rewards. The most lives a character can ever have at one time are nine.

If your character is out of lives, you are unable to return to the mortal realm. All attempts will fail. If you choose to still play your character in the Twilight after you have lost your last life (i.e.: still walk around IP in the Twilight) you are required to first report to Staff that you are out of lives, and then you are allowed to go IP walking the Twilight.

GAINING LIVES

All players start with 3 lives. You gain lives as you level up as per your race. Characters can only gain up to nine lives in their lifetime. Here are the life gains:

Humanoids:	1 every 3 levels, max @ Lv. 18
Demi-humans:	1 every 2 levels, max @ Lv. 12
Wee Folk:	1 every 4 levels, max @ Lv. 24
Wild Ones:	1 every 3 levels, max @ Lv. 18
Farborn	1 every 4 levels, max @ Lv. 24

Notes about the Twilight & Lives:

Most people on Xadune do not have multiple lives. If you die, you are pronounced dead and your corporal body is buried or cremated. But sometimes a strong-willed person can have second chances. These people are described as having a "Heroic Soul". From these rare people (and players) the stories of the Twilight come. Often to most people the Twilight is nothing but an old fable told to children at night and dreamed of by others. Most Heroic Souls are completely unaware of it. There is no in-play way of knowing how many lives you have. Remember this and try to keep it in mind when roleplaying your character and how they treat their life.

FINAL DEATH, IMPRISONMENT, GETTING LOST IN TIME & SPACE

These are the three things that can cause you to not be able to play a certain character for a time period. All are things that only the PC itself can bring upon itself. You will never be "wrongly imprisoned" by a plotline barring you from playing that character for long periods of time; and you will not get locked out of returning home unless you yourself cause it. Being greedy on an adventure that you know has a timed exit is an example, and because of those actions you might be told that you cannot play that PC for a period of time.

Once you lose your last life, expect to never play that PC again. If you do something to go to jail, expect to not play that PC for a time period. If you get banished or lost while portal jumping... well, you have been warned. Having a secondary character on the books can be considered by many as never a bad thing.

RECAP

Body Points: The number that represents the core health of your character. This number is dependent mainly on your race.

Threshold of Death's Door: When your character reaches one body. At this point you are fighting for your life, left only with the ability to defend one's self. You are unable to run or perform complex tasks at this point.

Hits: Pretty much whenever you get hit you take it. There are no situations when you do not take the damage or effect from an attack.

Unconscious: A state in which you are lacking awareness and the capacity for sensory perception as if asleep or dead. This status can be reached by being dropped to exactly zero body. Regardless of how you reached this status, it only lasts for ten minutes, after which you gain consciousness. If previously at zero body, you gain one body and are now at the threshold of death's door.

Bleeding to Death or Bleeding Out: This status is reached if you are taken below zero body. You have sixty seconds of bleeding to death before you reach dead status. While bleeding to death you still suffer from all the same effects of being unconscious, and are still healed normally.

Dead Status: This is the five minute period where your character's soul is starting to leave its mortal shell. You still suffer from the same effects as being unconscious or bleeding to death, but can no longer be helped by conventional healing and can only be affected by something that will remedy death.

The Long Walk: What the status is called when a character's soul has left their body and is walking in the Twilight.

The Twilight: The eerie gray world where souls go after death. Things here are nothing like they are back in the mortal world and because of this no character's soul here can affect the mortal world. The Twilight is often, to most, nothing more than a myth to those in the mortal world.

PLAYER VS PLAYER (PvP)

While player verses player (PvP) interactions are neither encouraged nor discouraged at Xadune, it's bound to happen at some point. Unlike typical encounters or modules, when players deal negatively with other player characters, PvP can often cause tension. Certain steps need to be taken to ensure that the game stays as fair as possible. Whenever PvP is going to occur, the following rules must be followed:

PvP THEFT

The player initiating the PvP theft must get a Marshal prior to initiating the theft. This applies to stealing directly from players (including incapacitated characters) or entering cabins/sleeping areas.

The player who initiates PvP theft must have been in play as their thieving character since the start of the event, or at least the 3 hours before the theft if returning from a monster or tavern shift.

The player who initiated PvP theft must remain in play as that character until the end of the event or at least 3 hours after the theft. They may take pains to hide or lie low during that time, but cannot go out of play or start a monster or tavern shift in order to avoid repercussions. If they have already worked their required shift, they must stay in play until the end of the event, or at least 6 hours, before they can go out of play or work another monster or tavern shift.

All physical representations and props that are stolen by a player must immediately be brought to Staff and turned in. Any items taken from a character while they are on working a monster/tavern shift will be immediately returned to the player who had the items taken from them. It is considered bad sportsmanship to steal from or raid a cabin of a person who is technically in play, but is not there to defend their belongings because they are serving the game.

At the discretion of the Marshal overseeing the theft scene, valuable, fragile and/or sentimental items will not be physically removed. Instead, a red tag will be left behind with the item indicating that it has been stolen in game. That item should be removed from sight/play immediately, and the item card brought to the Staff cabin and handed in.

PvP COMBAT

If the PvP is planned, the player initiating PvP combat must get a marshal prior to initiating the combat.

If the PvP is unplanned and there is no marshal in the immediate area to witness the encounter, the player who initiated PvP must report it to a Staff member immediately so that Staff is aware of what happened and can appropriately handle any grievances. If both parties can civilly report it together, this is encouraged so as to get all sides.

Whether planned or unplanned, the player who initiates PvP combat must have been in play as the assaulting character for at least 3 hours, or since the beginning of the event.

After the encounter, the player who initiated PvP combat must remain in play as that character until the end of the event or at least 3 hours after the encounter. They may take pains to hide or lie low during that time, but cannot go out of play or start a monster or tavern shift in order to avoid repercussions. If they have already worked their required shift, they must stay in play until the end of the event, or at least 6 hours, before they can go out of play or work another monster or tavern shift.

ITEM AND SAFETY TAGS

Now that we know how to interact with the game from a combat perspective, what about loot? Most items in Xadune have some form of value, either due to its usefulness in crafting or because some items have value. All items have two parts: a phys rep (physical representation) and a tag.

The phys rep is pretty self-explanatory: it is the physical representation of the item. For weapons, this would be the boffer or latex weapon, but this goes beyond weapons and to any item in game. You might find a silver platter, or a pile of bandages, or any number of physical items in the world.

Not all phys reps will have an associated tag. Some items are just mundane items, and their value is whatever someone will pay for it. Some phys reps are special in the game world or tied to a plotline, and subsequently do not have a tag (although they may do things in game). Some items, like appraisal items, may have a 'tag' embossed or engraved on the item for characters with the Appraisal skill.

A tag is a card or paper note that contains the game mechanics information of the item. Many tags will have phys reps associated with them, but on occasion (and especially for consumables), it is up to the player to phys rep these items properly. Each tag, in addition to having the out-of-play information, will also have a date of expiration and a signature from the Marshal who created it. Any tags that are not stamped and signed are considered non-items and don't exist, so make sure your loot is legitimate before you use it. Additionally, generally any tags past their expiration date are no longer usable. This includes everything from healing supplies, to crafting materials, to magical components – everything expires.

For consumable items like healing supplies and production materials, the tags are to be destroyed or returned to a Staff member upon usage.

Another note on tags: Items that require phys reps, such as weapons or ammunition, must be phys repped within a set amount of time (usually a month). If no phys rep has been assigned to the tag, the tag is no longer legal. Tags and their phys reps should be kept in proximity of each other at all times. This means, if you have a tag for a sword, that tag should have a sword phys rep associated with it. It also means that you cannot keep the tag for the sword on your person while the phys rep in your cabin; if you are carrying a tag, you need to be carrying the phys rep at the same time.

At any point, a marshal can ask for you to produce the tags for the items you are carrying or vice versa. If you are caught without a matching set of phys reps and tags, trust me it's a bad time. This is considered cheating and will be dealt with accordingly. Just don't do it. This is particularly important for weapons and ammunition – so just be cognizant of how many bullets you are carrying.



CABINS

Each player will be assigned a cabin where both they will sleep and their player character will be expected to sleep. Each cabin will have a set of cabin notes which needs to be filled out by each player. Things included on these notes will be who all is in the cabin, what defenses it has, and what is considered out-of-play in the cabin. It is very important that these notes be legible and clear in what they read.

Documenting who sleeps in a cabin, both in and out of play, is important for safety reasons along with logistical reasons. Please be sure to update the cabin notes if the sleeping arrangements change.

Out-of-play areas are very important to note. These are commonly places like under beds or in modern-looking totes. Please be sure to keep out-of-play items in these areas. If an in-play item is out in the open, even if it was meant to be out-of-play, it will be considered in-play. Noting these areas can be very important when cabin raids occur.

What most might consider the most important thing on the cabin notes are the defenses of a cabin. This can include, but is not limited to, traps, locks, constructs, and magical defenses. It is very important that the person writing the cabin notes is very clear on these and how they work. It is also important that the person writing the notes understands how these defenses work and correctly note things. If this part of the notes is written wrong, it could result in a defense not working the way it is intended. If you are ever in doubt about writing out this very important section, please talk to Staff.

It is important to know that a cabin is allowed to have as many locks and traps on it as the players can represent (or wish to support with just a tag), but can only have a maximum of one magical barrier on it at a time, one engineering barrier on it at a time, and has a max limit of constructs equal to the normal allotted amount of beds in a cabin. For example, if a cabin you are assigned to has four beds in it when you walk in, it can only have four constructs. Stacked beds only count as one bed. Lastly it should be noted that some campsites offer odd sleeping arrangements; changes to cabin defense limitations will be made on a case by case situation as they occur.

PLAYERS' CONDUCT, ETHICS, & RESPONSIBILITIES

As an honor system LARP, the game is only as strong as its players. Honesty is a pivotal point on which this game is based. Cheating not only breaks down the fundamentals of the game but also ruins it for others. Xadune will be very strict on cheating and unsportsmanlike behavior.

It should be noted that there is a world of difference between in-play and out-of-play cheating. Your character can do as they please, but the player needs to always abide by the rules of the game. The ethics of the players defines the game, remember that. Below is a small list of common things one should be mindful of while playing the game:

Take your hits, effects, and statuses: We know that combat is often fast and furious, but do your best to try and acknowledge and calculate the damage you are taking. In the beginning this will not be a large number, but as you grow as a character, wear more armor, and gain more defenses it will become increasingly important that you are aware of what your character can take. If you are hit with a spell, take the effect. Not sure what that did?

Ask quickly "What does that do?" and you will get a response, I promise you, if not from the attacker then from someone near you.

Pull your tags and mark your cards: If you use a potion, destroy the tag. Lose some body, mark it on your character card. When you use a skill and it uses Skill Points, make sure you keep track of this on your character card.

Do not lose yourself in combat: Swing, block, and engage in combat as the rules have outlined. If someone says you are swinging too hard, lighten up on the swings. If you are told you are swinging faster than you are calling damage, slow down. Do not argue with another person during combat about whether or not what they say you are doing is wrong or not. Try to take their advice. Arguing in the heat of a battle will only make the argument even more intense. It is neither the time nor place to hold that discussion.

Remember we are all human: We are all human, and in so we all make mistakes. Remember that. Just because you spot someone making a wrong call or in violation of a rule, remember that they just might not be aware of it. We all make mistakes, so be sure to try and give the benefit of the doubt when calling people out.

PLAYER'S GRIEVANCE

Xadune is a game with many adult themes and situations, but this does not mean one will always be copasetic with the situation. Submitting a Player's Grievance is a drama free way of formally addressing with Staff an issue that you might have with the game, a player, or the like. These reports are taken very seriously and will be handled promptly and privately between Staff and the reporting player. To make a grievance all one needs to do is formally write or email Staff making sure to clearly note they are wishing to report a Player's Grievance. Only the player with the grievance can report their problem. Do not report a grievance for another player or on another player's behalf, it will be ignored. This is how you handle something you do not like with the game, not complaining to fellow players. Overabundant complaining to other players is considered rumoring or drama creating and is subject to repercussions. These types of activities poison the game environment and deplete fun from your fellow players, please do not do this and instead talk to Staff to resolve your issue.

Staff will always try their best to keep an eye on everyone, but we cannot see and be everywhere at once. If a player sees repeated breaking of ethical fair play or any rules they should inform a member of Staff.

If too many reports of a violation occur or a blatant observation of something is seen steps will be taken:

Warnings: If for the most part it was something innocent, you will be given a warning. In general terms you will be watched just a little more closely for the time being. These could be anything from small combat offenses to accidental mix-up of status effects or abilities.

Warnings will most often be given for first time offences of: meta-gaming, minor combat violations, OOP rumoring (which can include constant complaining of game-based or OOP situations that affects the attitude of other players rather than reporting a Player's Grievous), or unknowingly cheating through use of item or non-existent skills.

Formal Warnings: Repeated offenses or a very blatant act of cheating will result in a formal warning. This will go on your character card until deemed fit for removal. Immediate disciplinary actions can range from being pulled from the current combat to having your character dust resulting in you having to resurrect, thus losing a life. Formal Warnings are often a result of multiple combat infractions.

Suspensions: Repeated formal warnings (i.e.: more than one), beyond obvious disregard for the rules of Xadune and/or ethical responsibilities of a player, or repeated non-combat warnings for meta-gaming, drama creating, or rumoring on a OOP level will result in player suspension. Upon suspension the player is required to drop all that they are doing and leave site. Other actions that can cause immediate suspension includes having illegal items on site.

Expulsions: If a player is ever suspended a second time they become permanently expelled from the game, thus never allowed to come back.

Slip-ups happen, but repeated offenses and undisputable cheating will not be tolerated. Do not come to the game and cheat. You will be caught, and you will be asked to leave site. You bring nothing to the game but making it worse, so please do not waste your time or ours.

Lastly, Xadune reserves the right to raise civil complaints against anyone who endangers players or staff by violating the safety guidelines, and report anyone participating in illegal acts to the local authorities for prosecution.

PLAYER'S RESPONSIBILITIES

With all that said and done there are only a few more things that need to be addressed. One is the player's responsibility. That would be what you are responsible for.

Fair Play: It is ultimately up to the player to play fair, follow the rules, and abide by the code of conduct and ethics. We have covered it once, but we will say it again: cheating is not worth it. Your most epic people in history are dead, not alive. Keep that in mind. Cheating to win is not everything.

Reporting Violations: In suit, it is your responsibility to report violations. No one wants these types around, but without your help they cannot be all separated out.

Cleaning Up: Each and every player is responsible for their own area and cabin. All cabins need to be left cleaner than they were when a player arrives. Repeated violations of not cleaning up behind one's self will result in a loss of XP from the event. If you slept there, make sure you leave it clean.

Volunteering for the Game: Every player is required to, at some point during an event, give back to the event. The easiest way to do this is to monster for a minimum of three hours. There are other ways to do this as well, including working tavern, volunteering for some other important duty of the game, or helping at the end of the event making site ultra clean. Whatever it may be, it is required. Lack of volunteering the minimum required time for the game will result in your character not receiving XP for the event. **Many people will ask: "do I have to volunteer?" The answer will be yes.** In some way or another you need to give back to the game. Be it monsterring, working the tavern, or clean up at the end of the event. At the end of your volunteer shift, you need to have the Marshal sign your character card for the shift. It is your responsibility to ensure your card is signed for your shift. Failure to do so will result in lack of records of your work and could result in not receiving your XP for the event.

So how long is a shift? A complete shift is defined as three hours, although it can be broken into two 1.5 hour shifts if desired. For end of event clean up, it is 3 hours, or until site is clean.

In addition to working your required shift, you also get your full reset of skill points, usable only after you have completed your shift. How can you go wrong? This is among the few ways to get your skill reset for the game.

Please also keep in mind there may be caps on the number of monsters needed at a time. At the beginning of the event, there will

Chapter 2: Core Rules of Xadune

be sign-up sheets for volunteer shifts. Write your name in an open slot during the time you wish to volunteer. If your name is not on the sign-up sheets, you may be turned away from that shift. This helps logistically: if 15 people coming to monster Saturday morning while 5 people are awake: well, 10+ will be turned away. So please keep in mind that we will have limits.

Not monsterring because you were turned away is not an excuse. The best way to ensure you will be able to monster when you want to is to sign up on the sign-up sheet. If you have your name assigned to a time slot there you will be used.

FULL TIME MONSTERRING

So, what does monsterring a whole event get you? Well for starters, our eternal gratitude, but we know most would like more than a hug and a pat on the back. You can earn bonus XP to go towards your character (dependent on a few factors), and bonuses might be applied to those that work their ass off (this could be anything from materials, to units, to more bonus XP). Not only that, but you get to be at the event for free and we will 75% of the time find a bed for you to sleep. A small fee lets you earn the base 3XP for playing. But we promise you that you will be constantly at work.

PLAYER'S ETHICS

Aside from the aforementioned responsibilities, there are ethical standards which players need to abide by. Most of these have already been covered, but one needs to be highlighted.

Xadune is a complex game system created, written, and enforced by humans. There will be flaws or mistakes which may not be apparent at first glance. If a person is smart enough to find and abuse technicalities or loopholes, that person is smart enough to know not to utilize them. Rather than exploiting it, report it.

The spirit of the law is just as important as the diction. As stated previously, Xadune is an honor system. That honor extends to being honorable with the rules. Violation is subject to repercussions just as much as cheating.

RECAP

Lost and Found: All items obtained in the game through non-staff means need to be returned to the original owner of the item. It is the responsibility for each player to try to get the object back to this person. If you are in doubt, or do not want to be implicated in any way, then hand the item over to Staff and we will get it back to the owner, no questions asked. Just remember, you would want your items you paid for back, so be courteous and do the same.

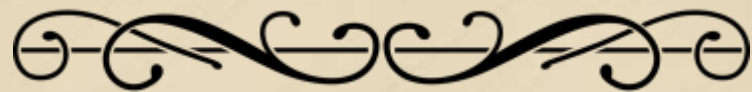
Game Environment: It is up to players to keep the environment as well maintained as they can. Do not stand around and talk out-of-character. Decorate your cabins. Try to get and maintain good costuming. We do not expect everyone to come to their first game looking the part, but after a few events blue jeans and tee-shirts are unacceptable. Multiple violations of talking in public areas out-of-character while in-play will result in disciplinary actions.

Maturity: All players are expected to be mature at all times. Characters all day long can yell profanities, be rude, and in the end be the dirt of the world, but the players need to be respectful to one another on an out-of-game level and maintain a level of maturity that merits itself as worthy of a civilized society. In other words, don't be an ass or you will be dealt with. Racism, discrimination, personal rights violations, and all other manner of laws that apply to the real world do not disappear while at the game.



Chapter 3

Character Creation and Growth



The thing everyone wants to jump on first is making a character. Either you have learned about LARPing on your own and want to give it a try, or one of your friends is trying to convince you to do something that at first sounds ridiculous for you.

Either way, now you made it this far in the book and all that needs to get done is to make a character and then go to an event. To follow is an over view of the steps you might want to take to ensure you cover all the bases in making your character, as well as the New Character Creation Form.

GETTING STARTED

The first step is to think of a concept. All good characters start with an idea. Since you will be actually playing this character you need to be extra sure it is something you are comfortable with and happy to play. Do you want to be a good guy? Maybe you want to be a bad guy. What about ensuing conflict? Do you want to be front line, back line, support, or not even participate at all? Once you find the bare bones idea that you will be happy playing you should start picking out the aspects that make this idea a reality.

Next are to choose characteristics for your character. To create your character card, you will need: Race, Birthday and Zodiac, and Skills. There are several other aspects of character creation that may not be noted on your card, such as Homeland, Preferred Power, and Background History, which are necessary to flesh out your character. After three played events, you have the option of taking a Culture, which provides roleplay requirements, banes, and boons for your character.

All new characters start at 20XP. You can increase your starting XP in a number of ways, including volunteering for game prior to character creation, participating in a New Player Promotion, and donating to the game. New players have the option of making a one-time donation of \$10 for 5 additional starting XP. After this, \$10 donations grant 1 XP and donation XP is capped at 3 XP per event. This XP is used to gain Lores, Skills, and Abilities.

RACE

Your character's race affects more than just stats. It affects what your character looks like and how they act. It can affect garb, makeup requirements, and most importantly roleplay requirements. Your character's race may also come with some banes and boons which enforce the unique identity for each race.

On Xadune, Humans are the most populous, closely followed by Orcs. A Human or Orc is rarely out of place or looked down upon, which can be very useful in certain political climates. Half-Elves are common, and less so full Elves, and are scattered across the planet and therefore exist in many cultures. Goblins, Hobgoblins, Gnomes, and Halflings are more uncommon and typically regional, although they are common enough to not look out of place. Felines, Fairies, and Brownies tend to stay in their homelands, with few venturing the world. Most rare are the Farborn and the Elemani. Whatever race you choose, you will have to adhere to the makeup and roleplay requirements for that race.

All races in this Handbook are open to new players, although some are "Capped", which means that no new characters can be created of this race at this time. A current list of Capped races can be found on the Xadune website. Additionally, there are playable races open only to veteran players, called Restricted Races. These are found in the Advanced Player's Handbook.

ZODIAC AND BIRTHDAY

The world of Xadune is a magical place, and the Stars play their part in this. Choosing your character's birth date and Zodiac can influence your character, and also helps you get to know them a bit better. Age is not incredibly important, but it can affect how other characters see your character. When choosing a birth date for your character, be mindful of how your chosen race ages; Elves will be much older than Humans, for instance.

BACKGROUND HISTORY

Your character's background history is one of the aspects of your character that you need to consider. When thinking of your background history you should keep a few things in mind.

First of which is if it fits into the world. Xadune is a vast world, but it is also solid. Places exist and histories have been written. If you are making a character from Xadune, you should be sure to roll with what Xadune has to offer, rather than attempt to make up things that do not exist. The best way to work with this is to keep in contact with Staff during character creation.

Background Histories are going to contain a few bits of information: your character's Homeland, Preferred Power, and Backstory. These things can affect your character and roleplay as much or as little as you like. Your Homeland *can* lend itself to taking a Culture, but this is not required. Your Preferred Power *can* lend to a religious path, but it doesn't have to. But these things are important to know about your character to describe how they view the world.

It is highly recommended that your history is something brief. You should keep in mind that you are trying to create a character you want to play and grow, not a character that is grown already. And playing someone older or with a complex backstory often leaves you with a large chunk of time where your PC just sat around and did nothing or a ton of information you say you have but you in truth do not. Because let's face it, you do things as you get older and learn more. It starts getting difficult to explain why

you are 400 and level 1 with no knowledge of the world.

The best advice we can give you is to make your backstory fun for you but sparse enough where it makes sense. The more loose ends you have, the more likely you are to have your story picked up by Staff and get meddled with. Once you have some general ideas about your character thought up, you should type them up and submit them to Staff. Not hearing back from Staff is a good thing in this case. It means that they saw nothing really wrong with anything and all is good. If something does need to be changed or tweaked due to continuity of the world or just for game balance, you will be made aware. Keep in mind that not everything about the world is presented in this book. There may be things you write in your history that are wrong or do not work with the world of Xadune. Not your fault, but these things will be told to you and asked to be tweaked once you submit a history to Staff.

A few things that should be kept in mind are that "short and sweet" is the way to go. Hit up facts and important things, we do not need to know every detail of every year of your life. Also keep in mind that the information should be understandable. If you found yourself not understanding something when you reread it, then we will most likely not understand it either. Also, keep in mind that although your background and history is part of what made you who you are, *it will not give you anything in-play*. No super powers, no real fame, no money, no rich parents that will bail you out all the time, nothing like that. Try to avoid those types of situations unless it works out. Remember that if those situations are there, then more than likely the idea will be rejected by Staff due to balance issues or Staff will change it into a way where you cannot benefit from it. Again, you are trying to make a character to live, not live a character that is made. Rest assured that if we accepted some absurd history, it got messed with... a lot, and you more than likely will wish you did not make yourself a once high ranking officer or millionaire.

Your background history should answer a few questions:

"What are my character's immediate family like?"

"How did my character's homeland effect them?"

"Was my character in the military, a church, or other organization?"

"What drives my character to learn new things?"

MY CHARACTER IS OLD, WHY DO THEY NOT GET INFO FROM IT?

Just because you made your character old does not mean they get extra info. Almost no race needs to be much older than 250-300. Playing anything else that old or older does not grant you special insight into something; it just makes you have an old character that was not up on the current affairs. An Elf, for example, could be very much an adult by age 175 and be very mature. Just like a Fae by age 150 could be the same. This is the same as saying "___ and ___ happened in my history, why do I not get information on it?" Because saying one thing and buying the Skill is two different things. Your background is not there to give you bonus skills and information. If you say you did this and that you still need to buy the skills to know about it. If you do not buy the Skill, you do not get the information.

Chapter 3: Character Creation and Growth

ADVANTAGES, MONEY, FAMILY WITH 'PULL', AND OTHER THINGS NOT TO PUT IN YOUR BACKGROUND

Just because you said it happened to you before you played the game, does not mean you get to call upon it. Do not give yourself a wealth of money, if you do we will find a way to take it from you. Your background and history is there to enrichen your character, not give you scapegoats and advantages. Making yourself the son of a king or anyone with pull will not work out well if you ever try to call upon them for help. As will anything else you put in your history. In short, if you do it and then try to use it, it will not be pretty in your mind. You need to figure things out on your own, not rely on information you just gave yourself. Earn things; you will enjoy it far more.

HOMELAND

This is where your character heralds from. The World of Xadune, reviewed in Chapter 8, is extensive and broad. The region your character is from will affect how others treat you in the world, your character's experience with other races, and their general outlook on things like magic or technology. However, the character's homeland will not affect their character card unless an Area Culture is taken.

CULTURES

Cultures are a series of roleplay requirements, banes, and boons related to how and where your character grew up. Characters can take EITHER a Racial Culture or an Area Culture – or no Culture – but not both. Racial Cultures are described with the Race they apply to, and Area Cultures are described with the Area they apply to.

As stated before (and will be stated again), you do not have to take a Culture. The info provided in them is a small general amount that adds spice to your character beyond what you read in this handbook. Taking a culture does have drawbacks. Each does have role-play requirements and cultural disadvantages. What you gain from them are a few advantages and knowing about your society you grew up in. These advantages, disadvantages, and role-play requirements represent the forging of yourself by your culture as you grew up.

The blanket roleplay requirement for all Cultures is unwavering patriotism. **Whether it be an Area Culture or a Racial Culture, a character who has taken the Culture feels this is the best way to do things, and thus shows devotion to and vigorous support of one's culture and/or country.** A character with the Barboroy Culture feels that Barboroy is the best nation in the world; that any decision made by the Barboroy government was the correct decision, and that Arcane is something completely unnecessary. There is little nuance to this; there is no way around it, and if the culture does something generally disagreeable, the character would stand by their roots. Cultures which have sided with the Vichese, for instance, truly believe the Vichese are in the right—they are not coerced, they are not "fearful"; they truly believe this. **This dedication is the number one roleplay requirement for all cultures.**

Some people will feel that cultural requirements do not seem fair. If this is how you feel then do not take the culture packet option. People raised in a culture of beliefs and thoughts seldom clash back against them. Your bonus for actually playing your culture and not being an exception that normally would not exist is the advantages the culture gives and info it has to offer. If you play the exception then you didn't let these lessons set in.



Taking a Culture is not a light matter. Once you have taken a Culture, you cannot revoke it. You are not allowed to play a new character with a Culture – even if your character dies permanently – until you have played 20 full events from the time you take a Culture. You can only play one character with a Culture at a time – if your Primary character has a Culture, your Secondary cannot, and vice versa. When you take a Culture, you are stuck with it.

Because of this permanence, Cultures are not offered to new characters until they are past the 3 event respend period. If you are interested in a Culture, you should let Staff know, but you will not receive the Culture until your fourth event played.

You can also roleplay the culture of your homeland without taking the Culture. This would shape how your character views the world, but it doesn't come with any of the roleplay requirements and disadvantages of taking the Culture.

CHARACTERS NOT FROM XADUNE

The last thing to cover when it comes to homeland is characters not from Xadune, but instead from another game or setting. But it is not as spectacular as it might sound at first. The game and setting is set up in a way where you can play a character from another world. This of course gives way to allowing you to be able to play a character from another game. However, do not expect to have anything special or high level about your character from whatever other game you come from.

All characters not from Xadune suffer from what natives call “Walkers Sickness”. Regardless of how advanced your character was in a previous game, you still start at the same point as any other new character – a base of 20XP. All your cool widgety stuff will become mundane, including skills, languages, magic items - anything. You will remember you are a badass back home, you can even remember how you were a badass, but you just can't seem to recall how to redo it. Think of it as a form of amnesia.

So, what do you mean when you say, “Will not get the benefits of being from Xadune”? It means a few things. First it means that in truth you shouldn't be privy to the vast amounts of world information in this handbook, but we cannot really control that. Being a Planeswalker is considered a Race, and the limitation of the Planeswalker Race are described in Chapter 4. What it could also mean is that some things that might be dependent on if you are a native to Xadune you cannot be a part of. This could be anything from a spell that stops non-natives from entering, to a banishment spell that pretty much would forbid your character from ever coming back to Xadune (no worries, this isn't exactly something that grows on trees, but it could happen so it's noteworthy). Planeswalker characters will also experience detrimental environmental effects that do not affect native characters – so watch out.

Many players are very attached to their characters from other games and like the idea of being able to play them in different settings, so this is a fun twist on things. It should be mentioned, though, that some games feel your character ideas are owned by the game and might take offense to you playing your character in another game. It is best advised that you make sure your intellectual property in one game is just that, yours, and not that of the game before playing that character in Xadune. We wouldn't want you (or Xadune) getting in trouble at your other game for this. This is highly unlikely, but we would rather you check your bases before angering someone. If all is good, then you would be good to go at playing your PC at Xadune and be able to talk about all your past exploits.

The one bit of advice we can give you: do not just work off an idea that you had nothing to do with. Your friends might know you, but in the end, they will not be playing your character that they are insisting you will have fun with, you will. If you are being introduced to the game by another, take an active part in the most important aspect of it and be sure that the character you play is by your design and you are 100% comfortable playing it.

Some people want to ‘fill’, and pick up a role that is perceived as needed in the player base. Remember, this is a character you may be playing for years, and what is needed in the player base will change. It is better to pick a role you are happy with playing than to Fill.

PREFERRED POWER

Signs of the Gods can be seen everywhere on Xadune, and the Gods themselves can be seen out and about. While not all people of Xadune are strongly religious, most if not all respect the Powers and pay tribute to them. There are 26 Powers known on Xadune; as such, the people of Xadune are polytheistic, although most have a Power or a group of Powers they prefer.

Choosing a preferred Power doesn't mean your character is on track to become a priest, this is just indicative of their ‘favorite’ God or Goddess. It can affect your roleplay as much or as little as you like. But with Gods so closely involved in the day-to-day lives of their following, it is nigh impossible to not be in awe of them. As such, you must choose a preferred Power at Character Creation.

SKILLS

Skills are the first thing many people think of when stepping into character creation, but your choice in Skills is often driven by what kind of character you want to build.

Xadune has over 400 Skills to choose from over the course of your character's lifespan. This handbook contains Skills available to characters under 150XP, and the full list is available in the Advanced Player's Handbook.

Skills are purchased using your Free XP. Free XP is your total experience points minus your spent experience points. At character creation, you have a minimum of 20XP to spend. Spending Free XP does not subtract from your total XP; your Total XP is simply the pool you have to work with. Your Total XP drives your character's level, Body Points, and Skill Points.

When building your character, we recommend to choose a path and follow it. If you want to be a Blacksmith, choose Skills that follow this path. If you want to be a Fighter, grab yourself a boffer and pick some Skills to let you swing higher numbers. But we warn you from spreading yourself too thin—you may find yourself a jack of all trades, but a master of none.

Choosing your Skills can be a daunting task, but don't worry! If you are having trouble deciding on the Skills appropriate for your character, simply reach out to the Xadune Staff, and they will be happy to help pick the perfect Skills for you.

RESPENDING YOUR CHARACTER

Every character can respend, or remake, within their first three events played. In other words, once you have played your fourth event, the character is set in their XP layout. You only get to respend your original starting XP. So if you started with 20XP, then you get to respend 20XP. Any XP you gain after character creation cannot be respend. In other words, if you started with 20XP and earned 12XP over the next two events, you do not get to fully respend 32XP as if you just started game with it, only the original 20XP.

Respending After Your Third Event: You are allowed to once, and only once, fully respend your character after the three-month trial period has passed. However, this comes with huge repercussions and requirements. First off, it will cost you half of your XP. So for example, if you had 133 XP and went for a complete respend, you would only get 66 XP. Secondly, your respend must be into a completely different character. You cannot be a sibling or related to your former character in any type or way. Your character would not know the people the previous one did; it would be just like starting a new character. Lastly, all items - special, magical, mundane; production items; weapons, armors; units, gems, healing supplies; everything - will be revoked from the character and either eliminated from the game or recycled back into it. Whatever happens to them, your newly respend PC will not have them. There are no exceptions to these stipulations of a complete respend, so think it over long and hard before taking it on. In essence, you are making a new character by respending this way; you just have some more XP to play around with.

ROLEPLAYING YOUR CHARACTER

Xadune is, after all, a roleplaying game. In many ways, roleplaying will be more enjoyable—and more beneficial to your growth—than combat.

If you have any experience with other RPGs, such as tabletop roleplaying games, you have an idea of how RP is supposed to go. In a LARP, however, it is a bit more immersive and intense. Roleplay occurs without stops for rolling dice. Dropping ‘out of play’ constantly is frowned upon. The goal is to immerse yourself in your character and the world they live in.

This being said, do not be discouraged if you are new to roleplaying! Like everything, it will come more naturally with practice. *Everyone* starts out rough around the edges, but as you RP more, you will gain confidence in yourself and your character.

The important things to remember when roleplaying a character come in the form of questions:

- What are my character's motives for this interaction?
- What knowledge does my character have?
- How is this interaction affecting my character's emotions?

Keeping these questions in mind while roleplaying will help you develop a distinct personality for your character.

ROLEPLAYING WITH RESPECT

It should go without saying that everyone should roleplay with respect for those around them. This is a wide topic, but we will cover two things here: Actions and In-Play Character Ties.

Firstly, a player is responsible for their character's actions in-play. “Its what my character would do” is a common mantra among role-players, but ultimately the player controls the character. That isn't to say a character can't be evil, or steal things in-play, or be unlikable. However, a character should never use out-of-play disrespectful language, such as OOP slurs, misgendering a player or character, etc.. OOP bigoted, misogynistic, or misandric words or actions (i.e., catcalling) without the clear and enthusiastic consent of the persons involved are also prohibited.

Secondly, a person will not make in-play ties or relations with another character without the express permission of the persons involved. The obvious example of this is in-play romantic relations, but also extends to idolization, mimicry, flattery, “becoming a follower of”, or anything which ties your character to another character. Failure to gain clear and enthusiastic consent in these areas can result in disciplinary actions.

We are all here to have fun. Conflict is a part of storytelling, but being disrespectful is not a part of Xadune. If you are ever in a situation where this sort of thing occurs and you are uncomfortable with it, please let a Marshal know as it happens or after the fact via an email to Staff. For more information, please see the Player's Grievance section of Chapter 2.

ROLEPLAYING AN XADUNIAN

We've said it before and we will say it again and again: Xadune is not Earth. While many parallels can be drawn, it can be difficult to get into the mindset of an Xadunian as a new character.

The planet Xadune has been at war with an invading force of



TEACHING SKILLS

When a character reaches level 10, they gain two Teach Slots. This does not mean they can immediately begin teaching their skills; characters have to purchase the appropriate Teach:___ skill in order to teach other PC.

Once the character has gained a Teach:___ skill, they may use their Teach Slots. The more Teach Slots that are used, the longer it will take to teach the skill, and it will begin to cut into how much the character can learn as well.

How many Teach Slots a Skill utilizes depends on the rarity of the Skill being taught.

Common: One Teaching Slot

Uncommon: Two Teaching Slots

Rare: Three Teaching Slots

Legendary: Four Teaching Slots

Exotic: Five Teaching Slots

As should be obvious, one must be able to use a Skill in order to learn the Teach:___ of that Skill. Therefore, if any debarrments inhibit a character from using a Skill, they cannot Teach it.

Teach Slots Used	Penalty
1 Slot Used	0 Learn Time Penalty
2 Slots Used	25% Teach Time Increase; 1 Learn Slot used.
3 Slots Used	33% Teach Time Increase; 2 Learn Slots used

So why are we detailing more Teach and Learn slots than a character gets? Well, there are skills and abilities that allow a character to gain more Learn and Teach slots, as well as utilize them more efficiently.

GROWING MAGICALLY

At some point or another, magical casters of the game will want to advance in their abilities. Not all arcane casters are born equal; however, the less privileged ones are the majority thus we will address the non-Born Sorcerer here. In order for one to learn the next level of magic, they need the two things that everyone needs in order to learn a skill or ability: the proper XP and a teacher source. Just like all other Skills and Abilities, it requires an amount of time to learn the next level of magic.

When it comes to learning spells, the caster requires a few different things. First, they must be able to read magic (which all player character arcane casters need to be able to do to cast anyway), then they need a copy of the spell in their spell book, and lastly they need to learn how to properly cast the spell from someone that can already cast it. The time required in learning spells varies from spell to spell. Some might take a few hours of dedicated teachings, others might take weeks. It all just depends on the spell. Players can only learn a max of three spells at a time.

Specialization in a school is an entirely different advancement. For starters, a character cannot specialize in a school of magic until they have at least 70XP. Then they must find a suitable source to learn their specialized school. Often this will be from a teacher, but can on very rare instances be a different source. Further specialization requires the same things, learning wise, but the character must first have earned 235XP before specializing in a second school, and a minimum of 470XP before even considering specializing in a third and final school. Be forewarned that specialization does not happen overnight, and that each spell level

Elves since AFS 136 (2016). In that time, Elves have killed, pillaged, bombed, betrayed, and spied native people in order to take over the planet. Prior to the Invasion, Elves were not a loved race—most felt at least apathetic and more hatred toward these people. In essence, a known enemy came out of the sky and began an extermination. There is no sympathy for Elves.

In the past 200 years or so, the planet has seen war after war and cataclysm after cataclysm. Optimism and hope can be found around every corner, but most Xadunians have some level of preparation for the worst. Think of them as residents of a war-torn country; living their lives, but aware that tomorrow might be the end.

Religion is prevalent across the planet. The Gods have been known to walk amongst mortals and help them as they see fit. A chosen religion isn't so much about belief—because there is no doubt in their power—but rather a sign of devotion.

GROWING YOUR CHARACTER

Character creation is just the beginning of your Adventurer's journey. Over the course of your character's life, they will grow and form into something even more amazing than you had imagined.

LEVELING UP

One of the bigger things on your mind right now might be “so how do I level up?” Well, the best way to do that is to play the game. Each event you play gets you a base experience point (or XP) amount of 3. Below is a chart that helps explain how you can gain XP.

3XP	Paid & Played
3XP	Maximum Stored XP Gained from Donations
3XP	Maximum Bonus XP Gained Per Event

Stored XP is experience you gain through donations. Donations have a rate of \$10 per 1XP, and you can donate up to \$30 at check-in every event (Max 3XP).

In some occasions, you can donate items the game requests in return for Stored XP. Most donations will be based on the money value of the items, so please keep your receipt. Without it, Staff will only award what they feel is appropriate which could often be less than what you paid. In all cases, though, Stored XP can be gained at a rate of 1XP for every \$10 spent. For an up to date list of Game needs, please see the Xadune website.

Bonus XP is experience you gain from an in-play source. Be it getting rewarded for intense or amazingly well-done role-play, or from collecting XP from monsters. Each event you play you are allowed to turn in up to 3XP worth of experience to be used towards your character.

Through gaining more XP, your character will get closer to leveling up. Your level is of course determined by your race and the amount of XP you have.

Many things your character killing blows will hand over a tag that will have an assigned XP value on it. Many will be in fractions of an XP. These tags, called Chits, can be handed in with your character card at the end of the event, and the XP will be added to your character. It should be noted that these tags are stamped with an expiration date, so be sure to turn them in before they expire.

Combat XP is handed to the person that killing blows the creature, and no one else. If on an In-Play level you feel people are stealing your kills in order to gain XP, then you need to deal with it in the exact same way you would as if someone stole the loot from that creature: because it's the same thing. You and your Player Character know you gain experience from killing things. It is no different than dealing with people that steal your loot. People that steal other people's kills are nothing but rogues, just like with everything else. The In-Game law mechanics and ability to deal with it would be no different from any other forms of theft if push came to shove.

Now, moving on from that but staying in the same topic; XP is not just earned via combat. Role-playing, use of skills in an ingenious way, inventing something way outside of the box, and other like situations will net you XP (i.e.: completion of a complex Arcane ritual, or a really deep prayer from a priest, you get the idea). And you might not always be handed it in person, but it will be recorded on your character card in between events. Also on this topic, combat XP, most of the time, will mostly net you less XP per “bip” then earning XP through RP. In other words, you might get some XP from killing monster X, but you will get more from RPing your way out of a situation. So yes, killing a few things in a town battle might not be as rewarding to you as the fighter that will blow through things, but that doesn't stop a PC from handing you some of their XP from being a support easter or healer.

Every player will always get 3 XP per event, minimum. After that it is up to you to earn the 3 Bonus XP, and you have the option to give back to the game to earn the other 3 Stored XP.

BONUSES AT HIGH LEVELS

Most bonuses, such as body and skill progression, are inherent to the character's race. However, at certain levels, all characters gain the following traits:

Level 18: Born Hero. Rank 1 of the Born Hero trait allows the character to withstand blows which might have previously felled them. Full details of the Born Hero Trait can be found in the Skills and Abilities.

Level 25: Half Skill Cost Combat Ability/Talent. At level 25, the character can choose one Combat Ability or Talent to forever cost half of the skill it would normally. All Skill Point reductions can only reduce a Skill Point Cost to a minimum of 1.

Level 30: Half Skill Cost Skill. At level 30, the character can choose one Customary, Nefarious, or Doctorial Skill to forever cost half of the skill it would normally.

Level 35: Half Skill Cost Skill & Combat Ability/Talent. At level 35, the character can choose one Customary, Nefarious, or Doctorial Skill and one Combat Ability/Talent to forever cost half of the skill it would normally.

LEARNING & TEACHING

As characters gain more XP, they draw closer to leveling up, but that doesn't mean you have to wait until you level before you can buy skills or abilities. At the end of an event, a player may decide to spend his XP in learning a Skill.

To begin learning a skill, a character must find a teacher. PCs can teach skills only if they have an appropriate Teaching skill. Next, they must pay the Unit (Xadunian currency) cost for the skill, as set by their teacher. Unit cost varies by skill and by teacher; some skills will be cheap to learn, others may require saving up.

The next thing that should be addressed is that skills are not learned over night. All skills in the book require the time noted in the description in order to learn them. That means if you begin learning a skill that requires a month to learn, then you will have to wait till the next event to use it. It should be noted that learn times only progress as you play the game. In other words, you have to play to grow.

For example, if you start learning a skill that takes 3 months to learn at the end of an event then do not return to game until after 3 months, presuming there were two events that you did not attend, you will not have learned your skill. Only the time between the last event you played and the first event you missed will be applied towards your learn time; in this case being a month. So, you would still have two months of learn time to wait. Of course, exceptions are made for extreme circumstances such as active military, as well as players that choose to still pay for events but cannot attend, these will progress as if they were at the event.

Finally, at the end of the learn time, the character must have enough Free XP to purchase the skill. The XP for a learned Skill is not subtracted from Free XP until the end of the Learn Time. If the character does not have the Free XP to purchase the skill when the Learn Time is over, the Skill is placed in Stasis. While in Stasis, the character does not have access to the Skill, and they must repay the entire Unit cost and pay the XP cost before it comes out of Stasis. Only one Skill can be in Stasis at a time, and Stasis lasts for a maximum of 6 months. Note, this is not events played, this is months.

All characters start with four Learn Slots. Learning a skill from a teacher takes one Learn Slot. Using more than two Learn Slots will increase the Learn Time of *all* skills being learned by the chart below:

Learn Slots Used	Penalty
1 Slot Used	0 Learn Time Penalty
2 Slots Used	0 Learn Time Penalty
3 Slots Used	33% Learn Time increase across all skills being learned
4 Slots Used	66% Learn Time increase across all skills being learned

There is one major exception to this. Each character has a one-time only trait that allows them to pick up a skill on the fly, called “Epiphany”. This is a trait that shows the one time versatility of a character. This can be used almost at any time. Though all the lore, magical, & production skills still require a teacher, some combat and general skills can be learned in this one-time only fashion without the need of a teacher. Think of it as a product of the situational experience. Use of this trait requires on the spot or prior Staff approval and/or verification and confirmation.

SELF-TEACHING SKILLS

Teachers are not always required to learn things, although they are the most prudent and efficient way to do so. A character can learn a few skills on their own. It is noted in the description of the skill if it is self-teachable. However, it should be noted that self-teaching a skill does increase the XP cost, with few exceptions.

Self-Teaching skills use a different number of Learn Slots than learning a skill from a teacher. Self-Teaching one skill at a time will use one Learn Slot; the second concurrent self-taught skill will use 2 learn slots, for a total of 3 learn slots used; the third concurrent self-taught skill will use 3 learn slots, for a total of 6 learn slots used, etc.. The learn time extensions associated with used Learn Slots do apply in this case.



of specialized magic will be acquired on a scheduled XP allotment based on the character's starting XP of specialization. Higher levels of Magic and certain Specializations are debarments for other Skills, as well as other Skills being debarments for magic, so be careful.

GROWING BEYOND THE HANDBOOK

Within this handbook are the bounds and confines that players use to create a character. But, once a character is made and placed in the game world, they enter a new world of advancement. Though the handbook is a solid ground for growing your character and planning advancement by, there are many other options that might become available for characters in the game world.

It goes without saying that one can make a great warrior, mage, or scientist with the rules provided, but there are some out there that push the threshold further than that. It is encouraged for a PC to follow their dreams and learn from others things that might not originally be available to them.

In closing, do not be surprised if you meet someone that seems to be more attuned to their trade. Do not expect that everyone will be the same. Do not think that just because one hero begins down the path to become an amazing front line fighter that the next person that does the same will have any of the same special abilities or traits as the one previous. Every character is unique, and it is doubtful that after time immersed in the world that any two characters will be even close to being the same.

The only limits on growing your character are the ones you place on yourself; the options are there, you just have to find and obtain them...

GETTING GEAR

Now that you have a character and an idea of where to go with it, where do you get gear?

COSTUMING

For starters, costuming can be purchased at specialty shops online, at thrift stores, or you can make your own! Keep in mind the cultural nuances of your homeland, and feel free to be creative—and colorful. If your race or culture has any costuming requirements, keep this in mind. Kanadian costuming will be drastically different than, say, Barboroian costuming.

Ultimately, this is a Victorian Gaslamp game. A Victorian costume will be appropriate for every culture on the globe. Vests, suspenders, skirts, and bustles will always fit in. However, wrap pants, tunics, hoods, or other medieval fantasy standard costuming will be out of place and you may be asked to update to a more Victorian look. Additionally, sweat pants, t-shirts, and athletic wear fall into the same category. Your costume will likely change over time, but keeping to the theme of the world is not only the rules, it will help maintain an immersive environment for you and your fellow players.

For characters with makeup requirements—such as Orcs and Farborn—you will need to find a makeup that works with your skin. It might take a few tries to find something you really like, so keep that in mind.

TAGGED ITEMS

Tagged items are typically items you will have to find in-play. Tagged items, for the most part, provide an in-play effect, whereas untagged items typically do not.

Examples of tagged items: Weapons, Light Elixirs, Crafting

Materials, Healing Materials, etc..

Examples of untagged items: Basic armor, rope, backpacks, plastic syringes, etc..

A new character can start with the following tagged items, but no more:

- (2) Basic Melee Weapons
- (1) Firearm—If the character has the Firearms Skill (see next section) - and bullets appropriate to the firearm
- (1) Normal Shield
- (6) Thrown Weapons
- (1) Bow or Crossbow
- (1) Starting Grimoire, if the character has the Arcane R1 Skill.

For safety reasons, absolutely no non-boffer weapons are allowed on site. Nothing which could be construed as a weapon, such as wooden swords, metal replicas, axes or hatchets, are allowed outside of your personal vehicle. Pocket knives with a blade less than 3" are allowed, and may only be used as a tool, never in combat, roleplay, or for any other reason.

FIREARMS

In the past, Xadune had much higher restrictions on the Starting Firearms list. However, with the World of Xadune at war for so many years, advancements in technology have increased the supply of more advanced firearms. In this revision, the limitations on starting firearms are as follows:

- **No flywheel operated models**
- **No models from the NERF Rival series**
- **No battery operated or otherwise automatic models.**
- **No clip fed models.**
- **All firearms must be presented at Check-In for a safety check and may be denied.**

Foam blasters have advanced since Xadune was created, and continue to do so at a steady clip. Blasters with a high FPS rate, particularly strong springs, or any number of other safety concerns may be denied. Feel free to reach out to Xadune Staff prior to bringing a blaster to site.

Each character with the Firearms skill at character creation is allowed (1) firearm weapon tag, to be given during the first 3 events played. After this time, all firearms must be purchased in-play.

All firearm phys reps must be painted to look appropriate to the setting. Because the real-world physical limitations of the blaster is representative of the in-play physical limitations of the

Xadune Staff reserves the right to decline custom dart blasters on the grounds of looking too realistic. While we strive for immersion and do require all foam dart blasters to be painted appropriate to the setting, custom dart blasters which are designed to replicate real-life firearms present a safety concern. Commercial foam dart blasters, such as NERF, X-Shot, Busbee, etc., are designed in such a way where even painted, they don't look realistic.

weapon, all modifications of the blaster should be declared and may disqualify the blaster for the given tag.

This doesn't mean that other blasters are not allowed in game. These are the base weapons, much like a basic sword. There are many other blasters that are legal in Xadune, but due to their improved performance they will be classified as a stronger weapon and will need to be found in-play.

With your weapon tag, you will receive a tag for bullets appropriate to the weapon tag. The amount of starting bullet tags is listed by type. Remember, the number of bullet phys reps on your person must match the bullets represented by tags, so keep these starting amounts in mind.

Ammunition Type	Starting Amount
Caseless Small Arm Ammo	20
Caseless Long Arm Ammo	15
Papered Birdshot	10
Papered Buckshot	2
Papered Slug	4



STARTING BUILD SUGGESTIONS

Build Suggestions are not set in stone nor are they mandated. These are simply some suggestions for possible characteristics of various archetypes common in RPGs. Xadune is a classless system, so these suggestions do not lock a character into an archetype. All suggestions are based on 20 Starting XP and do not take into account any Racial or Cultural banes or boons.

ADVENTURER

Most people who end up on XA0024 have a love for adventure, or they gain it quickly. The Adventurer is a well-rounded character, prepared to go where Fate takes them.

Suggested Preferred Powers: Gallo; the Greater Seven
Skills

- Celestial Navigation
- Read/Write: Common
- Rope Use
- Observation
- Survival R1: Specific Environment
- Swimming R1

ALCHEMIST

The new sciences have gifted Xadune with a number of talented individuals who can create solutions to do just about anything from healing a wound to destroying a building.

Suggested Preferred Power: Utili
Skills

- Alchemy R1
- Identify Alchemy
- Read/Write: Common
- Tonics, Elixirs, and Bandages R1
- Powders, Oils, and Solvents R1

BLACKSMITH

Blacksmiths are always in need on the Island, a place where carrying a weapon is both a fashion statement and a necessity. Weapons, Armor, and maintenance on both are always in demand.

Suggested Preferred Power: Utili
Skills

- Blacksmithing R1
- Armor, Light R1
- Weapons, Small R1
- Weapons, Medium R1
- Read/Write: Common

DOCTOR

Being a Healer is no easy task. Doctors heal people in their most trying times; they can even keep Adventurers going in a fight.

Suggested Preferred Power: Ashton
Skills

- Diagnostic
- Healing R1
- Read/Write: Common

GUNSLINGER

Some things you just got to shoot dead. That's the Gunslinger's job. Firearms on Xadune are wide and diverse.

Suggested Preferred Powers: Latansee, Armadel, Riot
Skills

- Firearms
- Read/Write: Common
- Trick Shot

LORE MASTER

Some people don't like the fight but they do know a great amount about what is going on around them. The Lore Master can tell you what you need to know—and where to find it.

Suggested Preferred Power: Everglave
Skills

- Bureaucracy R1
- Etiquette R1
- Info Gathering
- Read/Write: Common
- Rumor Control

MAGE

Magic is a dying art, but there are still a few who can utilize the Arcane Arts. Sometimes feared, often respected, even the most elementary Mages can turn the tide of a fight.

Suggested Preferred Powers: Sonla, Riot
Skills

- Arcane Magic R1
- Read Magic
- Read/Write: Common
- Scribing

RANGER

Rangers are most comfortable in the forest, and while they won't find one on the Island, they will often be found operating from the Island. A Ranger is most useful when tracking down an enemy.

Suggested Preferred Power: Tinder
Skills

- Tracking R1
- Observation
- Read/Write: Common
- Rope Use
- Survival R1: Forest

ROGUE

Sometimes, you need to get into places without people knowing about it. The Rogue, while morally grey, is an important part of any party.

Suggested Preferred Power: Sev
Skills

- Lock Picking
- Observation
- Read/Write: Common

SELLSWORD

A common trope in RPGs, the Sellsword is a tried-and-true character concept of someone who sells their blade—and skills—to the highest bidder, or often any bidder.

Suggested Preferred Powers: Goddamas; the Greater Seven; Latansee
Skills

- Endurance R1
- Read/Write: Common
- Rope Use
- Weapon Proficiency +1: Specific Weapon



Character Name

Race

Player Name

Homeland

CHARACTER CREATION SHEET

Level

Starting XP

Body Points

Lives

Skill Points

STARTING SKILLS

Name	XP Cost	SP Cost
Total:		

RACIAL BONUSES

Name	SP Cost

RELIGION AND ASTROLOGY

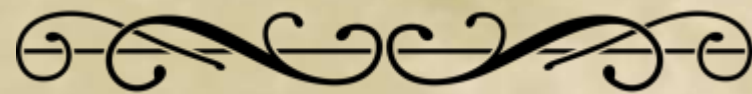
Birthdate: _____
 Zodiac: _____
 Preferred Power(s): _____

SHORT BACKSTORY AND DESCRIPTION



Chapter 4

Playable Races



Xadune has 19 playable races, all detailed in the following chapter. Though your race does not dictate who you are, it does determine your character's appearance. Most races also have their own advantages and disadvantages, so pick wisely. Keep in mind what roleplay experience you want from your character before you settle in.

CAPPED RACES

It should be noted that some races are 'Capped' races. All Farborn and Elemani are Capped Races. This means there is an upper limit on the number of these characters in the player base at one time. You can find a list of what races are currently at their limit on the Xadune Website.

MAKEUP RACES

All races with makeup requirements must submit full makeup trial to Staff before the character is approved. This must be done prior to the first event played as this character, so it is not something you can get approved on-site. This can include but is not limited to: the full intended makeup, prosthetics, wigs, and even



Chapter 4: Playable Races

costuming for the character. Submission of a makeup trial does not guarantee approval of the character, but it can give you a start on where to go within the guidelines of the race.

Playing a makeup race is a ton of fun, because you have a unique ability to express your character. Each race is unique and distinctive. However, it can be irksome, particularly in the warmer months. Xadune does not relax makeup standards for weather. If Staff finds you are unable to maintain the makeup requirements of your race, you will be asked to change races and you will lose the benefits of the makeup race. For tips on makeup races, check out the Xadune website.

It should also go without saying that nothing about your real-life physical appearance will bar you from playing any Race. A 6'4 person can play a Halfling, just as well as a 4'10 person can play an Orc. That said, any physical representations of your character—including makeup or prosthetics—cannot simply be described as, 'you see what you see.' You may need to describe the difference between your character's natural skin color and any makeup they are wearing in-play.

RACIAL CULTURES

Some races have Optional Racial Cultures associated with them. These are a series of banes, boons, and roleplay requirements which make up a culture specific to that race. Cultures, as stated in Chapter 3, are by no means required for a character. A character can only take one Culture, so if a character takes a Racial Culture, they cannot take an Area Culture.

A Racial Culture may only be taken by that race. A Fairy

cannot take an Orc Culture, for example, even if the Fairy's backstory involves being raised by Orcs.

Just because a character does not take a Culture, does not mean the character cannot act as dictated by a Culture. A Feline may not take the Manx Culture, but they may act accordingly, and they may choose their character design based on the description of that Culture.

In short, Racial Cultures are presented here to give a greater idea of what the Race is about, but they are by no means mandatory.

THE HUMANOIDS

Named by their resemblance to Humans, Humanoids include: Humans, Elves and Half-Elves. Due to their resemblance to each other, one can only visually tell an Elf from a Human by their pointed ears. Humanoids make up the vast majority of the population of Xadune.

THE DEMI-HUMANS

Physiologically similar to humanoids, but stronger and shorter lived, these are the second most populous group of races on Xadune. It consist of Orcs, Half-Orcs, Hobgoblins, and Goblins.



THE WILD ONES

These people are, in some ways, more animal than anything else. Physiologically different than most other races, the Wild Ones are unique. For playable races allowed for starting characters, this consists of Felines.

THE WEE FOLK

Wee Folk are named such for their short stature, which ranges from 4 feet to 6 inches. Mostly indigenous to Pha, these people might be tiny—but they can be fierce! As such, the Wee Folk have restrictions on weapon size and shield size. It consists of Gnomes, Halflings, Brownies, and Fairies.

THE FARBORN

Considered by most to be abominations, the Farborn are half Xadunian, half... something other-planar. Their physiology varies wildly, even in their own people. They can be broken down into the Celestial-kin, Demon-kin, Air Elemani, Earth Elemani, Fire Elemani, and Water Elemani, although from an in-play perspective, the lines between the Farborn are fuzzy.

All Farborn are considered Restricted. Check with Staff before creating a Farborn character—you may not be allowed to play one.

PLANESWALKER RACES

As noted in Chapter 3, characters can be brought in from places other than Xadune. However, your racial advantages and disadvantages may not be the same as wherever your character is from. The Planeswalker is counted as both a race and a Culture.

OTHER RACES

There are some common races on Xadune which either have restrictions or are not playable races. Advanced Races, named as such because they are in the Advanced Player's Handbook, can be played by veteran players who have experience in the world of Xadune. These include the Deep Elves, Minotaur, Lizardfolk, and Dwarves.

There are also non-playable races on Xadune. These are restricted to non-player characters, although they are far from common.

HUMANS

They have become the cornerstone of the races; a natural medium amongst them all. Humans are the majority race of Xadune, though only by a fraction. Humans can be found almost anywhere on the planet. A human will never look out-of-place on Xadune, and as such many doors are open to them that may be closed to other races.

Humans are the fastest race to level up, the first race to have the chance to obtain maximum lives, and are still one of the most balanced races in the game. And they don't have any makeup requirements. What's not to love?

OH THE HUMANITY

In this Victorian-esque setting, humans rarely live to be much older than 60. Most humans above the age of 14 are considered mature enough to have adult responsibilities, although this is highly culture dependent. The human population is on the rise, with most families having 2 or 3 children.

BASE GROWTH

Humans have a base growth of 5 Body per Level, and 4 Skill Points per Level. Humans have a maximum level of 36 and a maximum XP of 1045. Humans gain 1 life every 3 levels, starting at 3rd, and max out at 18th level.



NATURAL LINGUISTS

Every 6th level, starting at 7 (7th; 13th; 19th; 25th; etc.), a human has the option to learn an extra language. For the cost of 1 XP, they can Self-Teach a Speak or Read/Write Skill for any language presented in this rulebook.

To add, all humans start knowing the skill Read/Write: Common for free.

SKILLFUL LEARNER

Humans have a knack for learning, and as such they become more skilled in all they do. At every 3rd level, beginning at 3 (3rd; 6th; 9th; 12th; 15th; 18th; 22nd; 24th; etc.), all humans have the option of spending 2xp to permanently add +1 skill to their base skill growth. This also raises their skill maximum amount accordingly (45; 50; 55; & 60). Every human has the option of doing this up to four times in their life, but only during the presented levels.

DEFINING CULTURES

Humans have no racial culture, because they define the culture of the area they live in. All area cultures are open to Humans, and Humans will never look out of place.

Human Experience Levels			
Level	XP	Body	Skill
1	0	5	4
2	16	10	8
3	25	15	12
4	37	20	16
5	50	25	20
6	64	30	24
7	74	35	28
8	95	40	32
9	112	45	36
10	130	50	40
11	150	50	40
12	170	50	40
13	190	50	40
14	210	50	40
15	235	55	44
16	260	55	44
17	285	55	44
18	310	55	44
19	335	55	44
20	365	60	48
21	395	60	48
22	425	60	48
23	455	60	48
24	485	65	52
25	520	65	52
26	555	65	52
27	590	65	52
28	625	70	56
29	660	70	56
30	700	70	56
31	745	75	60
32	795	75	60
33	850	80	64
34	910	80	64
35	975	85	68
36	1045	90	72



ELVES AND HALF-ELVES

The fallen race and the children of them; though most of their history is lost, the elves believe they were once the master race of Xadune. But time, war, and hardship have stripped them of this title. Though now very few in numbers, most elves and half-elves hold themselves very high on a personal level, but by all others they are treated as lesser and a dying race.

Half-Elves are the children of Elves and Humans. Physically, they appear the same as an Elf, although their physical and mental fortitudes are distinctly a combination of their parents'.

OLD WORLD, OLD FOLK

Left to their own devices an Elf will outlive a human by ten times their lifespan, Half-Elves half of this. It is not common that an Elf or Half-Elf will die of old age; between war, cataclysms, and just being hunted Elves rarely live past 400. The average age for an Elf is 180 – 260; for a Half-Elf it is 90 – 130.

Elves and Half-Elves do not age linearly, when compared to humans. Their first 5 years of life are roughly the same as human aging. After this, it slows considerably. An Elf at 50 is roughly comparable to a human at age 8. Elves hit puberty around age 100, and it is not until around 200 that an Elf can be considered a young adult. Half-Elves are, as one might guess, twice as quick to develop. Half-Elves at 25 are roughly comparable to a human at age 8. They enter puberty around 50, and around 100 they are considered adults. Of course, just like humans, these are rough estimates and each individual varies.

The Elven population isn't necessarily growing naturally. Full elves will often have one child, but no more than 2. Half-Elves can have up to 4. However, this is a dying race.

BASE GROWTH

Elves have a base growth of 4 Body per Level, and 6 Skill Points per Level. Elves have a maximum level of 35 and a maximum XP of 1051. Half-Elves have a base growth of 5 Body points per level and 5 Skill points per Level.

Both Elves and Half-Elves gain 1 life every 3 levels, starting at 3rd, and max out at 18th level.

STEALTHY HUNTER

Due to the Elven race being in shambles, they have become masters of hiding from those hunting them and making them outcasts; as well as hunting for the means to survive. As such, Elves can buy the first two levels of the following skills at character creation for half price: Tracking, Evasion, Trail Hiding, and Trailing.

RESISTANT TO SLEEP

Whether its something keeping them up at night, or naturally being aware of their surroundings, it can be difficult to put an Elf to sleep. With an expenditure of 4 Skill Points, Elves can Resist the Sleep tagline. When using this ability, the character must announce 'Resist' as a response to the Sleep tagline.

RESISTANT TO CHARMS

Elves aren't easily fooled. Much like Sleep, Elves are resistant to the Charm tagline. With an expenditure of 4 Skill Points, Elves can Resist the Charm Tagline. When using this ability, the character must announce 'Resist' as a response to the Charm tagline.



HALF-ELF, HALF HUMAN

Half-Elves differ physiologically from Full Elves. As such, their Body and Skill Point progressions are different; Half-Elves are stouter but are less Skillful. Half-Elves do get the Human benefit of having Read/Write: Common for free at character creation, but they can only pick ONE of the Elf benefits: Stealthy Hunter OR Resistant to Sleep OR Resistant to Charms.

MAKEUP REQUIREMENTS

Elves and Half-Elves have a makeup requirement of short, pointed ear prosthetics. These prosthetics should be between 1.5" - 2" from inner curve to tip. These are to be worn at all times, even if the character's ears are covered.

HOMELESS AND HATED

The native Elves of Xadune do not have a unifying culture. The race is dying and heading out the door. Culture was not preserved for the most part and the remainders of the race are nothing like they were back in the day of legend. Elves, for the most part, are dying out and in shambles. They are no longer grand, they are not noble (so to say), and are not the new cool thing. In the eyes of most, they got what they had coming to them. Most elves of today are part of some other society. Not a group of their own.

Elves can take any non-racial area culture, detailed in the World of Xadune chapter. They are found all over the world and have assimilated in order to survive. However, just because they hark from a land, doesn't mean the land is particularly kind to them. Some cultures may have negative opinions of Elves and Half-Elves.

OPTIONAL RACIAL CULTURE: INSURGENT'S DESCENDED

In AFS 136, the Vichese, a group of some other elves, descended from the sky in great airships and began their invasion of Xadune. These people are engaged in ongoing warfare with the native people of Xadune—everyone, from humans to Elemani and everything in between.

It is possible to play as an Elf or Half-Elf who knew of and is supportive of the Vichese due to being descended from one. These Elves were born and raised on Xadune but they grew up in a family which trained them for the eventual arrival of their people.

The first thing that should be noted is if you take the Insurgent's Descended Culture, your character's goal will ultimately be to gain information and aid in the demise of Xadune. These characters will work happily with other adventurers, yes, but will be required to report information back to the "bad guys" of the game. This is a great role for someone who is interested in espionage, secrets, and general deception.

Taking this Culture is something that must be kept a secret both in and out of play. If other players learn out-of-play (without an in-play event to cause it) of your character's culture, your character will be immediately retired and you will be asked to make a new character.

Insurgent's Descended gain the following Skills at no cost: Info Gathering, Speak: Elven, and gain the trait *Dedicated to the Cause*.

Dedicated to the Cause: When asked about their prime mission, their family's history, the Vichese, or anything related to this Culture, the character does not need to tell the truth under any means. No magical, alchemical, or other form of forcing the truth can cause the Insurgent's Descended to give up this information, and lying about it will not detect as a lie.

Additionally, they can choose one of the following:

Gunslinger: These folks have been tried for gunfights. They gain the Firearm and Endurance R1 Skills at no cost.

Fighter: The Fighters gains one Weapon Proficiency at no cost.

Rogue: The rogue learned to get themselves out of bad situations. They gain the Waylay Skill at no cost.

Elves in Xadune aren't your fantasy-standard woodland folk. They are spread far and wide across the planet. For a more mystical, tree-faring race, check out the Fae starting on page 56.

Elf and Half-Elf Experience Levels

Level	XP	Full Elf		Half Elf	
		Body	Skill	Body	Skill
1	0	4	6	5	5
2	17	8	12	10	10
3	27	12	18	15	15
4	39	16	24	20	20
5	52	20	30	25	25
6	66	24	36	30	30
7	81	28	42	35	35
8	97	32	48	40	40
9	114	36	54	45	45
10	133	40	60	45	50
11	154	40	60	45	55
12	175	40	60	45	55
13	196	40	60	45	55
14	217	40	60	45	55
15	243	44	66	50	60
16	269	44	66	50	60
17	295	44	66	50	60
18	321	44	66	50	60
19	347	48	72	55	65
20	379	48	72	55	65
21	411	48	72	55	65
22	443	48	72	55	65
23	475	52	86	65	76
24	507	52	86	65	76
25	545	52	86	65	76
26	583	52	86	65	76
27	621	56	86	65	76
28	659	56	86	65	76
29	697	56	86	65	76
30	741	60	94	70	83
31	791	60	94	70	83
32	847	65	101	75	90
33	909	65	101	75	90
34	977	65	101	75	90
35	1051	70	110	80	100

ORCS AND HALF ORCS

If ever there was a case of “only the strong survive”, the Orcs would be it. Through war, apocalypse, and defying the odds, Orcs have reached the pinnacle of their race: strong, smart, wise, and cunning. Though their numbers are few, they are perhaps one of the most respected races on Xadune. What once was seen as a backwater race that was nothing but vermin has moved up to a frontline race that everyone hopes will be their ally.

Before the fallen star, when the Orc Tribal Wars occurred, the orcs were constantly at odds with each other. However, shortly afterwards an orc chief restructured the orcs into vigilant groups. This was done not only to unite the orcs into one cohesive race, but also to be able to tap all the strengths of all the tribes more efficiently. Over time these posses evolved into subcultures, and though they kept their tribal names, they are up to date with the times and cultures of the world. Since then many orcs have folded themselves into modern society, but some still hold onto these more traditional ways.

SHORT BUT FULL LIVES

Orcs have an average lifespan of around 40 years. As such, they grow a bit faster than humans in their youth, and age a bit quicker as adults. The average age for an Orc is between 12 and 24 years old. Orcs are a growing population; families often have 1-2 children, but rarely more than 3.

BASE GROWTH

Orcs have a base growth of 6 Body per Level, and 5 Skill Points per Level. Orcs have a maximum level of 35 and a maximum XP of 1051. Orcs gain 1 life every 2 levels, starting at 3rd, and max out at 12th level. Half-Orcs take a bit from their Human side as well. They have a base growth of 5 Body and 5 Skill per level.



STUDIOUS NATURE

Contrary to some beliefs, Orcs are quite studious and have a knack for learning. All Orcs may purchase Read/Write: Common for free at character creation.

BRUTE STRENGTH

After centuries of clawing their way to the top, only the strongest survived. Literally. All Orcs have a strength bonus of +1.

SKILLFUL LEARNER AND BODY BUILDER

Orcs have a knack for learning, and as such they become more skilled in all they do. At every 3rd level, beginning at 3 (3rd; 6th; 9th; 12th; 15th; 18th; 22nd; 24th; etc.), all Orcs have the option of spending 2xp to permanently add +1 skill or +1 body to their base skill growth. This also raises their skill maximum amount accordingly. This can only be done 4 times, in any combination of Skillful Learner or Body Builder, and can only be taken at the appropriate levels.

HALF ORC, HALF HUMAN

Some argue they are the best of both Races, and it certainly shows. Half-Orcs take after their parents and get the Studious Nature bonus, but must choose between Brute Strength and Skillful Learner/Body Builder at character creation.

MAX EXTRA SKILL

At levels 20 and 30 an Orc character has the option of purchasing five extra skill to add to their max for 15xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by five points. If purchased both times it raises this races' maximum skill to 90 by level 35.

UP AND COMING

Humans may define most cultures in the area they live on Xadune, but Orcs are the next best at also achieving this. Orcs live nearly everywhere on the planet, and as such rarely look out of place. While there are still Ore Tribes who keep to themselves, a huge number of Orcs live in cities and towns, working side-by-side with the other races of Xadune.

As Seen On Television: Orcs in Xadune are nothing like their depiction in The Lord of the Rings trilogy. They are far from this cinema graphic form and are intelligent, well spoken, and typically smartly dressed.

MAKEUP REQUIREMENTS

Orcs have avocado green skin, which is to be represented by makeup or tight clothing across their entire body. Additionally, Orcs have enlarged lower tusks which jut past their upper lip. Half-Orcs have a blended skin color; a mix between their parents. This is to be represented by green blended into the player's natural skin tones. Half Orcs also have tusks, although they may be smaller than their Orcish parents.

ORCISH RACIAL CULTURES

Orcs and Half-Orcs which take one of the below Racial Cultures gain the Speak: Orcish Skill at no cost at character creation. Additionally, they can gain the Read/Write: Orcish Skill for 1XP at character creation if they so choose. Both Orcs and Half-Orcs are accepted wholly into the Orcish Cultures.

OPTIONAL RACIAL CULTURE: BIGTOOTH

The majority of the orcs of this subculture are warriors. They are natural leaders; strong, well-spoken, and have a knack for tactics. Bigtooth Orcs are the most populous of the Orcish Cultures, and many who grow up in this Culture go out into the world to become leaders in country militaries. They are a very active people and dislike to be sedentary or idle, and in turn they often do not have the patience for more tedious arts such as production or stealth. It should be noted these are *not* a war-mongering people, but the nature of their history has put them in conflict over the years, and they have excelled.

Bigtooth Orcs gain Observation R1 and Tactics R1 at character creation at no cost. However, all Production Skills and Nefarious Skills cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.

OPTIONAL RACIAL CULTURE: IRONFIST

This subculture has never been great in number, but it proved to be one of the most difficult to overwhelm. The Ironfist subculture has always been gifted in tinkering. They came into the Great War with war machines that could be manned with one orc. Finally, the big chief figured out how to dismantle the machines and the tides turned, but that never stopped the Ironfists from their ingenuity. When the Vichese Invasion began, these Orcs made it their mission to use their ingenuity to destroy the threat to their home. However, they tend to scoff at all other ways of doing things, they have rejected Arcane Magic completely, and only recognize Utili as a power. These orcs would much rather be inventing than fighting, although they are more than happy to work with the other Orcish subcultures to achieve an overall goal.

Ironfist Orcs gain the Clockwork Engineering Knacks R1 and Alternate Use: Engineering Skills at no cost at character creation. However, they can never take any Arcane Magic Skill and can only follow Utili as a preferred Power; subsequently, they can never become a Divine Follower of any Power other than the Mother of Invention.

OPTIONAL RACIAL CULTURE: ROTTENTOOOTH

This subculture got their name from their historically atypical diet. The Rottentooth orcs were close to the brink of extinction before the Great War, but were saved by a group of their own that had devoted themselves to the study of medicinal herbs and skills of healing. This subculture has the most skilled “witchdoctors” and “shamans” of any of the orcish people.

Prior to the Vichese Invasion, these people were ostracized by their race; respected, but not necessarily included. They tended to be technophobic and foretell that the use of science for any other purpose than healing and medicine will bring the destruction of the planet. However, since the war effort began and the need for Healers and Doctors grew, these Orcs are being called upon and are being far more greatly respected.

Additionally, the Rottentooth Orcs have had a recent fascination with the new-to-Xadune Power Reyka, of Undead, Rot, and Decay. All Rottentooth Orcs must have Reyka as one of their Preferred Powers.

Rottentooth Orcs get the Diagnostic, Alchemy R1, and Healing R1 Skills for no cost at character creation. However, no Rottentooth can learn any Engineering or Gunsmithing Skills in their lifetime. All Combat Abilities and Combat Talents cost 30% more XP (fractions rounded up) to a limit of 16 extra XP spent.

Orc and Half Orc Experience Levels

Level	XP	Full Orc		Half Orc	
		Body	Skill	Body	Skill
1	0	6	5	5	5
2	17	12	10	10	10
3	27	18	15	15	15
4	39	24	20	20	20
5	52	30	25	25	25
6	66	36	30	30	30
7	81	42	35	35	35
8	97	48	40	40	40
9	114	54	45	45	45
10	133	60	45	45	50
11	154	66	45	45	55
12	175	66	45	45	55
13	196	66	45	45	55
14	217	66	45	45	55
15	243	72	50	50	60
16	269	72	50	50	60
17	295	72	50	50	60
18	321	72	50	50	60
19	347	78	55	55	65
20	379	78	55	55	65
21	411	78	55	55	65
22	443	78	55	55	65
23	475	85	60	65	76
24	507	85	60	65	76
25	545	85	60	65	76
26	583	85	60	65	76
27	621	93	65	65	76
28	659	93	65	65	76
29	697	93	65	65	76
30	741	102	70	70	83
31	791	102	70	70	83
32	847	113	75	75	90
33	909	113	75	75	90
34	977	113	75	75	90
35	1051	125	80	80	100

HOBGOBLINS

Intelligent, organized and aggressive. Though they too have survived the times pressed against them, they never let down their reins of aggression. These creatures are rarely trusted and often seen trying to cut their corner into the world.

Hobgoblins have been in and out of warfare since their beginning. Before the fallen star, the hobgoblins shared the plains of Pha with the Orcs and Goblins and were at a constant state of readiness or war. Historians claim that at one time there were five different tribes of hobgoblins, but over time the weakest two of the five were eliminated. At this time there are three hobgoblin tribes, forged hard and grown strong by the changing times.

Times have changed, but their purpose hasn't. Much like the Orcs, Hobgoblin cultures are defined almost by their main purpose in battle. Tribes still roam the plains of Pha, and other areas of the world, living their life.

SHORT BUT FULL LIVES

Hobgoblins live, on average, 38 years on Xadune. If you run into a Hobgoblin on the street, he will likely be around 13-20 years old. Hobgoblins have around 1-2 children over their lives, but no more than 3.

BASE GROWTH

Hobgoblins have a base growth of 5 Body per Level, and 5 Skill Points per Level. They have a maximum level of 35 and a maximum XP of 1051.

Hobgoblins gain 1 life every 2 levels, starting at 3rd, and max out at 12th level.

RESOURCEFUL STRENGTH

By nature of survival, one must be strong. Hobgoblins are stronger than most and have a strength bonus of +1.

DIFFICULT TO PUT DOWN

At character creation, a Hobgoblin chooses either Resist: Poison or Resist: Disease. They may spend 2 Skill Points to resist their chosen effect.

TACTICAL LEADER

Hobgoblins are extreme strategists, which confuses most, since they don't know how to read or write. When going into a large battle, the hobgoblin can map out in his head the best strategy to use. As such, hobgoblins may spend 5 Skill and gain +1 Damage for one combat or 10 minutes, whichever ends first.

ILLITERATE

Due to their nature, Hobgoblins must pay 3 times as much XP for any Read/Write Skill. All of their lore and history is passed down through word of mouth.

MAX EXTRA SKILL

At levels 20 and 30 a hobgoblin character has the option of purchasing seven extra skill to add to their max for 21xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by seven points. If purchased both times it raises this races' maximum skill to 94 by level 35.

MAKEUP REQUIREMENTS

Hobgoblins have a mottled, almost leather-like skin. All exposed skin must be a patchwork of tans, greens, and oranges, similar to a camouflage effect. Additionally, Hobgoblins must have at least one tusk, and pointed ears to match their skin.

HOBGOBLIN RACIAL CULTURES

When the Vichese attacked, the Hobgoblins made the decision to side with who they thought would be the winners of the conflict—the invading force of Elves. When taking an Optional Racial Culture, this is a roleplay requirement.

All Hobgoblins which take one of the Optional Racial Cultures on the next page will gain the Speak: Hobgoblin Skill at no cost. There is no written equivalent of this Skill.



OPTIONAL RACIAL CULTURE: THUNDERHOOF

This tribe has defined the hobgoblins' skills at tracking and ranged precision. These hobgoblins originally fought on horseback with ranged weapons, and when not at war they roamed the plains in smaller groups living off what the world offered up to them. The Thunderhooves are also viewed by most as being some of the best trackers on Xadune. However, the find close combat to be very difficult. All Thunderhooves get the Tracking R1 and Riding: Horse Skill at no cost at character creation. Additionally, they can choose one of the following:

Traditional Archery: Old habits die hard. The Traditional Archers still fight with bow and arrow. They gain Weapon Proficiency R1 and R2: Bow at no cost.

Up with the Times: Some Thunderhooves have learned to use the new weapons available to them. These Hobgoblins gain the Firearms Skill and Weapon Proficiency R1: Rifle at no cost.

However, Thunderhoof Hobgoblins are not prepared for close combat. They cannot take any Unarmed Combat Ability, and melee-specific Combat Abilities are purchased at a 30% increase (fractions rounded up), to a maximum of 20 additional XP spent.

Due to their outdoor habitat, they prefer being in natural settings rather than manmade settings. While they can go into buildings and structures, they will appear somewhat uncomfortable and cannot stand to stay within them for longer than an hour.

OPTIONAL RACIAL CULTURE: BLOODWOLF

In times past, these hobgoblins were what nightmares are made of. Adorned in the skins of animals, tattooed from head to toe, blood dripping from mouths; all described this bloodthirsty tribe. Though slightly calmer due to the turning of time, they are still known as the fiercest fighters of Pha. When not in battle, this tribe is usually drunk or up to no good. They are not known for their histories or excessive knowledge, but rather for their brute strength and boisterous nature. Strangely, they have a penchant for lycanthropy and will take any opportunity to attain it without second thought.

Bloodwolves gain the Skills Knockdown, Endurance R1 and R2, and a Favored Weapon of their choice at no cost at character creation. However, they cannot start with any Knowledge Lore Skill and purchasing them after character creation costs double. Moreover, they cannot learn any Arcane Skills, and will downright refuse to use Arcane items.

Their aggressive nature makes them highly difficult to deal with, carrying with them both the typical "big dumb fighter" syndrome and "always has a chip on his shoulder" big guy attitude. They are almost always loud and in a mood to break something. Additionally, if offered or sought out, Bloodwolf hobgoblins will take the opportunity to attain lycanthropy without a second thought.

OPTIONAL RACIAL CULTURE: STONESCOURGE

This is the only hobgoblin tribe to call one place home. They have built a city in the center of the plains in Shaeorer Thysaer, both above and below ground, and have cultivated the land around it. When the Vichese attacked, they made the decision to save their city and make allies of the Elves. These hobgoblins grew up with the times and create some of the best armor and goods of the plains of Pha. The Stonescourge leader is a military strategist like no other, and armors and disciplines his army to withstand all that the opposition has. Always at the ready, this tribe is the defensive league of the plains. However, while they excel at creating the tools of war, they lack the focus and dedication for the finer arts or entertainment. The Stonescourge hold themselves in very high regard and have a high level of nationalism.

Stonescourge Hobgoblins gain Blacksmithing R1 at no cost at character creation, as well as one of the following: Armor, Light; Armor, Medium; or Armor, Heavy. They also gain the Layer Armor Combat Talent at no cost.

However, they cannot learn any Artistic Skill: ____, nor the Jewelry Skill. Being from the city, the Tracking, Foraging, and Trail Hiding Skills cannot be learned at character creation, and can only be purchased at a 30% increase.

Though an almost cultural centerpiece for the hobgoblins, they did lack in some of the other advances in culture. They have no interest in the arts or entertainment, unless it involves wartime practicing. Additionally, they have become snobs in their ways and feel other societies have it all wrong in the grand scheme of things.

Hobgoblin Experience Levels			
Level	XP	Body	Skill
1	0	5	5
2	17	10	10
3	27	15	15
4	39	20	20
5	52	25	25
6	66	30	30
7	81	35	35
8	97	40	40
9	114	45	45
10	133	50	45
11	154	55	45
12	175	55	45
13	196	55	45
14	217	55	45
15	243	60	50
16	269	60	50
17	295	60	50
18	321	60	50
19	347	65	55
20	379	65	55
21	411	65	55
22	443	65	55
23	475	71	60
24	507	71	60
25	545	71	60
26	583	71	60
27	621	78	65
28	659	78	65
29	687	78	65
30	741	86	70
31	791	86	70
32	847	94	75
33	909	94	75
34	977	94	75
35	1051	105	80



GOBLINS

The sly ones, those in the shadows, the tinkerers of hidden arts; all of these are names goblins have gone by throughout time. Many never know if they are good or evil, but all know they side with who ever will win and are only matched by gnomes in their ability to tinker and create. They are always making deals and always up to something. Goblins are misunderstood at best; with rag-tag clothing and often confusing speech, they can be a burden to deal with. Throughout their history, goblins have been through slavery and struggle. They have never formed their own civilization (and kept it that many know of), but rather preferred to live off of what others had already developed. They inhabit cities of other civilizations, whether they are populated or abandoned. They tend to learn the skills of the people they are near. Goblins invented the explosive. In AFS 052, "The Bomb that Shook the World" went off in the subterranean Goblin city, completely destroying it.

MORE EXPLOSIONS WITH AGE

Goblins live, on average, 50 years on Xadune, which isn't much less than a human, especially if you take into account the high rate of explosions. If you run into a Goblin on the street, he will likely be around 14-35 years old. Goblins have around 1-2 children over their lives, but no more than 3.

BASE GROWTH

Goblins have a base growth of 4 Body per Level, and 5 Skill Points per Level. They have a maximum level of 35 and a maximum XP of 1127.

Goblins gain 1 life every 2 levels, starting at 3rd, and max out at 12th level.



STABBITY STAB STAB!

Goblins are sneaky, sly, and somewhat crazy. Since they can't be trusted by most and usually turn on people when they least expect it, they can purchase Backstab Rank 1 for half cost.

TRICKSY!

Goblins do whatever they can to get out of a situation and to escape horrible odds. As such they buy all Disarm Trap and Lock Picking at 2 less XP.

MAKIN' STUFF

Creating things is in the Goblin's blood. Goblins choose one branch of Engineering (Clockwork, Electrical, or Steam) and, in this branch of Engineering only, can purchase one Engineering Knack Rank 1 and one Construct ___ Creations R1 at a 25% discount (rounded down), as well as Rank 2 of each at a 10% discount (rounded down). The first time a Goblin learns an Engineering Skill, this benefit is locked in.

KABOOM

Whenever a Goblin makes an explosive, it costs half the skill to create. They like to make things go boom!

UNTRUSTWORTHY

Goblins are weak and frail, and they know it! If they see the tide of a fight turning, they will often (Marshal coin flip) turn sides, rat out their friends, or use whatever info they have to get ahead and stay alive! This is something that needs to be roleplayed and, at any point, a Marshal can remind the player of this.

COMPULSION

Goblins cannot resist collecting and trading for things. Some are attracted to shiny things, others sharp things, but all have a thing that they cannot resist. They will trade for it and collect them till they die and will protect their horde to the very end no matter what. Most deals that are brokered with Goblins are done over these select objects, and no goblin will go against the terms of a trade for their item.

MAX EXTRA BODY

At levels 20 and 30 a goblin character has the option of purchasing five extra body to add to their max for 10xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by five points. If purchased both times it raises this races' maximum body to 80 by level 35.

MAKEUP REQUIREMENTS

All exposed skin must be a deep green, either with makeup or tight-fitting clothing. Goblins must have pointed ear and pointed nose prosthetics. Ear prosthetics should be between 1.5" - 2.5" from inner curve to tip. These are to be worn at all times, even if the character's ears are covered.

OPTIONAL RACIAL CULTURES

All Goblins which take one of the below Optional Racial Cultures gain the Speak: Goblin Skill at no cost.

Throughout their history, goblins have been through struggle. They have never formed their own civilization (and kept it that many know of), but rather preferred to live off of what others had already developed. Goblins are generally approached by others in a case by case scenario. Since their revolution they have grown, adapted, and been classified down into two different cultures: the subterranean and the surface dwellers.

"Home grown" goblins, as they like to call it, have a way all to themselves. They talk just a little odder than most, walk as if there is someone following them, and have a small degree of insanity that to most comes across as a comical way of being. They can be ruthless if required, but even in being so are hard to take seriously; but never underestimate one raised by their own as they have insight far beyond your city raised goblin.

OPTIONAL RACIAL CULTURE: SUBTERRANEAN GOBLIN

These goblins have a rich underground history living off the gnomish, hobgoblin, deep elf, and sometimes dwarven societies. The subterranean goblins are rumored to be the possible origin for tinkering. The goblins outside of the deep elf societies adopted their incredible talent for magic, whereas the goblins outside of the gnomish societies increased their skills in tinkering.

Trustworthy: Subterranean Goblins are not affected by the Untrustworthy Trait.

Life Underground: Subterranean Goblins get the Underground Navigation and Geology Skills at no cost at Character Creation.

Unused to Sunlight: During the day, Subterranean Goblins lose 25% of their maximum Skill Points They suffer from direct sunlight and cannot withstand long periods in it without feeling sick. All Subterranean Goblins must wear eye shading protection during the day.

Additionally Subterranean goblins strive to make sure when they make something, it's the best of that something; trying consistently to remake something until it is the best.

OPTIONAL RACIAL CULTURE: SURFACE GOBLIN

Where their cousins lived off the underground cultures, these goblins grab what they can from the above cultures. They can immerse themselves into nearly any society, and have a knack for making something from nothing. The surface dwellers are gifted in gathering information or resources as well as many of the roguish arts. Definitely a good ally if you wish to get in/out of a tight situation. While not quite as proficient in tinkering and magic as their subterranean counterparts, these goblins have far exceeded their skill in locks, traps, and the acquiring of rare and unusual artifacts.

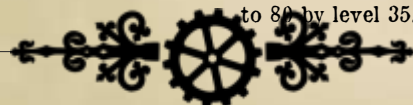
Slightly More Trustworthy—Surface Goblins are not fully affected by the Untrustworthy Trait. Rather than switching sides when a situation is not going their way, they will leave or outright flee.

Pack Rat: Surface Goblins do not believe anything is trash, ever, and will go to great ends to keep an object and make it useful again. No matter the size or uselessness of the object, these folks will not abandon it, but will keep it until they find a use.

Surface Goblins gain the Scavenging R1 Skill at no cost at Character Creation, and may purchase further ranks at a 25% discount, rounded down. They also gain the Information Gathering Skill at no cost at Character Creation.

Often not the best leaders, they are best suited as followers, Surface Dwellers tend to always be following someone; feeling insecure and often lost if not in someone else's charge.

Goblin Experience Levels			
Level	XP	Body	Skill
1	0	4	5
2	18	8	10
3	29	12	15
4	41	16	20
5	54	20	25
6	68	24	30
7	83	28	35
8	99	32	40
9	116	36	45
10	136	36	50
11	158	36	55
12	180	36	55
13	202	36	55
14	224	36	55
15	251	40	60
16	278	40	60
17	305	40	60
18	332	40	60
19	359	40	65
20	393	44	65
21	427	44	65
22	461	44	65
23	495	44	70
24	529	48	70
25	570	48	70
26	611	48	70
27	652	52	75
28	693	52	75
29	734	52	75
30	782	56	80
31	837	56	80
32	899	60	85
33	968	60	85
34	1044	65	90
35	1127	70	95



PLANESWALKERS

XA0024 is an Island connected to the entire multiverse—and sometimes people come to visit. Planeswalker characters are those from other game worlds or campaigns. This allows you to continue your character's story, if that is something you are looking to do, but it comes with a large number of disadvantages.

LIMITATIONS

Planeswalkers are not a way to cheat the system and get around a racial cap or limitations. The imported race cannot be similar to that of any Xadunian race which is not Humanoid nor Demi-Human. No Farborn, Elemani, Wild Ones, Fae, etc.. However, you could bring in, say, a Human Paladin or an Aarakocra Rogue from your Dungeons and Dragons campaign.

Planeswalkers cannot be from a world with technology which exceeds that of around 1889 Earth. Characters which are directly related to a non-Xadune intellectual property may also be declined.

BASE GROWTH

All Planeswalkers have a base growth of 5 Body Points per level, and 4 Skill Points per level. They gain 1 life every 4 levels, starting at 3rd and maxing out at 24th.

Planeswalkers have a maximum level of 35, and a maximum XP of 1279.

NOT NATIVE

Obviously, these characters are not native to Xadune. Knowledge present in this Player's Handbook, while common knowledge to native Xadunians, is not for a Planeswalker. They are coming in blind, so to speak, and will never have heard of Xadune or Revrent or anything of the like.

Additionally, these characters will suffer environmental effects on many parts of the planet that native characters do not.

WALKER SICKNESS

Regardless of what your character did in the past—what feats she accomplished or knowledge she gained—the trip to Xadune really jostles that right out of you. Skills or Abilities outside of what you choose at character creation do not carry over.

A NEW WORLD

A brand new world, a brand new place. Planeswalkers have no prior knowledge about Xadune. As such, no Planeswalker character can start with any Area Lore, City Lore, or otherwise Xadune-specific Skill.

WHAT ABOUT BENEFITS?

The benefit to playing a Planeswalker is that you get to play something not from Xadune. That's it. There aren't any racial bonuses, extra Skills, or discounts on languages or anything. Playing a Planeswalker character counts as taking a Culture Packet as well, so keep that in mind when thinking of what you want to play.

Having fun at Xadune isn't tied to your character card or your stats, it's tied to the roleplay. That said, from a character card standpoint you will be behind if you play a Planeswalker. You may encounter situations your character cannot enter without fear of death, which your cohorts have no issues with.

So why do we allow Planeswalkers in the first place? Well, for one, it makes sense with the setting. If baddies and other characters can come to the Island from the multiverse, so can Adventurers. But mainly we know how a character can touch our lives and really become a part of who we are. We want to give you a way to bring your character to Xadune and bring them to life, while maintaining their purity of backstory.

MAKEUP REQUIREMENTS

Because Planeswalkers are not necessarily Xadunian races, costuming and makeup standards will vary based on your own choice. However, Planeswalker characters must not have makeup similar to that of a capped race. For instance, if Demon-kin are capped, you cannot bring in your Teifling character (or at least they must look distinctly different).

Planeswalker Experience Levels			
Level	XP	Body	Skill
1	0	5	4
2	20	10	8
3	33	15	12
4	45	20	16
5	58	25	20
6	72	30	24
7	87	35	28
8	103	40	32
9	120	45	36
10	142	50	40
11	166	50	40
12	190	50	40
13	214	50	40
14	238	50	40
15	267	55	44
16	296	55	44
17	325	55	44
18	354	55	44
19	383	55	44
20	421	60	48
21	459	60	48
22	497	60	48
23	535	60	48
24	573	65	52
25	620	65	52
26	667	65	52
27	714	65	52
28	761	70	56
29	808	70	56
30	864	70	56
31	929	75	60
32	1003	75	60
33	1086	80	64
34	1178	80	64
35	1279	85	68

WEE FOLK

Wee Folk are, well, small. Don't let that lure you into a false sense of security—they may be small of stature, but they are strong in so many other ways.

SMALL SIZE

Ranging between 6" and 5' in height, the Wee Folk are tiny in size and huge in personality. Their small stature makes certain 'Big' weapons ungainly or, in some cases, unusable.

Phys Repping the short statue of Gnomes and Halflings is not required, although in some instances can be easily done by kneeling. Fae must have a poppet to phys rep their small size.

Fae—Brownies and Fairies—cannot use normal weapons at all, and must use specially-made Wee Weapons or Fae Weapons. These are denoted with a green safety tag. Wee Weapons do less damage than the Big Equivalents by 2 across the board.

FAE GLAMOUR

Fairies and Brownies are incredibly tiny, but as magical creatures they have the *Fae Glamour* ability.

Fae Glamour is nothing more than an illusion, and it has its limitations and its perks. To an observer they look and are even tactilely the size of your average humanoid; but that's just the illusion of it all. In truth, the Fae are still their natural size with the projected illusion around them.

So what are the limitations? Non-wee objects. To an observer, when a Fae picks up an object and puts it in their pocket in their Glamour they see exactly that: the Fae put an item in their pocket;

but in truth what happens is the object is suspended and floating around the Fae within their Glamour boundary. When the Glamour drops, so do the items. Though most Fae have a strong enough glamour to hold many little items like potions and money, larger items (anything over one and a half feet in any dimension or over 15lbs.) are limited to only being able to carry two at a time. As long as a Fae is conscious, the Glamour can remain up.

This means that when the Glamour drops, for any reason—by choice or by unconsciousness—all items are dropped from the character. The exception to this are wee-sized items, such as weapons.

"Hopping a Ride" is a term referring to when Fae drop their glamour and in some form or another put themselves in another person's care. This could be like hiding in a backpack to riding along in a large pocket. The first, most important thing to know is when this happens the Fae is at the mercy of the "ridden" person. All damage, effects, and fates that affect said person will also affect the Fae. Second, anytime a Fae drops their glamour in a manor to do something like this they are required to have a Fae sized representation of their PC. This representation needs to then take the place of the Fae PC in the place they wish to be or go. The player must also don a purple headband, to indicate their phys-rep is representing.

COMING SOON



HALFLING

Of all the races of Xadune, the Halflings are the most laid back. Always enjoying the finer and calmer things in life, their curiosity is the only thing that seems to get the best of them. Always quick with a story and fast to befriend others, everyone enjoys the company of these Wee Folk.

AGE LIKE A FINE CHEESE

Halflings live around 135 years on Xadune, assuming their curiosity doesn't get them in trouble. If you run into a Halfling on the street, she will likely be around 23-40 years old.

Halfling households typically have around 2 children, but never more than 3.

BASE GROWTH

Halflings have a base growth of 3 Body Points per level, and 6 Skill Points per level. They gain 1 life every 4 levels, starting at 4th and maxing out at 24th.

Halflings have a maximum level of 35, and a maximum XP of 1051.

ARTISAN

Halflings are crafters to the extreme, and they enjoy pretty much everything. At every 3rd level and starting at 1st, Halflings MUST buy a Skill from the below list. However, they get a discount of 1XP on all Skills purchased in this way.

Halfling Artisan Skills	
Artistic Skill: ____	Boatwright
Cartography	Cooking
Craft Skill: ____	Grimoire Binding
Papermaking	Tattooing

MASTER THIEF

On top of their knack for arts and crafts, Halflings are extremely adept at all things sneaky. Halflings get a 15% discount (rounded up) on all Nefarious Craft Skills.

RESIST DISEASE

Halflings have a natural resistance to all types of disease. With an expenditure of 2 Skill Points, Halflings can resist the Disease tagline.

RESIST FEAR

Halflings are curious and innocent. Most things that they should be afraid of, they see as a game and it does not affect them. With an expenditure of 2 Skill Points, Halflings can resist the Fear tagline.

WEE SIZE

Standing around three and a half feet tall, Halflings are not reaching for the top shelf any time soon. Halflings call 1 less damage with all melee weapons. Additionally, they find some weapons too large and ungainly to use. Halflings cannot use Great-

sized weapons without a Strength bonus, and with a Strength bonus they are limited to Great-sized weapons of minimum length. Halflings can use Long and Bastard sized weapons without a Strength bonus, but they must be the minimum allowed length.

Lastly, Halfling shields are smaller than a normal shield. The size limitation for a shield is half the typical shield maximum; it is one half the length from your armpit to your fingertips. Halflings cannot pick up another player's shield.

EXTRA BODY

At levels 15; 23; and 30 a Halfling character has the option of purchasing six extra body to add to their max for 12xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by six points. If purchased all three times it raises this races' maximum body to 84 by level 35.



MAKEUP REQUIREMENTS

Halflings have fur on the top of their feet and the back of their hands. However, Halflings do wear shoes, and going barefoot is not a requirement.

OPTIONAL RACIAL CULTURE: FUR FOOT ADVENTURER

Born to see the world, these Halflings never stay in one place for too long. These are your story writers; the tales that are heard by the Woodhaven folk more than 80% of the time are written by a Fur Foot. From one pub to the next, you are bound to see a Halfling enjoying his/her life writing stories and making the most of the "Xadune Experience." The Fur Foot Adventurers can be up to no good thanks to their curiosity, so don't be too mad if your money bag turns up missing after you have spent some time with this type of Halfling.

These folks never know when adventure will find them and are always prepared for it. They carry all of their possessions on them at all times. You may pack as light or heavy as you like, but it must be everything. These Halflings also record their adventures in a journal, and must spend time every day writing.

Fur Foot Adventurers are able to purchase the Area Lore Skill at half cost, rounded down, at character creation. They also gain the Read/Write: Common Skill, Survival R1, Rope Use, and Swimming R1 Skills at no cost at character creation.

Due to always having a pack on their back, Fur Foot Adventurers are more resistant to Waylay. As such, these Halflings are Immune to the normal Waylay tagline—so long as they have their packs on their backs.

These folks have no time for magic. All ranks of Arcane Magic cost 25% more, rounded up, to purchase, and no Fur Foot can start with Read Magic at character creation.

Not one to bring attention to themselves, Fur Foot Adventurers rarely fight.... Fair. With the exception of any Combat Ability which requires the attacker to be behind the target, all Combat Abilities cost 25% more XP to purchase.

OPTIONAL RACIAL CULTURE: WOODHAVEN REBELLION

These Halflings spend most of their life in the Woodhaven (Halfling villages). They enjoyed cook outs, Sticky Buns (the Halfling's favorite dessert) and the company of the other Woodhaven Folk neighbors. Masters of cooking and art, it was rare to hear of a better cook than a Halfling. Their hospitality was the best seen on Xadune as all who have ever had the pleasure of visiting a village will testify. They loved to have a worry-free life and therefore stay in their "safe zone".

Until the Vichese attacked and invaded Woodhaven.

The vast majority of their brethren have been taken hostage—or worse—by the Vichese, and their friends and neighbors have risen to fight back. Often vicious, cunning, and purposeful, the Woodhaven Rebellion seeks to free their fellow Halflings and defeat the Elves.

The Woodhaven Rebels learn Combat Abilities and Combat Talents at a 25% discount at character creation. Additionally, they may purchase the Bane: Vichese Skill with a 10XP discount.

These people are fighting to keep their culture alive, as well as their people. Stories are often told around a fire, hidden deep within the forest. The Woodhaven Rebellion gains the Racial Lore: Halfling Skill for no cost at character creation.

These Halflings are understandably completely not trusting of Elves. A Woodhaven Rebel will never be caught alone with an Elf, no matter how long they have known each other. They will never trust an Elf or Half-Elf, and will be wary of anyone who seems to not share their suspicion.

Halfling Experience Levels			
Level	XP	Body	Skill
1	0	3	6
2	17	6	12
3	27	9	18
4	39	12	24
5	52	15	30
6	66	18	36
7	81	21	42
8	97	24	48
9	114	27	54
10	133	30	54
11	154	33	54
12	175	33	54
13	196	33	54
14	217	33	54
15	243	36	60
16	269	36	60
17	295	36	60
18	321	36	60
19	347	39	66
20	379	39	66
21	411	39	66
22	443	39	66
23	475	43	72
24	507	43	72
25	545	43	72
26	583	43	72
27	621	48	79
28	659	48	79
29	697	48	79
30	741	54	87
31	791	54	87
32	847	60	96
33	909	60	96
34	977	60	96
35	1051	66	105



GNOME

The Wee Folk's brilliant brain; though not always rational, they are always thinking and inventing. Their skills are only matched by the Goblins. Preferring a dark place that is clean and quiet, these creatures are often teased, mostly for all their short comings, but always praised for their ability to come up with the most beautiful tinkering.

NATURAL LIFE SPAN

Gnomes can naturally live to about 200 years—assuming their ingenuity doesn't kill them first. If you happen upon a Gnome in a city, they will typically be between 20 and 40 years old. Gnome couples typically have one child, but can have up to 4.

BASE GROWTH

Gnomes have a base growth of 3 Body Points per level, and 6 Skill Points per level. They gain 1 life every 4 levels, starting at 4th and maxing out at 24th.

Gnomes have a maximum level of 35, and a maximum XP of 1127.

LITERACY IS THE FIRST STEP TO INVENTION

All Gnomes get the Read/Write: Common Skill for 0XP.

MASTER TINKERER

Gnomes can build just about anything. Gnomes can purchase Rank 1 of all Engineering Knack Skills at a 25% discount, rounded down.

ILLUSIONISTS

Not all Gnomes love to tinker, some love the art of magic. Along with being master tinkers, Gnomes are master illusionists; they say it adds to their perfection. All ranks of Specialized Arcane Magic: Illusion and Second Specialized Arcane Magic: Illusion can be purchased at a 2XP discount.

RESISTANT TO MENTAL EFFECTS OR ALCHEMY AND VENOM

All Gnomes are a bit mad, and they have a strong fortitude—some more than others. Gnomes can either Resist Mental Effects for 12SP or Resist Psychoactives for 6SP. This must be chosen at Character Creation. This can only be used once per combat or 10 minutes, whichever is longer.

PERFECTIONISTS

Gnomes are master tinkerers, but they are perfectionists, and as such when they create something it is usually good the first go round, but there is always something that they do not like about it so they will rebuild it and rebuild it until they think it is perfect when it is usually not. Anything created by a Gnome has a chance of backfiring, misfiring, or just downright going crazy. This is not seen as a flaw to the Gnome... to them it is a reason to make another one; this time, make it perfect!

WEE SIZE

Gnomes are about the same size as a human child, and about as strong as one too. Gnomes call 1 less damage with all melee weapons. Additionally, they find some weapons too large and ungainly to use. Gnomes cannot use Great-sized weapons without a Strength bonus, and with a Strength bonus they are limited to Great-sized weapons of minimum length. Gnomes can use Long and Bastard sized weapons without a Strength bonus, but they must be the minimum allowed length.

Lastly, Gnome shields are smaller than a normal shield. The size limitation for a shield is half the typical shield maximum; it is one half the length from your armpit to your fingertips. Gnomes cannot pick up another player's shield.

EXTRA BODY

At levels 15; 23; and 30 a gnome character has the option of purchasing ten extra body to add to their max for 20xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by ten points. If purchased all three times it raises this races' maximum body to 85 by level 35.

MAKEUP REQUIREMENTS

Gnomes have grey on all exposed skin, and short, pointed ear prosthetics. These prosthetics should be between 1.5" - 2" from inner curve to tip. These are to be worn at all times, even if the character's ears are covered.

Gnomes also wear flamboyant clothing, and have a particular attachment to one large, gaudy, noticeable piece, specified at character creation. The default is a hat.

OPTIONAL RACIAL CULTURES

All Gnomes which take an Optional Racial Culture gain the Speak: Gnomish Skill at no cost at character creation.

OPTIONAL RACIAL CULTURE: EARTH GNOMES

The most common Gnomes on Xadune, and normally the most thought of when the word Gnome is said. They are called many things to different people, but the Earth Gnomes are what they are. They live almost their whole lives underground in cities. Due to their secluded nature, many have lost their people skills, and can often act rashly towards non-gnomes.

Earth Gnomes lack all social skills and have next to no patience towards others. They often anger quickly and explode in a tantrum, which most of the time leads to trouble. Skills which require social finesse such as Etiquette, Diplomacy, and Bluff cost 25% more XP to learn, and no Earth Gnome can start with these Skills.

The Earth Gnomes gain the Underground Navigation Skill at no cost at Character Creation.

Living underground has an effect on a person. As such, during the day they suffer from -25% of their body and -25% of their Skill.

OPTIONAL RACIAL CULTURE: WORKER GNOMES

These are the gnomes that live to build, develop, and create. These gnomes live and breathe creation. Saying their life is consumed by it would be a huge understatement. Unlike their darker cousins, these gnomes are friendlier with people, but are still highly lacking in the people skills department.

Born Crafter: Worker Gnomes have an inherent need to create, and they tend to specialize in a certain type of crafting. This must be selected within the first 9 events of playing the character. Crafts which can be selected are: Clockwork Engineering, Electrical Engineering, Steam Engineering, Gunsmithing, Traps and Locks, Weapons, or Armor. The Worker Gnome can produce items within their chosen craft with 75% of the normal required Skill Points.

The *Perfectionist* trait is highly amplified for Workers. Be aware of this when inventing items, however more often than normal gnomes, Workers are made aware of this flaws before utter doom occurs.

Unfortunately, Workers are not adept in Arcane Magic like other Gnomes. They do not gain the Illusionist trait, and all Arcane Magic Skills cost 25% more to purchase.

As mentioned above there are a few traits all Workers share: fast speech (though no accent or high pitched voice is required), clean looking appearance normally with compulsive tendencies, and an overwhelming drive towards their chosen craft bordering on overwhelming obsession. Workers are also required to be part of one of the Groups that relate to their craft. This normally leads to the reason why most are at the City.

OPTIONAL RACIAL CULTURE: GARDEN GNOMES

The smallest culture of the gnomes, the once common garden gnome. These little guys are at home in nature. Many people know these to be the alchemists of the race and also to be the green thumbs of the forest. Of all the gnome types, these are the kindest and most open with non-gnomes. They also tend to be the best at communication as well. This is mostly due to the large amount of contact with others and the large amount of curiosity they have towards the world.

Garden Gnomes are always kind and open with others, rivaling in hospitality with Brownies. They almost never anger, and never lose their cool. They do, however, get flustered and awestruck by anything not of the forest. Often when they come to a city they are always watching and staring. This effect almost never wears off and often gives off the impression that Garden Gnomes are daydreamers, when really they are just taken back.

Garden Gnomes are not fighters. It costs double XP to purchase any Combat Abilities or Talents, and a Garden Gnome cannot start with them. They do, however, gain the Botany Skill at no cost.

Gnome Experience Levels

Level	XP	Max Body	Max Skill
1	0	3	6
2	18	6	12
3	29	9	18
4	41	12	24
5	54	15	30
6	68	18	36
7	83	21	42
8	99	24	48
9	116	27	54
10	136	30	60
11	158	30	66
12	180	30	66
13	202	30	66
14	224	30	66
15	251	33	72
16	278	33	72
17	305	33	72
18	332	33	72
19	359	36	78
20	393	36	78
21	427	36	78
22	461	36	78
23	495	39	84
24	529	39	84
25	570	39	84
26	611	39	84
27	652	42	90
28	693	42	90
29	734	42	90
30	782	45	96
31	837	45	96
32	899	48	102
33	968	48	102
34	1044	51	108
35	1127	55	115



BROWNIE

Unlike the rest of the Fae, the Brownies are the congenial, smart, cunning and wingless ones of Xadune. Child-like at heart, laid back, and adventurous they are willing to help anyone. Unlike their Fae cousins, they are more open to the new sciences although they are still just as keen on arcane magics.

NATURAL LIFE SPAN

Brownies can naturally live to about 700 years if left to their own devices. If you happen upon a Brownie in a city, they will typically be between 140 and 200. Brownie couples typically have one child, but can have up to 2.

BASE GROWTH

Brownies have a base growth of 2 Body Points per level, and 7 Skill Points per level. They gain 1 live every 4 levels, starting at 4th and maxing out at 24th.

Brownies have a maximum level of 35, and a maximum XP of 1051.

FAE GLAMOUR

Being six inches tall, still having the disadvantages of being wee, but using Fae Glamour, they can appear to be normal size innately.

RESIST MAGIC

Brownies are magical beings in nature. For 7 Skill points, they can resist any known 5th level and down Arcane Magic. "Known" means the Brownie must know how to cast the spell themselves.

RESIST POISON OR DISEASE

Brownies have a strong fortitude against the Disease or Poison tagline. Brownies can spend 2 Skill Points to resist the Poison tagline or 2 Skill Points for any form of disease. Upon character creation player chooses between Poison or Disease to be resistant to, not both.

SPEAK WITH ANIMALS

Brownies have ties with nature, thus can speak with any natural creature innately. The Brownie must announce to the Marshal they are attempting to Speak with Animals. However, just because you can talk to and understand a creature, doesn't mean you'll like what they say...

BROWNIE INGENUITY

Once ever, a Brownie can buy a Customary Skill at half cost, rounded down. This does not need to be chosen at Character Creation.

WHAT'S WRONG WITH YOU?

Curious to a fault, Brownies always want to know what is going on around the. At Character Creation, Brownies can purchase the Diagnostic Skill for 5XP.



OPEN TO NEW SCIENCES

Unlike their winged cousins, Brownies have a deep interest in the new sciences. At character creation, the Brownie chooses either Healing or Alchemy.

Choosing Healing allows the Brownie to purchase Rank 1 and Rank 2 of the Healing Skill at a discount of 25%, rounded down.

Choosing Alchemy allows the Brownie to purchase Alchemy R1 and Rank 1 of all Alchemy Styles at a discount of 33%, rounded down.

CAN'T RUN FROM ME!

Brownies are masters at finding people, and conversely, hiding from them. Brownies can purchase Rank 1 of Tracking and Rank 1 of Trail Hiding at a discount of 50%, rounded up; OR they can purchase Rank 1 of Trailing and Rank 1 of Evasion at a discount of 50%, rounded down. Once one of the four mentioned Skills has been purchased, the selection is locked in.

STRONG WILLED

Brownies cannot be Dominated (but can still be Charmed) or forced to do something traitorous against their nature.

THE WEE-EST OF THE WEE

Because the Brownies are so small, they have minus 2 damage (to a minimum of 1) with all weapons. This reflects their small strength and small weapon size. To add to this, wee folk cannot use normal weapons and instead their weapons have to be made to their body size; the "Fae weapon". Their armor must also be custom crafted.

Due to their minute size, Brownies can ONLY use the Waylay Skill on other Wee folk. If a Brownie gains a Strength Bonus, they may use the Waylay Skill as normal, but they do not inflict 1 point of damage. The tagline for this is, "-1 Waylay". Any strength bonus greater than 1 allows the character to use Waylay as normal.

FRAILTY

Brownies are not allowed to wear heavy armor or stack armor. Brownies cannot learn the Layer Armor Skill.

BORN A BROWNIE

See Staff for information at creation. Only if you play a Brownie will you be allowed to know what this disadvantage is.

EXTRA BODY

At levels 15; 20; 25; and 30 a brownie character has the option of purchasing ten extra body to add to their max for 20xp. This trait can only be purchased at levels 15; 20; 25; and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by ten points. If purchased all four times it raises this races' maximum body to 80 by level 35.

MAKEUP REQUIREMENTS

Brownies have Pixie-like ears, crazy hair, and mostly dress very nature-like. Ear prosthetics should be between 2" and 3" from inner curve to tip. These are to be worn at all times, even if the character's ears are covered. The hair must be approved by Staff, and is open to creative license.

Chapter 4: Playable Races

Brownie Experience Levels

Level	XP	Body	Skill
1	0	2	7
2	18	4	14
3	29	6	21
4	41	8	28
5	54	10	35
6	68	12	42
7	83	14	49
8	99	16	56
9	116	18	63
10	136	20	63
11	158	20	63
12	180	20	63
13	202	20	63
14	224	20	63
15	251	22	70
16	278	22	70
17	305	22	70
18	332	22	70
19	359	24	77
20	393	24	77
21	427	24	77
22	461	24	77
23	495	26	84
24	529	26	84
25	570	26	84
26	611	26	84
27	652	28	91
28	693	28	91
29	734	28	91
30	782	30	98
31	837	30	98
32	899	33	105
33	968	33	105
34	1044	36	112
35	1127	40	120



FAIRY

Fanatical, knowledgeable, pranksters, and the only winged playable race; Fairies are tricksters and they take things very literally. If one is not descriptive of what he/she means, then Fairies will always deliver exactly what is said as they see it. Of all the races native to Xadune, the Fairies are the most in tune with magic and its ways.

NATURAL LIFE SPAN

Fairies can naturally live to about 750 years, making them the longest-lived race on Xadune. That said, if you happen upon a Fairy in a city, they will typically be between 130 to 200. Fairy couples typically have one child, but can have up to two.

BASE GROWTH

Fairies have a base growth of 2 Body Points per level, and 7 Skill Points per level. They gain 1 live every 4 levels, starting at 4th and maxing out at 24th.

Fairies have a maximum level of 35, and a maximum XP of 1201.

FAE GLAMOUR

Being about a foot tall they still have the disadvantages of being wee. By using Fae Glamour, they can appear to be normal size innately.



RESIST MAGIC

Fairies are magical beings in nature. For 7 Skill points, they can resist any known 5th level and down Arcane Magic. "Known" means the Fairy must know how to cast the spell themselves.

MISCHIEVOUS BY NATURE

Fairies are extremely crafty. Therefore, through magical means or any other, they do not have to tell the truth, unless they want to.

MAGICAL PRINCESSES

Oh yeah, we went there. All ranks of Arcane Magic can be learned at a discount of 25%, fractions rounded down. This does not include Read Magic. However, all Combat Abilities and Talents cost double the amount of stated Skill Points to utilize or activate.

TRUE ARCANE

It is said that Fairies are pure magic. Whether this is true or not is left to be seen, but Fairies don't do so well in places where the Arcane doesn't work. Additionally, all Fairies are *Born Sorcerers*.

By means of this trait the character is more inclined to be able to learn and cast Arcane Magic. They are allowed to learn and advance in the ranks of Arcane Magic without the need of a teacher. The character still needs to know how to Read Magic in order to learn magic. Additionally, the time required to learn new spells is cut in half. Characters are still required to have a teacher in order to learn new spells, however, but can learn up to 4 spells at a time.

FLIGHT

When Fairies are in their true form—or de-Glamoured—they have limited flight abilities. This can ONLY be used for role-play purpose, and cannot be used for combat reasons. However, the effect does allow the Fae to escape different magical effects that would require one to be touching the ground. Though good for RP, it cannot be used to carry large objects higher than their Glamour can reach, it cannot be used to navigate dangerously complex scenarios, and does not allow one to escape combat.

DODGY

Fairies are small and they have wings. With an expenditure of 7 Skill Points, they can use the Dodge Skill twice per event, and only once per combat.

FRAILTY

Fairies are *small*. They cannot wear Heavy Armor, or take the Layer Armor Skill.

TECHNOLOGICAL AVERSION

Fairies by nature do not get along with Science. Because of this, no Fairy can ever use an engineered item. It simply does not work. Of course, this does not in any way soothe their curiosity.

THE WEE-EST OF THE WEE

Because the Fairies are so small, they have minus 2 damage (to a minimum of 1) with all weapons. This reflects their small strength and small weapon size. To add to this, wee folk cannot use normal weapons and instead their weapons have to be made to their body size; the "Fae weapon". Their armor must also be custom crafted.

Due to their minute size, Fairies can ONLY use the Waylay Skill on other Wee folk. If a Fairy gains a Strength Bonus, they may use the Waylay Skill as normal, but they do not inflict 1 point of damage. The tagline for this is, "-1 Waylay". Any strength bonus greater than 1 allows the character to use Waylay as normal.

WORD FOR WORD

Fairies will always take things literally. It isn't as though they don't understand figurative language, they just find it fun to take words at face value. This should be considered a roleplay requirement.

INNATELY MAGICAL

It's not always a good thing... See Staff for more information.

EXTRA BODY

At levels 15; 20; 25; and 30 a Fairy character has the option of purchasing ten extra body to add to their max for 20xp. This trait can only be purchased at levels 15; 20; 25; and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by ten points. If purchased all four times it raises this races' maximum body to 75 by level 35.

MAKEUP REQUIREMENTS

Fairies have Long ears and natural looking wings. Ear prosthetics should be between 3" and 5" from inner curve to tip. Natural-looking wings are defined as anything that could occur in nature such as insectoid, woods-like, or what most normally consider fairy-like; not so much on feathered wings. These are to be worn at all times, even if the character's ears or wings are covered. Like Brownies, Fairies are creatures of nature and their clothing often reflects that. These are to be worn at all times, even if the character's ears are covered.

Chapter 4: Playable Races

Fairy Experience Levels

Level	XP	Body	Skill
1	0	2	7
2	19	4	14
3	31	6	21
4	43	8	28
5	56	10	35
6	70	12	42
7	85	14	49
8	101	16	56
9	118	18	63
10	139	18	70
11	162	18	70
12	185	18	70
13	208	18	70
14	231	18	70
15	259	20	77
16	287	20	77
17	315	20	77
18	343	20	77
19	371	22	84
20	407	22	84
21	443	22	84
22	479	22	84
23	515	24	91
24	551	24	91
25	595	24	91
26	639	24	91
27	683	26	98
28	727	26	98
29	771	26	98
30	823	28	105
31	883	28	105
32	951	30	112
33	1027	30	112
34	1111	32	119
35	1201	35	125



FELINE

There are several species of the Feline race, most of them with many different attitudes and outlooks on the world. They often keep things to themselves, unless the situation calls for it, especially if it comes to their race. Because of this, their actual history as a race isn't well known.

NATURAL LIFE SPAN

Felines can live to be around 65 years old, but they mature quickly. The average age of a Feline you might find about the street is between 7 and 14 years old, and they are considered mature around 6.

BASE GROWTH

Felines have a base growth of 4 Body Points per level, and 6 Skill Points per level. They gain 1 life every 3 levels, starting at 3rd and maxing out at 18th. Felines have a maximum level of 35, and a maximum XP of 1127.

SCENT

Felines have a keen sense of smell, and can sniff out psychoactives and other ailments. With 60 seconds of roleplay, the Feline can Detect Psychoactive, Poison, Disease, or Affliction. However, Scent does not indicate which of these is wrong with the subject matter. "This doesn't smell right..."

LIGHT FEET

Felines can be light on their feet, and this can be used to their advantage. Felines can purchase the first 3 ranks of Stealth at a 33% discount, rounded down. Additionally, Felines get all Nefarious Craft skills at 7/8ths the normal cost, rounded down.

ALWAYS LAND ON THEIR FEET

Somehow, someway, they always seem to land on their feet. Felines are Immune to Knockdown.

RESISTANT TO DISEASE

Felines have a strong fortitude against Disease. With an expenditure of 2 Skill Points, they can Resist: Disease.

WILD ONE

As much as they may appear like humans, they are physiologically different. Doctors must be trained in Veterinary Healing in order to do anything more than apply a bandage to a Feline.

OBSESSION

Every Feline has an Obsession. The Obsession is chosen at Character Creation. It can be *anything*, object or concept, place, idea—from the color red to a God, the world is open for your choosing. Feline Obsessions are so intense, they will do whatever it takes to get said object of their Obsession. This is a heavy roleplay requirement, and it can be used to your character's disadvantage, so choose wisely.

EXTRA BODY

At level 24 a feline character has the one time option of purchasing five extra body to add to their max for 10xp. This trait can only be purchased at levels 24 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by five points. If purchased, it raises this races' maximum body to 80 by level 35.

MAKEUP REQUIREMENTS

Felines have a set of cat-like ears on the top of their head, and a matching tail. 'Human' ears should be covered or hidden. Felines also have a cat-like nose, either in pink, black, or pink with a black outline. Outside of these traits, Felines are humanoid in appearance.



MIRTH

This is the homeland of the Felines. While not all Felines are from Mirth, those from Mirth are only Felines. Mirth is an older island that has many secrets hidden within it. Rumor has it that the island itself and its surrounding islands once made up a larger land mass that may or may not have connected to Pha. The people of this land are very wise and laid back. They know the ins and outs of their society and seem to know the workings of people better than most. Mirth is a place in which they mainly thrive on their knowledge of survival skills and lore. Many farmers work to the southwest, hunting is predominant in the west, market trade is big in central Mirth, and fishing is popular in the east. This is considered a free island; no one is discriminated against here and all are welcome.

OPTIONAL RACIAL CULTURE: LYNX

These people call themselves the Lincei. They have big ears with tufts of fur at the top, and a nub of a tail. These dominants are the only piece of this culture to have a peaceful calm about them. They are mystical and religious in nature, often seeking council with the Powers and the Gods for advice. As such, it isn't uncommon for a Lynx to be a cleric of sorts.

OPTIONAL RACIAL CULTURE: SNOW

White Ears and white spotted tail- The feline here are often known as the protectors of Central Pha, since they guard the border from the terrors that live in the North. Natives, who refer to themselves as Pardus, are often blunt, and can be cold towards anyone or anything. Great fighters and rogue-types, they go above and beyond to prove that they are tactically the best front line the feline race has.

All Snow Felines gain one Weapon Proficiency of their choosing at character creation at no cost. Additionally, they gain the Survival: Tundra Skill at no cost.

All Snow Felines are born without a larynx and cannot yell. Because of this, they have to speak softly. Additionally, these Felines live in a cooler climate. When the temperature falls below 50° Fahrenheit, they lose 25% of their maximum Skill Pool and all Skills cost double.

Feline Experience Levels

Level	XP	Body	Skill
1	0	4	6
2	18	8	12
3	29	12	18
4	41	16	24
5	54	20	30
6	68	24	36
7	83	28	42
8	99	32	48
9	116	36	54
10	136	40	60
11	158	40	60
12	180	40	60
13	202	40	60
14	224	40	60
15	251	44	66
16	278	44	66
17	305	44	66
18	332	44	66
19	359	48	72
20	393	48	72
21	427	48	72
22	461	48	72
23	495	52	78
24	529	52	78
25	570	52	78
26	611	52	78
27	652	56	84
28	693	56	84
29	734	56	84
30	782	60	90
31	837	60	90
32	899	65	96
33	968	65	96
34	1044	70	102
35	1127	75	108



CHIMERALS

For some years, a group has been doing research on crossing animals and humans in terrible ways. These people started life as humans, and were captured and experimented on. Often riddled with trauma and coming to terms with their new life,

NATURAL LIFE SPAN

It is not known what the natural life span of these folks are. Most reached adulthood as humans before undergoing their change, so theoretically, they should age as humans do.

BASE GROWTH

Chimerals have a base growth of 4 Body Points per level, and 6 Skill Points per level. They gain 1 life every 3 levels, starting at 3rd and maxing out at 18th. Chimerals have a maximum level of 35, and a maximum XP of 1127.

TAGGED

Due to the nature of their creation, each of these people were tagged. This tag is embedded into their body and cannot be removed by any normal means. This is phys repped by a physical tag on their ear, which reads with a number to be given to the player by Staff. Should the animal mix not have ears (for instance, birds), the tag should be on the character's shoulder.

SCENT AND SIGHT

These people are not strictly human. They have been gifted—or cursed—with animalistic senses. As such, a Chimeral can gain all ranks of the Observation Skill at half cost.

MAKEUP REQUIREMENTS

These people can be a cross of human and any animal, excluding reptiles. This includes full facial and exposed skin makeup and prosthetics, which should be at least enough to identify the non-human aspect of them. This can, and should, include ears, tails, teeth, and other prosthetics. Each character is different, although every one has been tagged.

Chimeral Experience

Level	XP	Body	Skill
1	0	4	6
2	18	8	12
3	29	12	18
4	41	16	24
5	54	20	30
6	68	24	36
7	83	28	42
8	99	32	48
9	116	36	54
10	136	40	60
11	158	40	60
12	180	40	60
13	202	40	60
14	224	40	60
15	251	44	66
16	278	44	66
17	305	44	66
18	332	44	66
19	359	48	72
20	393	48	72
21	427	48	72
22	461	48	72
23	495	52	78
24	529	52	78
25	570	52	78
26	611	52	78
27	652	56	84
28	693	56	84
29	734	56	84
30	782	60	90
31	837	60	90
32	899	65	96
33	968	65	96
34	1044	70	102
35	1127	75	108



THE FARBORN

The multiverse is a vast place, and among it all only a fool would assume that different residents of the planes, both inner and outer, would not mate with primes. From these bonds come some of the most unique and different types of people a person might ever meet. Some tainted by the elements, others by either the lower or upper planes. Whichever it is they all have a place in the world of Xadune. All are considered Farborn.

"I have no home,

No warm place to call a haven,

I've no family,

No birthright or kin.

I am I, nothing more!"

-A common Farborn saying

Farborn are not the cool things next door. They are not loved by people. They are half breeds, and 99% of the time the result of a violent union. They lead mostly cold and lonely lives. Most of the demi-human races do not accept them, and the other side of their heritage most certainly does not like them (in most cases they are kill on sight). Even amongst themselves they normally do not get along. They are the orphans, the bastard children, and most of the time the souls left to be raised on their own.

Almost all of the time they are the mix of a human and something else. Demon is just a term to define the lower creatures of the planescape, while celestial is for the upper. That in no way means they are good or bad, nice or evil. Who a person is depends on them, not their parents. It also does not mean that the celestials have feathery wings, and the demons have horns. In truth, only a handful of Celestial beings have wings, so it would go to say that even less of their bastard children have them. Almost all of the time, a Farborn will know nothing about their parents.

Though Celestial-kin are by far more easily accepted, they are still just a half breed. Their lives are the easiest of all Farborns, but that only makes them more hated by those on the other side of the coin. They are also the ones that can most easily hide their heritage, but even in doing so it almost always looks worse when the truth comes out.

When a native of the inner planes finds a liking to a prime, their union gives us what is normally referred to as an Elemani. These half-breeds of mankind and the elements have a hard time fitting in on their home inner plane, mostly being shunned as a half-breed or just not being able to fully survive. Whatever the case may be, nine times out of ten they end up on a prime world, even if they had not originated from there to begin with.

The life of a Farborn is nothing short of being a normal person's view of hell. Remember this when deciding to play them. People respect power, money, and things of the sort but they do not respect a half-breed. Only a few have ever risen to power, and though those few have done well to make sure they are nothing less of being respected, it does nothing for the onlooker of the others that only pull down the name.

People do not take you in. You are not pitied. Your friends more than likely do not trust you. Remember that.

FARBORN FAMILIES

Farborn are essentially alien half-breeds, in which their alien parents are unknown. Most Farborn will never have children, because they are simply unable to do so. There are very, very rare occasions when two Farborn are able to conceive. These Farborn will be from very similar heritages, and their child would be considered a miracle by the parents, and an abomination by anyone else.

So in terms of your Background History, your Farborn character will either have never known their parents, or their Xadunian parent will be a normal, non-Farborn race.

FARBORN RACE MECHANICS

Farborn are unlike any other race, in so many ways, but also in character creation. Farborn, while under an umbrella term, are drastically different from each other, and rarely of similar bloodlines. Subsequently, each Farborn is different.

While most Farborn races have advantages or disadvantages which make them similar to each other, they also have a slew of other things which can effect them.

Each of the types of Farborn have an Advantage and Disadvantage chart. At character creation, the player chooses one Advantage and two Disadvantages. These cannot be changed after character creation. It is the most advantageous to keep these abilities safely hidden from the rest of the world, as they can be used to your character's demise.

Additionally, Farborn are unable to take a Culture. They similarly are not accepted anywhere on the planet. They can grow up in a culture, in a homeland, and roleplay as a part of that area—but they cannot take the Culture Packet and gain the Advantages (and Disadvantages).

FARBORN HISTORY

As a unified whole, Farborn do not have a 'history'. They have no traditions, no scholarly write-ups about their lives. There have been, over the years, a series of attempts to eradicate them, of course. Not that it helps—unlike the Elves, Farborn don't create more Farborn. They are created from means well outside the control of most Xadunian.

When the Demon Wars came to Xadune in AFS 138, there were a number of Farborn who attempted to side with their parental families. Many of these Farborn left plane when the Wars were moved. That said, the Demon Invasion also led to the creation of more Farborn, and a small surge of child abominations has left the Island and Jarr to deal with them.

DEMON-KIN AND CELESTIAL-KIN MAKEUP REQUIREMENTS

Unlike the Elemani, Demon-kin and Celestial-kin have very diverse parental characteristics. They can be from, well, anywhere in the Moral Planes. This gives them a huge variety of physical characteristics endemic to their population.

All Demon-kin and Celestial-kin must have distinctive characteristics from the below lists. Every character must have two characteristics from List 1, and one characteristic from List 2.

All characteristics must be approved by Staff as a part of the makeup trial. Remember, the desire is to make a character that is distinctly not normal; one that will not be seen as entirely Xadunian.

List 1: Choose Two or More:
Ear prosthetics of at least 1.5" in length
Animalist tail of at least 1 foot in length
One or two tusks of at least 3/4" in length
Fang prosthetics
One or more horns at least 1" in length; must be visible
Hooved feet
Prosthetic non-human nose, such as pig, etc..
Non-normal Eyes
Atypical hair; not natural color, and not necessarily normal hair
Extra body feature, such as eyes or fingers
List 2: Choose one or more
Scaly and/or odd colored skin; must be sufficiently different from natural skin tones
Non-fairy wings at minimum shoulder width plus 3"
Full Body Markings; visible on exposed skin such as hands, face
Ungulate Legs (Goat, horse, etc.)
Spiny ridges or growths on body
Choose two additional things from list 1



DEMON-KIN AND CELESTIAL KIN

Half born of the inhabitants of the Planescape, these creatures cannot always be grouped in with their parents as good or evil—but it never hurts to be safe. Each Demon-kin and Celestial-kin is different and their appearance varies heavily on their parents. Demon-kin tend to a darker, more... demonic appearance, whereas Celestial-kin favor their human side—though not enough to not be noticeable.

NATURAL LIFE SPAN

Demon-kin and Celestial-kin can live to be around 300 years old naturally, if they aren't killed first. The average age of these people is around 35—50, and most don't live much longer.

BASE GROWTH

Demon-kin and Celestial-kin have a base growth of 5 Body Points per level, and 5 Skill Points per level. They gain 1 life every 4 levels, starting at 3rd and maxing out at 24th. They have a maximum level of 35, and a maximum XP of 1279.

DEMON KIN

ELEMENTAL IMMUNITY

Demon-kin are immune to either Fire, Electrical, OR Ice effects and damage. This is chosen at character creation and cannot be changed.

RESISTANCES

Demon-kin can resist either Poison with an expenditure of 2SP, Sleep with an expenditure of 4SP, OR Charm with the expenditure of 6 Skill Points. This is chosen at Character Creation and cannot be changed.



NO TWO ALIKE

Upon character creation, Demon-kin and Celestial-kin can raise either their base Body or Skill Point Growth to 6 points a level. This cannot be changed after character creation. Moreover, each character gains one Advantage from the list on the next page, and two disadvantages.

MAKEUP REQUIREMENTS

Complex; reflecting their lineage of birth. Must have two characteristics from List 1 and one characteristic from List 2 from page 63. these Farborn are distinctly not normal.

CELESTIAL KIN

IMMUNITY

Celestial-kin are immune to either Negative Energy Effects, Acid, OR Explosive effects or damage. This is chosen at character creation and cannot be changed. Note that for Explosive effects, the items on the character still take the effect as normal.

RESISTANCES

Celestial-kin can resist either the Mental Tagline OR Disease Tagline with the expenditure of 2 Skill Points. This is chosen at Character Creation and cannot be changed.



Demon-kin and Celestial-kin Experience Levels

Level	XP	Body	Skill
1	0	5	5
2	20	10	10
3	33	15	15
4	45	20	20
5	58	25	25
6	72	30	30
7	87	35	35
8	103	40	40
9	120	45	45
10	142	50	50
11	166	50	50
12	190	50	50
13	214	50	50
14	238	50	50
15	267	55	55
16	296	55	55
17	325	55	55
18	354	55	55
19	383	55	55
20	421	60	60
21	459	60	60
22	497	60	60
23	535	60	60
24	573	60	60
25	620	65	65
26	667	65	65
27	714	65	65
28	761	65	65
29	808	65	65
30	864	70	70
31	929	70	70
32	1003	75	75
33	1086	75	75
34	1178	80	80
35	1279	85	85

Demon-kin Advantages: Pick 1	Celestial-kin Advantages: Pick 1
Resist Gas for 7SP	Resist Time Effects for 12SP
Resist Magic for 7 SP	
Gain a Toughness of 1	
Resist Mind Effecting Taglines for 12SP	Resist Confining Taglines for 10SP, once per day
10 Natural Armor	
Unholy Rends heal character for stated amount	Holy Rends heal character for stated amount
Claws can be extended to add +1 damage to unarmed attacks	
Can understand all spoken languages	
Can touch cast Cause 2 for 2SP	
Can Detect Lie once per event for 7SP	Can Detect Evil once per event for 7SP

Demon-kin Disadvantages: Pick 2	Celestial-kin Disadvantages: Pick 2
Character can only be healed (via the healing skills) by characters with the Veterinary Healing skill and Planar Lore: General	
Character must obey commands given when their true name is given.	
Character must obey any command that is given with a target phrase.	
Character is affected by the Rend ability, or they are affected by Holy rend and take 10x damage from it.	Character is affected by the Rend ability, or they are affected by Unholy rend and take 10x damage from it.
All magical elemental damage effect character as if they were massive magical pierce.	
Triple damage from one of the following: cold-wrought iron, silver, pearlwood, etc..	
All elemental damage does triple (except what they are immune too).	
-25% max body during the day (fractions rounded down).	-25% max body during the night (fractions rounded down).
x10 damage from acid damage that hits the body.	x10 damage from Lightning/Electric damage that hits the body
A specific spell causes the loss of 10 body (unstoppable unless shielded), but effect pierces through. Spell must be from the first level arcane spell list and is chosen at character creation.	
Character takes the Cure tagline as a Cause, and a Cause as a Cure.	Cure and Heal Taglines give the character back the stated amount of Body, but also puts a 5 minute Dominate on the character from the character who healed.
Character takes triple damage from the Holy tagline, and takes the Pain tagline.	Character takes triple damage from the Unholy tagline, and takes the Pain tagline.



AIR ELEMANI

Probably the least seen of the Elemani, they are often referred to as Watchers. Most can know one for a lifetime and never hear them speak. These Watchers of the Elemani are often loners in the world and flock around others, watching over them as if their life was their own. Often the Air Elemani are turned to as prophets or analyzers of situations.

NATURAL LIFE SPAN

Elemani can live to be around 300 years old naturally, if they aren't killed first. The average age of an Elemani on the street is around 35—50.

BASE GROWTH

Air Elemani have a base growth of 5 Body Points per level, and 6 Skill Points per level. They gain 1 life every 4 levels, starting at 3rd and maxing out at 24th. Air Elemani have a maximum level of 35, and a maximum XP of 1201.

LIKE THE WIND

Half Air, half other; this silent race can become semi-ethereal once per day for 5 minutes. It should be said that semi-ethereal creatures can still be seen as a translucent figure, but are far enough into the Twilight to escape the physical effects from the Real World. That said, as the Twilight reflects the Real World, Air Elemani cannot pass through solid walls or floors, nor can they fly.

Advantages: Pick 1
Born Sorcerer: Gain the Born Sorcerer Trait for 0XP
Prophetic: Gain the Prophecy Skill for 0XP
Zap!: Gain the ability to Touch Cast 1 Lightning for 2SP once per combat, twice per event. This can be used to add the Stun tagline to 1 melee swing.
Can't Keep Me: Resist Bind and Pin with an expenditure of 5SP

Resist Psychoactives with an expenditure of 7SP

Disadvantages: Pick 2
Claustrophobia: A roleplay-intensive fear of confined spaces and rooms smaller than 7'x7'. This is coupled by a decrease of Maximum Body by -25%, and the character takes 25% of their maximum body in Full Effect Mental Damage when in these places. They will refuse to enter these places for more than 1 hour.
Free Spirit: The Petrify and Freeze taglines are taken as a Full Effect Fatal Blow.
Weakness to Acid: Character takes 5 times the numerical damage from Acid attacks.
Made of Air: Character requires both Veterinary Healing and Elemental Lore: Air in order to be healed.

The Feeblemind Tagline lasts for 1 hour and the character takes the effects of "Destroy Arcane" from it. This makes the character unable to use or cast Arcane effects for the rest of the event, although they can still be affected by Arcane effects and attacks.

WHISPERING ON THE WIND

Once per event, an Air Elemani can use a unique ability to carry a message on the wind. The length of the message and distance traveled is as much as the Elemani feels is safe for the wind to carry. This also only works where there is wind, and cannot go off plane.

MAKEUP REQUIREMENTS

Air Elemani have light blue and/or powdery white skin, which is to be represented by makeup or tight clothing across their entire body. Additionally, Air Elemani have pointed ears of varying lengths. They also wear light, flowing clothing.



Air Elemani Experience Levels			
Level	XP	Body	Skill
1	0	5	6
2	19	10	12
3	31	15	18
4	43	20	24
5	56	25	30
6	70	30	36
7	85	35	42
8	101	40	48
9	118	45	54
10	139	50	60
11	162	50	60
12	185	50	60
13	208	50	60
14	231	50	60
15	259	55	66
16	287	55	66
17	315	55	66
18	343	55	66
19	371	60	72
20	407	60	72
21	443	60	72
22	479	60	72
23	515	65	78
24	551	65	78
25	595	65	78
26	639	65	78
27	683	70	84
28	727	70	84
29	771	70	84
30	823	75	90
31	883	75	90
32	951	75	90
33	1027	80	96
34	1111	80	96
35	1201	85	102

EARTH ELEMANI

The most unchanging of the Elemani, these types are known for their everlasting loyalty and amazing defensive abilities. Though a few have been known to be abrasive fighters, most are very laid back and strong in character. Their defense and knowledge thereof is almost undisputed.

NATURAL LIFE SPAN

Elemani can live to be around 300 years old naturally, if they aren't killed first. The average age of an Elemani on the street is around 35—50.

BASE GROWTH

Earth Elemani have a base growth of 6 Body Points per level, and 5 Skill Points per level. They gain 1 life every 4 levels, starting at 3rd and maxing out at 24th. Earth Elemani have a maximum level of 35, and a maximum XP of 1201.

TOUGH AS A ROCK

Their skin, though often regarded as soft to the touch, is rock hard. This natural advantage allows them to ignore physical damage to some extent, giving them a toughness of 1.

ONE WITH THE EARTH

Once per day, the Earth Elemani can become an indestructible stone statue rooted to

Advantages: Pick 1
Built Like The Rock: Character can purchase all ranks of the Endurance Skill at -1XP.
Thick Skinned: Character has 10 Natural Armor.
Strong as a Rock: Character has +1 Strength.
Hard to Kill: Character has a standard Death count of 6 minutes, rather than 5.

Identify Rock: Can identify any natural rock on a10 second count.

Disadvantages: Pick 2
Acrophobia: A roleplay-intensive fear of high places, particularly where the character is not touching the ground. This is coupled by a decrease of Maximum Body by -25%, and the character takes 25% of their maximum body in Full Effect Mental Damage when more than 10 feet above the ground in an unsupported structure (i.e., if on an Airship or hung in the air, not on the second story of a building.)
Brittle: Sunder Armor and Cleave Armor are taken as a Full Effect Fatal Blow.
Weakness to Explosions: Character takes 10 body from all Destroy Effects; with explosives, this is 10x the damage called with the explosive taglines. The attack still destroys any items as dictated by the attack.
Made of Earth: Character requires both Veterinary Healing and Elemental Lore: Earth in order to be healed.
Double Duration and intensity for all Psychoactive Gas attacks. In the case of a time delayed attack (such as Slow Death), the delay is halved. Damage and effects of Psychoactive Gas attacks are doubled; Death Gas is taken as a Slay; all body damage is doubled.

the ground. This effect lasts for five minutes, in which the Elemani is fully aware of everything going on around them. It should be noted, this can only be done when the character has direct contact with the ground—not while suspended, or for any reason is in the air. The phrase "One with the Earth" is announced at the time of use.

EXTRA SKILL

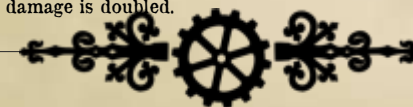
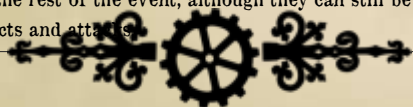
At levels 20 and 30 an Earth Elemani character has the option of purchasing five extra skill to add to their max for 15xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by five points. If purchased both times it raises this races' maximum skill to 90 by level 35.

MAKEUP REQUIREMENTS

Earth Elemani have brown to stony grey skin, often with a slight hint of metal and ore, which is to be represented by makeup or tight clothing across their entire body. Additionally, Earth Elemani have dark hair, sunken eyes, and a rough look.



Earth Elemani Experience Levels			
Level	XP	Body	Skill
1	0	6	5
2	19	12	10
3	31	18	15
4	43	24	20
5	56	30	25
6	70	36	30
7	85	42	35
8	101	48	40
9	118	54	45
10	139	60	45
11	162	66	45
12	185	66	45
13	208	66	45
14	231	66	45
15	259	72	50
16	287	72	50
17	315	72	50
18	343	72	50
19	371	79	55
20	407	79	55
21	443	79	55
22	479	79	55
23	515	86	60
24	551	86	60
25	595	86	60
26	639	86	60
27	683	93	65
28	727	93	65
29	771	93	65
30	823	100	70
31	883	100	70
32	951	100	70
33	1027	107	75
34	1111	107	75
35	1201	112	80



FIRE ELEMANI

The most aggressive of the Elemani are the Fire Elemani. The passion of their home plane burns bright in these types and they are normally quick to respond or take action. They are normally seen as the warrior class of the Elemani. Their frontline skills are highly desirable and are often regarded as the best warriors in the world; some training for battle for almost their entire life.

NATURAL LIFE SPAN

Elemani can live to be around 300 years old naturally, if they aren't killed first. The average age of an Elemani on the street is around 35—50.

BASE GROWTH

Fire Elemani have a base growth of 7 Body Points per level, and 4 Skill Points per level. They gain 1 life every 4 levels, starting at 3rd and maxing out at 24th. Fire Elemani have a maximum level of 35, and a maximum XP of 1201.

IMMUNE TO FIRE

Being made of fire, these people are immune to any form of Fire or Flaming damage. This does not include explosive damage.

CREATE FIRE

Being half fire has its upside. Fire Elemani can create and throw non-magical fire balls (4 Flaming) at the cost of 4 Skill Points per use. This skill also allows them to start normal fires at ease in almost any condition. This ability costs no Skill Points to

use. Additionally, they can heat their metal weapons at any time, allowing one to call one extra point of damage along with the flaming tagline. This effect also costs no Skill Points to use, but is known to take its toll on the weapon. The weapon used should be noted on the Character Card whenever this is utilized.

EXTRA SKILL

At levels 15; 23; and 30 a Fire Elemani character has the option of purchasing six extra skill to add to their max for 18xp. This trait can only be purchased at levels 15; 23; and 30 and at no other time. This trait does not count against racial maximums and instantly raises the maximum skill of the character by six points. If purchased all three times it raises this races' maximum skill to 90 by level 35.

MAKEUP REQUIREMENTS

Fire Elemani have deep red to ash grey skin, fiery red hair, and at night, glowing red eyes. Additionally, Fire Elemani have pointed ears of varying length.



Fire Elemani Experience Levels				
Level	XP	Body	Skill	
1	0	7	4	
2	19	14	8	
3	31	21	12	
4	43	28	16	
5	56	35	20	
6	70	42	24	
7	85	49	28	
8	101	56	32	
9	118	63	36	
10	139	63	40	
11	162	63	44	
12	185	63	44	
13	208	63	44	
14	231	63	44	
15	259	70	48	
16	287	70	48	
17	315	70	48	
18	343	70	48	
19	371	77	52	
20	407	77	52	
21	443	77	52	
22	479	77	52	
23	515	84	58	
24	551	84	58	
25	595	84	58	
26	639	84	58	
27	683	91	60	
28	727	91	60	
29	771	91	60	
30	823	98	64	
31	883	98	64	
32	951	98	64	
33	1027	105	68	
34	1111	105	68	
35	1201	112	72	

Advantages: Pick 1
Natural Fighter: Character can purchase all ranks of Weapon Proficiency Skills at -1XP.
Resistant to Disease: Can Resist the Disease tagline with expenditure of 2 Skill Points.
Locate Fire: Character can locate Fire, Magma, and Lava within a 1 mile radius and concentration.
Dim the Flames: Gain the Slow Respiration Skill for 0XP.
Steroids: All Temporary Strength bonuses are doubled in effectiveness (but not duration).
Disadvantages: Pick 2
Hydrophobia: A roleplay-intensive fear of large bodies of water. This is coupled by a decrease of Maximum Body by -25%, and the character takes 25% of their maximum body in Full Effect Mental Damage when over or in a large body of water, and they take 1 Full Effect Mental Damage every 60 seconds while over or in a large body of water.
Free Spirit: The Petrify and Freeze taglines are taken as a Full Effect Fatal Blow.
Weakness to Water/Ice: Character takes x5 damage from Water/Ice Elemental Attacks.
Made of Fire: Character requires both Veterinary Healing and Elemental Lore: Fire in order to be healed.
Aggressive: The Berserk Tagline lasts 50% longer; 15 minutes by default. Berserk is not removed by the Death tagline; only Resurrection or the proper medical means will cure it before it runs its natural course.

WATER ELEMANI

Though often seen as the most calm and tranquil of the Elemani, do not be fooled for these types are quick to turn into a raging storm of energy. Most, if not all, are very playful, sweet, and always curious. Of all the Elemani, these are the ones seen most among people, always wanting to learn more. Most are healers by training, and can change the tide of the battle through their skills. As said before, much like the calm waters of an ocean, they can rage with power and vengeance in a heartbeat.

NATURAL LIFE SPAN

Elemani can live to be around 300 years old naturally, if they aren't killed first. The average age of an Elemani on the street is around 35—50.

BASE GROWTH

Water Elemani have a base growth of 4 Body Points per level, and 7 Skill Points per level. They gain 1 life every 4 levels, starting at 3rd and maxing out at 24th. Water Elemani have a maximum level of 35, and a maximum XP of 1201.

BORN OF WATER

It should go without saying that these creatures are part water. All Water Elemani have the ability to freely breathe in any water environment and can move about them as if they were in complete control of their movements and unhindered.

PURITY

All Water Elemani are born with the ability to counter poisons. Due to this they can resist the

Advantages: Pick 1
Natural Healer: Character can purchase all ranks of the Healing Skill at -10% Cost (rounded up)
Easy to Heal: Take the Cure tagline at twice the effectivity.
Locate Water: Character can locate the nearest body of water, both in direction and approximate distance, within a reasonable radius.
Venom: Can cure the Venom tagline for 5SP and at least 1 cup of water.
Healing Waters: Once per event, the character can spend Body Points to heal another character at a rate of 2 Body Points Spent to cure 1 Body Point. This can be done to a maximum of spent Body Points of half the current body points, and it heals at a rate of 1 Body Point per second. Touch Cast ability.
Disadvantages: Pick 2
Pyrophobia: A roleplay-intensive fear of fire, and a fear of burns/being burned. This is coupled by a decrease of Maximum Body by -25%, and the character takes 25% of their maximum body in Full Effect Body Damage when within 7 feet of a fire larger than a typical fire in a fireplace, and they take 1 Full Effect Body Damage every 60 seconds while within 7 feet of said fire as their body begins to turn to steam.
Free Spirit: The Petrify and Freeze taglines are taken as a Full Effect Fatal Blow.
Weakness to Lightning/Electric: Character takes x5 damage from Lightning/Electric Elemental Attacks.
Made of Water: Character requires both Veterinary Healing and Elemental Lore: Water in order to be healed.
Mindfulness: Character takes double duration and intensity from all Mental Effects; mental effects last twice as long, and deal double damage.

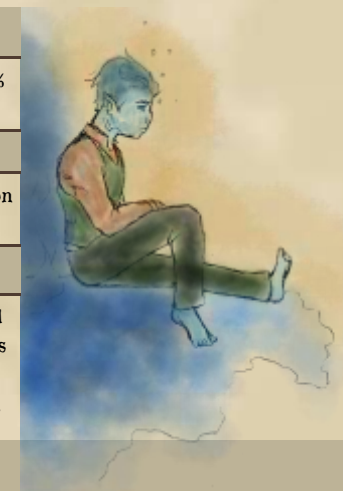
Poison tagline at the cost of 4 Skill per use. Additionally, if given a poisonous substance, Water Elemani can neutralize any psychoactive after 1 minute of handling. This can only be done if the Water Elemani knows they are trying to purify a poison, and cannot be used to cure a poison within another.

EXTRA BODY

At levels 20 and 30, a Water Elemani character has the option of purchasing four extra body to add to their max for 8xp. This trait can only be purchased at levels 20 and 30 and at no other time. This trait does not count against Endurance or racial maximums and instantly raises the maximum body of the character by five points. If purchased both times it raises this races' maximum body to 80 by level 35.

MAKEUP REQUIREMENTS

All Water Elemani have blue-green skin. Some show a thin layer of scales, and all have pointed ears of varying length. However, Water Elemani have no gills.

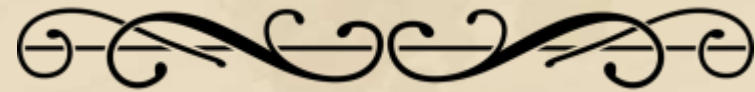


Water Elemani Experience Levels				
Level	XP	Body	Skill	
1	0	4	7	
2	19	8	14	
3	31	12	21	
4	43	16	28	
5	56	20	35	
6	70	24	42	
7	85	28	49	
8	101	32	56	
9	118	36	63	
10	139	40	63	
11	162	44	63	
12	185	44	63	
13	208	44	63	
14	231	44	63	
15	259	48	70	
16	287	48	70	
17	315	48	70	
18	343	48	70	
19	371	52	77	
20	407	52	77	
21	443	52	77	
22	479	52	77	
23	515	56	84	
24	551	56	84	
25	595	56	84	
26	639	56	84	
27	683	60	91	
28	727	60	91	
29	772	60	91	
30	823	64	99	
31	883	64	99	
32	951	64	99	
33	1027	68	106	
34	1111	68	106	
35	1201	72	115	



Chapter 5

Religion and Astrology



Though not a requirement for a character to exist, it is a common element in the world; religion is a long understood and followed thing on Xadune. And for good reason: the gods (or Powers) have been known to become active participants in the everyday life of the residents of the planet. So, it's not hard for a follower to listen to a sermon about the "just hand" of so-and-so and believe it. Most people have a few favored Powers, while a select few have chosen to be a devout follower of just one.

This chapter discusses the religions of Xadune, as well as the astrological signs and what they mean. Both of these will help you understand the World of Xadune.

Xadune is true polytheistic world. There are 26 Powers, and they all have a hand in the affairs of the world. The religion is deeply engrained into the culture of the world, and each Power is honored and respected in their own way by just about everyone.

The Powers are divided into three separate groups: the Seven Greater, who are known as the most powerful and influential Powers; the Five Sisters who are noted for having family ties and dealing with the more terrestrial issues; and the Lesser Powers who are normally less involved with the day-to-day lives of others. Do not let the title of the last group fool you; they are just as powerful as the more interfering brethren.

PREFERRED POWERS

While the vast majority of people are polytheistic, many have a certain God—or multiple Gods—they gravitate towards. A scholar might pay special homage to Everglave, or a General to Trom and Goddamas. While the character's Preferred Power doesn't say everything about them, it can be handy for helping define a character's moral standings and that they hold in high regard.

That said, just because a character has a Preferred Power, does not indicate they will dedicate themselves fully to that Church.

If you are having trouble deciding, feel free to pick multiple, or even a group. There is a large number of Xadunians who worship the Seven Greater, the Five Sisters, and the Thirteen Lessers as a whole.

Your Preferred Power may or may not effect your gameplay. But do remember, the Gods have been known to show up from time to time...

DIVINE PATH

Most people know of all the Powers and a large amount follow one or a few. A select few are servants of them; these priests, or priestesses, are known followers that are dedicated to a Power. Because of this, they have been known to be granted powers by the Power to assist them in life and in spreading their faith to others. These select few only benefit from this relationship through proven deeds and signs of dedication to a Power.

The path of a Priest is one of dedication and determination. It is possible to become a Priest as a Player Character, but this is something that is done in-game, and not in a background history. No character may start as a Priest. The Divine Path is detailed in the Advanced Player's Handbook.

A NOTE ON 'DARK' POWERS

While all the Powers are accepted on Xadune, there are some with more... Unsavory domains. They are often seen as a necessary evil or otherwise act as a balance to the 'Light' Powers.

There are followers of the Powers, and some even openly worship. However, it is not a literal Get Out of Jail Free card. Even if it falls under a domain, illegal actions are still illegal. For example, a follower of Echpen couldn't go around poisoning people without repercussions, a Relanegi follower will still be fined for destruction of property, and a Grim follower will still go to jail for murder. In some cases, an indication of following a certain power may even be seen as a threat—so tread carefully.



THE SEVEN GREATER POWERS

"In the beginning there was the world and there was mankind. With no sense of direction and no morals or ethical calling, mankind roamed the planet in chaos. Searching for an answer, seven random people from across the globe were crucified. They were taken to the highest mountain peak and raised to the sky as a sacrifice to a nonexistent deity. Hoping for an answer to their unknown existence, mankind waited. For forty-five days the seven hung from their death beds. On the forty-sixth day the seven were gone. Some ran in fear, others cried in happiness. Five days later the seven reappeared one by one. Each was clothed in rich flowing garments and holding an undeniable charisma. All showed frightening powers and each held different affiliates."

~A common telling of the coming of the Greater Seven

TROM

Loyalty, Protection, and Sun
The Day Lord
Favored Weapon: Mace
Holy Days: June 21 and December 21; Summer and Winter Solstices

Bringer of daylight, warmth, and truth, Trom, The Day Lord, is the "good guy" of the Powers. He represents loyalty and protection at their most base meaning and is often seen as the Power that resides over the suns of Xadune; thus often envisioned as the Power that brings each passing day. Trom is openly the most generally worshiped power.

Trom priests serve as advisors in many situations and are regularly the "go-to guys" for almost any issue. They are often called upon for general advice, wedding ceremonies, and other responsibilities related to the Divine. Your typical Trom followers are law abiding citizens and generally feverously loyal to their cause or country.

Churches are normally large, clean, well lit, and open to anyone. They can be used as meeting grounds as well as a place of worship.

GODDAMAS

War and Madness
The God of War
Favored Weapon: Axe and Sword
Holy Day: March 4; Ides

Conflict and battles are the joy of this Power. It is said Armadel is joyous to watch this man work, while Ashton only weeps. Goddamas, God of War, enjoys most of all to see people insane from war or over abuse of power. He is always the patron Power of war and is known to usher in madness, often seen as the reason wars are started.

In times of war, battle, or physical conflict, a priest of Goddamas is normally always at hand. They are sometimes known to be traveling priests that normally bring with them a wave of crazed battle.

Followers have a wide range of personalities from madmen to battle hardened soldiers. At one point or another, almost every warrior or soldier has made a prayer to Goddamas.

Most temples are fairly large, but they are sparsely spaced with some areas only having one temple per region (sometimes even country). These grounds are often full of generals either paying homage or making plans.



LATANSEE

Luck and Money
Lady Luck

Favored Weapon: Short Sword
Holy Day: February 29: Day of Fortunes

She is known as Lady Luck, she is known to all, and is often known as the most random of all the Powers.

Often called upon in times of "trouble" or monetary distress, Priests are often kind and will give a listening ear. Many are in fact professional gamblers or run some type of casino or game house.

Often seen as floozies or deadbeats most are always in good spirits and always looking for a good game.

Shrines are more common than full-blown temples but both are always well kept and often well visited, often also doubling as a House of Chance.

ECHPEN

Poison and Suffering
Lord of Pain

Favored Weapon: Poison
Holy Day: September 28; Echpen's Suffer

It is said that Echpen touched water and turned it into the toy Armadel enjoys so much in times of hate. He loves to see others in pain, and is said to be a rival to Cobanoglu for Armadel's heart.

Echpen priests can be eccentric, or they can be completely obfuscated from the eyes of the public. The two major sects lay on opposite sides of a course of thought: one that the world should drown in poison and suffering, and the other that suffering is the path to enlightenment.

Followers tend to also be in this spilt of either absolute "evil" or learning the calm in the method. Most feel that both however are lost in translation of the world.

Most temples are dark and often unkempt. Shrines dot back allies and thieves' dens. Most common people do not even know full blown temples exist except in the larger cities.

ARMADEL

Death and Loss
Lady Death

Favored Weapon: Scythe
Holy Day: None.

Armadel plays her role only when needed. She cares less for the feelings or thoughts of others than about her workings. Her avatar is often portrayed as a beautiful pale skinned female dressed lightly in flowing reds or blacks. People both fear and love her. She is always calm and normally shows no emotion in her voice, speaking slow and being very articulate.

These commonly monotone and stoic Priests are often feared for their followings, but wise people know they are there only to help those around them in times of need.

Followers are normally not as dark as their priests but tend to still be somber. They have a heavy belief that death is the inevitable true end to life and that nothing else matters.

Churches are often cold and of a spartan interior. They are almost always busy and visited as death is one constant that everyone shares, and they are often visited by mourners.

ASHTON

Life and Rebirth
Bringer of Life

Favored Weapon: Staff
Holy Day: May 2: Ash Day

Ashton enjoys seeing the people of Xadune alive and moving. At times of an important birth, it is rumored that he is present.

Almost always kind-hearted and cheerful, these priests seem to always look to the brighter side of life, even in the face of death. Ashton priests are only rivaled by priests of Armadel in being the most frequently visited priests.

It should go without saying that followers are pro life. Most keep in heart what the church teaches and that is to always look to the brighter side of things; even in death is rebirth.

Churches of Ashton are clean, tidy, and always inviting. They are one of the few churches open at all hours of day and night. Though they do not always have an answer, they are always hospitable.

Many of the Greater Powers found Riot as a deity that couldn't handle her power and responsibilities...

RIOT

Mischief and Storms
The Lost One

Favored Weapon: Spear
Holy Day: April 1; Day of Tricks

In love with playing with residents of Xadune, Riot is commonly known as the trickster and the one that loves to rain on your parade. It is rumored that of all the Powers, she is the most active in physically contacting mortals. She often enjoys most to charade as her other half and confuse all. When enraged or sad, though, she is known to bring the storm down.

Comical and often described as bi-polar, these priests are lively and helpful to others, though it will be in their own way. Most don't realize they were ever helped at all, and that's how they like it.

Luckily the followers normally drop far from the tree. These people are typically much calmer in manner and very passionate in all their beliefs.

Newcomers to these temples are often shocked; always combined with Riot's other half their area is often wet from a storm that stays above (inside the temple) and adorned with knick-knacks of a pranking nature. They often collect their tithes by selling joke products, in house.

...thus they split her in two. Both look and act very similar, and are in many ways the same entity.

RIOT

Magic and Fate
The Divine Arcane

Favored Weapon: Magic
Holy Day: January 5; Day of Fate

The much, much more serious half of the two sides of Riot, there has never been a recorded account of when she has ever contacted a follower, other than granting the people the gift of magic. It is said she often works hard on the loom of fate, making sure everything is in its place.

These much more down to earth Priests are calm spoken though sometime cryptic in their responses. They try to be the polar opposite of the family and often present themselves in well-trimmed modern fashion. Followers are your typical down to earth people. Though they do often let some opportunities pass them by, some would say they believe all happens for a reason.

When not being distracted by the insane nature of the adjoined temple, this half is often neatly kept and furnished to be comfortable. Though high moisture content of the temple might make one assume the whole temple will be humid, it is never the case.



THE FIVE SISTERS

Of all the Powers, it is known that the Five Sisters are neither Greater nor Lesser. The limits of their powers are unknown, along with their origins, even to other Powers. They were watching over Xadune first, this is a known fact. No other Power has ever crossed the path of one of the Five. The most accepted generic symbol for the Five Sisters as a whole is a five-pointed star.

GALLO

Stars, Space, and Navigation
Maiden of the Heavens
 Favored Weapon: Morning Star
 Holy Day: January 18; Night of a Billion Stars

The oldest of the Five Sisters, men lost at sea often go to Gallo for help, and more often than not she is a kind and caring one making sure the lost find their way home.

Often perceived as mystics more than priests, these calm priests are always helpful and willing to give aid to those lost and educate those in question of the sky.

Nine of ten of these followers are travelers of the world and come from numerous cuts of society.

Shrines are often a collection of guidance markers and sun dial, where temples tend to be well kept observatories in the larger cities and havens for star gazers in the small cities. Often well kept and always manned by a friendly priest.

GRIM

Murder, Tyranny, and Discord
Alias: Lady in Red
 Favored Weapon: Kris
 Holy Day: October 31; Grim's Delight

Second born, Grim is often regarded as evil's best friend. This lovely lady enjoys seeing senseless bloodshed and chaos.

Some priests are cold blooded killers, others are calculated murders, while some are agents of unrest and in a constant state of stirring up trouble.

As one might guess, these followers often nothing more than people with a taste for blood and destruction of either body or soul, if not both.

Dark, clean cut, and often vacant, shrines are few and far between, but most major cities have temples to the Lady in Red; often used as a meeting ground for the less savory leaders of rival factions.

DEW

Nature and Druids
The Green Mother
 Favored Weapon: Club
 Holy Day: May 23; Flora Day

It's whispered that Dew brought the gift of grass and trees to Xadune. Before her there was none. She works hand in hand with her twin sister, Tinder.

As one might imagine Druids are the main priest types for Dew, however they are not often kind or willing to have words with those opposed to their views and beliefs.

Few followers are not Druids, and all have a strong feeling of preservation of the world. Often regarded as hard to get along with these followers are luckily rare to find.

Though shrines exist in spots around Xadune, no real temples are known to the general public, though groves used for gathers are rumored to be near most populaces.

TINDER

Forest and Rangers
Maiden of the Woods
 Favored Weapon: Axe
 Holy Day: July 23; Fauna Day

Twin to the Green Mother, they are the middle children. She prefers to look over the large forests and those who seek to protect them.

Like the Druids of Dew, the Rangers of Tinder are often loners and only associate with others when they feel the need, and not vice versa.

Unlike their priests, however, most followers tend to be open minded. Trackers, woodsmen, and those that live of the woods tend to follow Tinder's ways and are often happy to talk to others and show them how to respect the forests.

Most churches are simple in construction and small by most standards. Almost no accounts of a church being in a city are recorded, they frequently dot wood lines.

FILTER

Purity, Law, and Innocence
Lady in White
 Favored Weapon: Long Sword
 Holy Day: August 10; Night of the Chaste

Filter works alongside Ashton. She is said to give all new life a clean slate to start with. She is the youngest of the sisters.

Priests are polite, clean spoken, and often the final word. Priests of Filter come in two fashions: those that are of innocence and often youth, and those that act as the unbiased law.

Most followers are kind, clean cut, and rambunctious for lack of a better description. People see the lighthearted side in these followers.

Almost every court in the world has a white marble shrine to Filter in it, and the temples are very clean kept and open to all. The larger cities have whole temples made of white marble, brightly lit, and always with an open door.





THE THIRTEEN LESSER POWERS

Not named so because they are any less powerful, just seemingly less involved or followed. Where the Greater are the seven most worshipped Powers, and the Sisters are the most mysterious, the Lessers lack a story of grandeur. They are because they are. Each governed over things just as important as all others, some even more substantial than others, but that's all in the eye of the beholder.

CHEVA

Art, Bards, and Inspiration
Lord of Talent

Favored Weapon: Thrown Dagger
Holy Day: July 7; Cheva's Twilight

Inspiration is said to have been given out by Cheva, Lord of Talent. Also referred to as the Muse of Man, Cheva is at the heart of every musician, artist, poet, storyteller, and the like.

Priests usually are the most influential people known, a master of their craft as well as the faith. Many are known to be the best storytellers and are known to inspire the youth into their flock.

Followers often come in all shapes and sizes, determined to influence and inspire those around them to aspire greatness.

Temples are often built in the most unique and beautiful places in the world. Overlooking vast valleys, or with an ocean view. There is always a large window in the shrine room overlooking these areas to inspire those whom visit. The door is always open, even if they are few and far between.

COBANOGLU

Cold, Winter, and Water
The Ice King

Favored Weapon: Javelin
Holy Day: December 17; Night of a Billion Chills

As the title he is given states, Cobanoglu brings winter and cold nights to Xadune. He is also lord over the fringed murky depths. Some say he is secretly in love with Armadel, thus is the rumor to why the dead grow so cold.

Contrary to popular beliefs, priests of Cobanoglu are often warm hearted and fun to be around. Outspoken and viewed as faithful listeners and wise advisors, these priests can be a welcome joy at times.

Sailors and those north of the cold line often make up the ranks of followers along with pretty much anyone once it gets cold outside. Most have varied attitudes and views in the world, but those core followers often keep in good spirits and try to follow in stride with the priests.

Well crafted and often adorn with winter motifs, temples can be found in many cities, in all port towns, and in most towns of the north. Though often cold, they always seem inviting, and in odd way, warm.

EVERGLAVE

Knowledge and Pity
The All-Knowing

Favored Weapon: Polearm
Holy Day: December 25; Day of Records

Calm and compassionate, Everglave is often known as the wisest power. Many come to him when questions arise. He is also known to keep a running history of the world, and thus is often referred to as "the Historian".

Priests are regarded as often the most helpful and eager to help of the all Priests. When not out and about, however, they are seen almost in constant study.

Followers are often kind and helpful, these people are always eager to learn and spread what they have learned; though always with good intent, this trait often gives them a bad reputation of being "know-it-alls".

As one would imagine, temples are libraries of knowledge; however, the general public is not allowed to browse the books. Most temples also have more lavish decorations than other Powers'.

NELTĒVEYE

Peace and Love
Lord of Tranquility

Favored Weapon: Quarterstaff
Holy Day: February 14; Lover's Day

Hate and bloodshed are the last thing Neltēveye wants to see. He is known to be one of the harder workers of all the Powers. He weeps when he looks upon Xadune, but he and his followers never lose hope. Neltēveye often takes form of an old man who shines with such serenity it brings smiles to even the foulest of men.

Often seen wearing comfortable clothing and walking about bare footed, these priests walk with confidence and give advice to lost souls. They are known to give hope, faith, love and peace to the world.

Most followers are older in nature, having seen how the world once was and how it has developed; they came for guidance and wish to spread peace and love among all. They range in influence from beggars to men with political power.

Shrines can be found in every city, no matter the scale. Serenity can be found here with the echoes of the gentle flow of water from the fountains, or standing in the tranquil pool to find guidance; most come here to clear their mind or make peace with fellow men.

REGLAITY

Torture and Hurt
The Screaming Man

Favored Weapon: Cat of Nine Tails*
Holy Day: August 4; Day of Torture

Known commonly as Echpen's right hand man, Reglaity is cold and merciless. It is rumored that he is the helping hand that pushes people to cause agony.

Priests are often male, although there has been the occasional female that could have withstood the pain to gain their "cloth" into the priesthood. They stand over their followers topless, baring their scars in pride. They deliver the pain onto their followers to make them repent their sins.

"To be punished by those who follow the path is an honor, to give the punishment is godliness." The people whom take upon this faith often are in strange fields of occupation that would almost give their religion away; such as butchers, executioners, torturers, etc.

Temples and Churches are dark, forbidden places, hidden from the outside world. Rumors of dungeons and such pain that would need give any man the need of a cleric or healer to ease the pain. But these people wouldn't accept such.

*The Cat of Nine Tails is not an accepted weapon in Xadune combat. It can be used for RP purposes only.



REGLANAGI

**Fire and Destruction
Burning Rage**

Favored Weapon: Fire

Holy Day: June 25; Night of a Billion Flames

Often referred to as Goddama's lover, Relanagi is actually much calmer than her title leads people to believe. But those that are led astray by her often calm greeting find themselves in a horrible position in the end.

Eccentric, loud, emotional; all these describe a fire priest. Often full of rage, these priests often not the most understanding but have a teaching that some find an appreciation for.

As with the priests, the followers of Relanagi are often brash and not the best in a social situation. Most often are regarded as hooligans, vandals, or straight up thugs.

Temples look like something in shambles. Scattered brick and mortar as if a war came through the area, most avoid it unless they are dedicated or have some vengeance that they have wish to be fulfilled. Temples are located near the edges of some towns, keeping them away from any cities that may draw the attention of their goddess.

SĒV

**Darkness, Night, and Thieves
Maiden of Darkness**

Favored Weapon: Dagger

Holy Day: September 12; Day of Darkness

Bringer of night, this lovely Lady enjoys working alone and she encourages her followers to do the same. She looks over her flock and shrouds them in darkness as they go about their way.

These dark and mysterious priests are almost never seen during daytime hours, highly misunderstood but amazingly helpful in times of need; Sēv priest are often considered to be introverted.

Often misjudged by the general populous they tend to keep their allegiance hidden. However, most are dedicated in the ways of Sēv.

Temples are kept neat, clean, and mostly free of furnishings; but all this would be unknown to the typical visitor as the temples are normally only open at night and lit only in darkness. In short, they are the darkest temple in a town.

REYKA

**Undead, Rot, and Decay
Wayward Lady**

Favored Weapon: Scalpel

Holy Day: October 9, Rotten Night

Reyka is a very, very new Power whose presence has only been felt for a few years, but she is worth noting. A small following has sprouted on the Island and their Miracles are worthy of a place in the Pantheon. According to her followers, Reyka has been known as fickle, a temper that could flare for the strangest of reasons yet the ability to take her time with her work. She is a Power they pray they will only meet after death, for meeting her while you still live is an end that no one would wish upon their worst enemies. Her priests and followers often follow battles, living among the dead and dying without fear of what it brings due to their great respect and understanding of her. Her followers understand by following her they also agree to be hers in every sense. Some, whom she feels are just too stupid to do diligent work find themselves in the unfortunate position as a toy.

Priests and Followers understand and know the very extensive processes needed to properly work on a body to prepare it for death. They also know how to hide secrets and disease to fester within a body. The sight of the disfigured and dying does not phase them; in fact, they relish in it. They know the steps to take to avoid the spur of diseases. They may feign to help those who have once wronged them to leave them with a ticking time bomb of a disease. They tend to be patient when it comes to doing what they need to do. Either this is revenge or to help, you may not know until several days after. They can look at you with a smile as they plant the seeds of decay into your home.

The fledgling temple on the Island is dark, with a large flowerbed surrounding the perimeter. The temple is surprisingly clean and bare, containing only the tools of their trade. There are chairs for those who wish to come and pray and pay offerings.

SONLA

**Energy and Mages
Lord of Mages**

Favored Weapon: Magic

Holy Day: April 20; Day of the Magi

The watchdog over energy and watcher over mages of all aptitude, he is often said to be working closely with Riot. Sonla is key in the workings of magic and the power which makes it work.

Proud and often a little flamboyant, these priests tend to be in the know when it comes to the inner workings of magic and often as a counsel of all mages and users of magic.

It should go without saying that a vast majority of the followers of Sonla are users of magic. Their views often vary as well as their attitudes though all seem to treat the fact they are a follower more like being in a secret society.

Temples are usually hidden from the public. To gain entry, a person of a person of a person will generally know the location, but to gain the password for entry is the difficult part. Rumor has it that they are mostly built under cities for the sake of protection and influence from the outside world.

SELITA

**Farms, Agriculture, and Earth
Mother Earth**

Favored Weapon: Sickle

Holy Days: March 18; Seeds Day. October 18; Harvest's End

The one that taught man to raise food from the earth and Mother to those that dwell in the ground. Farmers pray to her each morning to keep their crops safe and protected, even through the long cold winter days of Harvest's End.

Kind and warmhearted, these priests often give advice grounded in optimistic reality. Often the most common priest in the country, Selita priest are the ones most turn to in times of need and direction.

Followers are often farmers but also have a small number of druids that are seen as protectors of the earth.

Most are no more than simple wooded churches, but of all the Lessers Selita has maybe the most numbers dwellings because of the rural following. Inviting and in an odd way comforting, these sanctuaries tend to always have open doors.

SUPRALITIZE

**Dreams, Nightmares, and the Wind
The Dream Walker**

Favored Weapon: Bow and Arrow

Holy Day: November 6; Night of Dreams

The bringer of dreams, he is the one that brings us our visions as we slumber. Traveling upon the silent wind, Supralitize takes a stance on people's actions based on how he feels at the time.

Often visualized as dreams and scatterbrained mystics, priests of Supralitize are actually good leaders and listeners of a community. Often warmhearted and ready to help these priests are an asset to most.

Following suit to their leaders, most followers tend to keep an open mind and try to aid those in need. Kind and gracious, only a few seem to sit on the darker side of Supralitize's ways.

Churches are often colorfully decorated and have high arching ceilings. They tend to be open at all hours of the day and have a free-flowing design that many find awe-inspiring.



UTILI

Construction and Crafts
The Mother of Invention

Favored Weapon: Hammer

Holy Day: November 20; Day of the Artificer

Mother of Invention and bringer of great ideas; many believe Utili is the reason technology is where it is today. She is also known as the Forgebringer, and every ring of a blacksmith's hammer is a call to her. Followers of Utili will argue to their grave that the fires of creation are brought on by her and not Relanegi.

Doubling often as master smiths of varying fields, priests tend to be very instructive to their flock and understanding; happy to teach the ways of Utili to all that will listen.

Like the mages of Sonla, the craftsman of Utili tend to be highly varied in their attitudes and views.

Most temples can be found outside of a forge and even outside of engineering schools. They are in public view, often built into the building – creating a nook area for the shrine – the public can pray at any time to the goddess that creates their path.

SAWA

Time

The Sweeping Maiden

Favored Weapon: Wand

Holy Day: January 1; Sacrifice of Time

The Holder of Time, much about Sawa is a secret. It is said she takes the form of a young girl, though few have seen her. Having only one domain, she is a Demi-Power; however, that does not make her any less powerful than her counterparts.

Sawa priests are a very somber bunch, though they are often consulted when the misunderstanding of time comes about. They tend to be nihilistic, believing all crumbles to the passage of time.

Though her devoted priests might not be a lively bunch, her followers range from all types, including those who hold faith in nothing in general to those who value time.

Temples to Sawa are large and normally empty. Unless filled with followers, it is nothing more than a vast hall with almost no furnishings and clergy members that just tend to clean and pray. It is said that Sawa Temples have impeccably clean floors.

THE LOST POWER JAMILEVEKA

Deception and Lies

Lord of Lies

Favored Weapon: Hand Crossbow

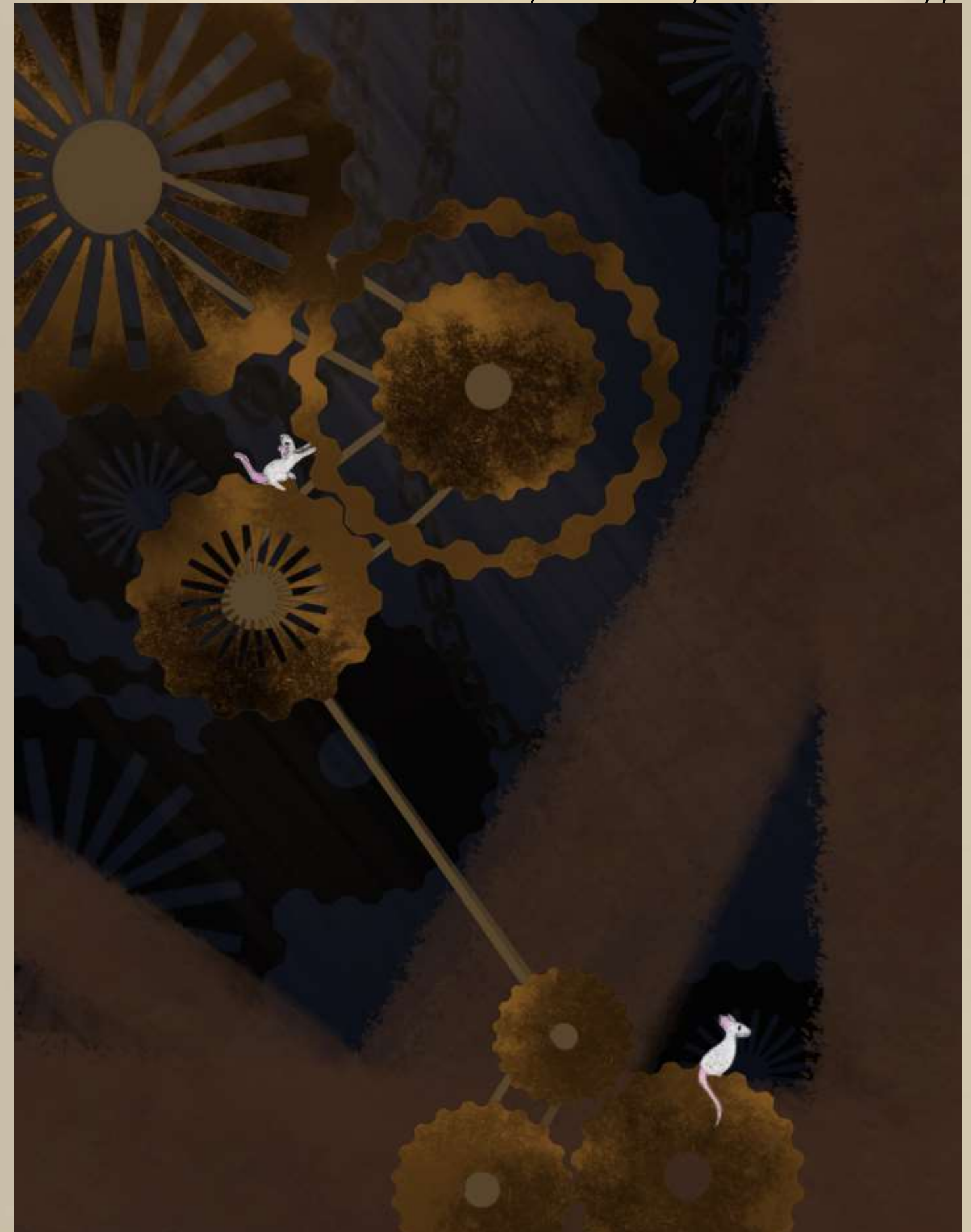
Up until AFS 138, the Power Jamileveka was counted among the 13 Lesser Powers. However, rumors of his demise have been spreading. Due to the secretive nature of His followers, it is difficult to decide whether He is truly gone, or if it is yet another lie spread by his devotees.

Why tell the truth while Jamileveka, Lord of Lies, is on your side? His holy symbol is a golden gem wrapped in a serpent. His followers are opposed to all things magical and he demands a ritual prayer in his name every 3 hours that must last a minimum of 1 hour. Also, at sunset on the third Day, of the second week, of each month, those devoted to the Lord of Lies must sacrifice an innocent in a 4 hour ritual to Jamileveka. This twisted man enjoys the company of Grim for likely reasons.

Truly dedicated priests spend enough time in their daily sacrifices that they tend to overlook the simpler things in life, such as breathing.

The common Jamilevekan is often a lively soul full of good spirits and laughter. Most people wouldn't know one if they lived next door, but no one has complained about one to date.

Churches tend to look just like everyone else's, or is often the most glamorous temple of all. None the less, they are often regarded as the best house of worship though often difficult to locate in a time of need.





ASTROLOGY

The Zodiac denotes an annual cycle along the apparent path of the stars across the heavens dividing the Suns' paths into thirteen different zones. Astrologers understood the movement of the planets and the Suns through the Zodiac as a means of explaining and predicting events on Xadune. By noting your Zodiac, it can make it easier to understand the character. The signs of the Zodiac can give great insights into our day to day living as well as the many talents and special qualities. You can discover a great deal of relevant information about yourself through reading about your Zodiac sign.

AMINOS

December 24 - January 20

Symbol: Raven
Color: Dark Purple
Stone: Amethyst
Traits: Timid, loving, ambitious, creative, intelligent, crafty, deceiving, and manipulative.

Aminos are on the more passionate side yet they are quiet and keep to themselves most of the time. They are crafty, deceiving, and manipulative and they seek power through knowledge. They have potential abilities in the arts, sciences and language. They especially use language correctly, clearly, consciously and formally. (They are likely to have a good memory for apt quotations.) Although they are well suited for careers in machine drawing, surveying and similar occupations, they are better fitted for a job in a library or office than a workshop.

CATAFELI

January 21 - February 17

Symbol: Gynx
Color: Orange/Gold
Stone: Tiger's Eye
Traits: Honest, simple, gallant, tender, self-assured, astute, compassionate, flexible, elegant, reserved, cautious, artistic, moody, demanding, & lazy.

Since they lack the quality of conscientiousness, they are apt to fight a losing battle in any attempts they make to be moral. But the outward lack of feeling may conceal too much emotion, which they are afraid of giving away because they do not trust others, nor do they have confidence in themselves and their judgments. They have a keen, intuitive, sometimes brilliant intelligence and they love cerebral challenges. But their concentration, though intense for a while, does not

last. Their mental agility and energy gives them a voracious appetite for knowledge from youth onward, though they dislike the labor of learning.

BAS

February 18 - March 18

Symbol: Basilisk
Color: Brown
Stone: Ruby
Traits: Charming, sophisticated, good sense of humor, jealous, possessive, & bewitching.

The basilisk seldom lets anyone know what he or she is truly thinking and is known to be secretive. They are not known for their emotions, for they lack much in that area, but make up for it in knowledge or strength. Those born under the Bas consider themselves the best in any study. On the down side however, lacking a show of emotion, the Bas find themselves lonelier than others.

ELEQUARIUS

March 19 - April 15

Symbol: Koi Fish
Color: Silver
Stone: Aquamarine
Traits: Headstrong, intelligent, over confident, doubtful and impersonal.

The Elequarius has power of the unconscious mind. Quick to connect to the source and full of emotion, they lack faith in others and in doing so they are very hard to connect with on a personal level. They alternate in attitudes to adjust to conflict and are very wise in the area of politics. Elequarius are motivated individuals, very creative and good listeners.

SERPENTIS

April 16 - May 12

Symbol: Snake
Color: White
Stone: Opal
Traits: Forthright, disciplined, systematic, meticulous, charismatic, hardworking, industrious, manipulative, vindictive, mendacious, venal, & selfish.

Their minds are such that they need the stimulus of practical problems to be solved rather than the mere routine or working to set specifications that need no thought. They are careful with money and their interest in statistics makes them excellent bookkeepers and accountants. They also make good editors, physicists and analytical chemists. They also can be over-ambitious, ruthless, intolerant, and scheming.

ECHO

May 13—June 9

Symbol: Mezen
Color: Grey
Stone: Diamonds
Traits: Dependable, Persistent, Loyal, Patient, Generous, Stubborn, Lazy, and Possessive.

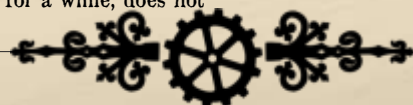
Materialistic, self-indulging, clever, creative and often the center of attention, describe this zodiac. They are bright and excel easily at anything they put their mind to. They are intellectually inquiring, methodical and logical, studious and teachable. They combine mental ingenuity with the ability to produce a clear analysis of the most complicated problems. They have an excellent eye for detail but they may be so meticulous that they neglect larger issues. Often they hate confrontations or arguments.

OCRIDORN

June 10—July 7

Symbol: Horse
Color: Dark Red
Stone: Garnet
Traits: Humorous, reserved, patient, practical, pessimistic, & grudging.

Oeridorns are ambitious and disciplined. They have good critical faculty and are able to stand back and look impartially at matters which call for an impartial judgment to be made on them. But they do not tolerate argument from anyone who challenges their opinions, for once they have reached a conclusion, its truth seems to them self-evident; and among their faults is an impatience of criticism and a greed for approval. On the downside, they are pessimistic and begrudging.





SACLIPS

July 8—August 4

Symbol: Lovers

Color: Pink

Stone: Quartz

Traits: Peace-loving, patient, loyal, hard-working, trusting, sincere, honest, intelligent, straightforward, materialistic, perfectionist, jealous, & suspicious.

Saclips loves to be with their family in the comfort of their home. The latter impression is sometimes confirmed by preciseness, refinement, fastidious love of cleanliness, hygiene and good order. They are conscious of certain shortcomings in themselves of worldliness, of practicality, of sophistication and of outgoingness. They hide their apprehensiveness about themselves and often sympathize with people under a mantle of matter-of-factness and undemonstrative, quiet reserve.

VAYAN

September 1—September 28

Symbol: Conjoined Twins

Color: Sky Blue

Stone: Lace Agate

Traits: Inventor, motivator, improviser, quick, witted, inquisitive, impulsive, vigorous, stimulating, unpredictable, rebellious, colorful, & self indulgent.

The sign of the Twins is dual natured, elusive, complex and contradictory. On the one hand it produces the virtue of versatility and on the other the vices of two-facedness and flightiness. They are natural teachers and philosophers with a talent for expounding the moral principles and laws which seem to explain the universe. This gift enables them to be successful churchmen on the one hand and scientists on the other. The law and politics also suit them, as does public service, social administration, public relations and advertising. Travel and exploration naturally appeal to such restless souls.

REYNARD

August 5—August 31

Symbol: Fox

Color: Dark Blue

Stone: Onyx

Traits: Confident, Ambitious, Generous, Loyal, Encouraging, Pretentious, Domineering, Melodramatic, Stubborn, & Vain.

Reynards are never boring although they become bored easily. As a social animal the fox isn't the type for long quiet vacations or a solo get-away. Cunning, intelligent, and above all, strong willed. It is rare to see a Reynard give up on anything; however it is not unheard of. When they do, they tend to be very pessimistic until they succeed in another area. Those born under the fox make lifelong friends and offer great advice.

STAGRA

September 29—October 26

Symbol: Head of a lion and body of a minotaur, has horns that curve backwards.

Color: Amber

Stone: Topaz

Dedicated, dependable, personable, flighty, charismatic, strong-willed, & egotistical.

The Stagra is said to be the more persistent of the Zodiac signs. Those born under Stagra are known to have a directed will and a strong heart, yet they use their internal conflicts to bring about change to their life and those around them. They have both profound and widely ranging minds, equipped with foresight and good judgment, and they can be witty conversationalists. They are strong-willed and good at organizing, a combination that gives them the ability to bring any project they undertake to a successful conclusion. They are natural born leaders and very charismatic. Being a positive sign, the greatest handicap to the Stagra is impulsiveness.

ARACHNE

October 27—November 23

Symbol: Spider

Color: Green

Stone: Emerald

Jealous, Obsessive, Suspicious, Manipulative, Unyielding, Meticulous, Smart, Cunning, & Observant.

Arachnes like to break the rules. They are creative and become restless in a "hum-drum" job as they are lovers of the adrenaline rush. Often they can be very self-assured, gifted and natural leaders. In fact they often can lose their tempers when their "orders" are not followed. Spiders are highly attractive to the opposite sex. They love to entertain, be trendy, and are most definitely extroverts.

TERRAPIN

November 24—December 23

Symbol: Tortoise

Color: Black

Stone: Obsidian

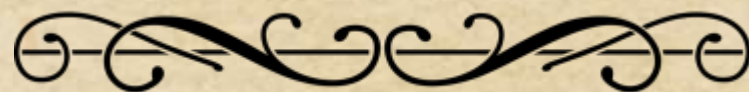
Traits: Deep thinker, wise, mystic, soft-spoken, creative, prudent, shrewd, ambitious, cautious.

Terrapins can often be loners, bad communicators, possessive, hedonistic, self-doubting, distrustful, and mendacious. The negative Terrapin may show frivolity and shallowness. They can be changeable and indecisive, impatient of routine, colorlessly conventional and timid, easygoing to the point of inertia, seldom angry even when circumstances demand it. Yet they can shock everyone around them with sudden bursts of rage. They may also take a long time to make up their mind but once they do they are in for the long haul.



Chapter 6

Skills



These define what your character can do in-play, regardless of your out-of-play knowledge or abilities. This chapter will be your best friend for developing your character card—although your character development will be done through roleplay.

Next up on the path to creating your PC are your skills and abilities. For the most part, there is no difference between the two, but skills are grouped as non-combat while abilities are used mostly during combat.

Each skill, ability, and trait has an XP cost. Every player starts with 20 XP which they can spend on any skill below. Some can be bought multiple times, with each time gaining you more knowledge in the field. It should be noted that all skills have a starting limit as to which rank you can begin with. With most all Lore skills you can only begin with the first rank, and no higher. With Production skills, you are not able to start higher than rank 2, as is the same with Arcane and Divine abilities. With Craft skills, one cannot begin game with higher than rank two in a said craft. These prices are listed also.

At character creation you can start with almost anything that is listed in this book, limited by the ranks listed previously, but afterwards you are required to learn the skill or ability. This might be as simple as finding a friend to teach you, or a long and hard journey to find a teacher. Some skills can be learned from books of knowledge, but most all abilities require an actual teacher to show you the ropes. Learning skills and abilities also takes time. Some can be picked up between events, others might take up to a year; it all really depends on how you learn the skill. It should be noted that some races are known to learn things faster than others; this also comes into effect when learning skills. It should be said lastly that not all the skills presented here have full descriptions of what they are capable of at higher ranks. This knowledge is reserved to be found out in play. As a character grows and progresses in the world of Xadune, the wealth of knowledge, skills, and abilities that can be offered are only limited by how far you are willing to go to learn something.

SKILLS AND ABILITIES

At some point you're going to want to use an ability or skill. Productions skills will be covered separately, along with magic. Below we will talk about using base and combat Skills. Most craft or lore skills that will be used in-play will be in situations where a player feels their talent might help them in a situation. In the case of craft skills, a character might have an artistic ability or something of the sort. When producing said media and presenting it, or looking over a piece from the same skill, the player might say "Craft skill: ____". This denotes that the character has said craft skill, if the situation calls for it, and is entitled to know if something looks right, or that they have indeed produced a good example of the craft. Be aware that this tagline is an out-of-play courtesy, not something said in-play. Same goes with Lore skills.

At some point in the game a situation might occur or happen where a player will feel that their lore skill might have insight on a situation. For example, a character might know the Area Lore: Revrent. If they hear a new story from a non-player character about the history of Revrent the player might say "Area Lore: Revrent", denoting that they know about these things. That player might then be given a little more insight on the story or circumstances around it. Just to remind one once again: at all times when craft & lore skills are announced in a manner described above, it is done strictly on an out-of-play level. In other words, the character does not actually say "Craft skill: ____", but rather it is the player saying it out-of-play to make the Staff or other players aware that they have a skill.

Combat abilities work in almost the same manner. Most combat abilities are added to the combat tagline, but some require the attacker to also add a separate tagline after the ability is announced, such as Shield Bash.

Lastly, it should be noted that many skills and abilities require Skill Points to use. Each time these are used the player must spend the Skill cost. The Skill Cost must be noted on the character card.

SKILL POINTS

Skill Points (SP), much like body points (BP), are determined by your race and level. Skills and Abilities often have a Skill cost. This requires a character to spend Skill Points to use said skill. If you do not have enough Skill Points, then you simply cannot perform the action at that time.

Some Skills require a Skill Bid to use. Unless otherwise noted, the maximum amount of Skill Points a character can use in a single Skill Bid is equal to 10 times the number of ranks in the Skill the character has. So, for Lockpicking R1, a character can only bid up to 10SP; at rank 2, up to 20SP, and rank 3 up to 30SP.

When it comes to Skill Point Bids on non-skill related activities (i.e.: your falling off a building and looking to try to grab onto anything...) you are limited to a maximum Skill Bid for a Skill is 10 per 10 levels of your character. So, for example, a level 12 character could only bid up to a max of 20 skill points for a random hope to not fall to their death. (Levels 1-9 = 10 SP max; levels 10-19 = 20SP max; levels 20-29 = 30 SP max)

These points are a little harder to regain than body points. Normally, once an event, a character can fully restore you Skill Points to their max if you have done your volunteer shift for the game. This "Reskill" must be done when the character has been out of combat for at least 10 minutes when they Reskill – think of it

like taking a break, having a sit-down, and feeling mentally refreshed. There are many other ways to gain Skill back as well. There are also in-play ways to regain Skill, both slowly and quickly. But those need to be learned about in-play. It should be noted that Skill Points can only be used at and during events. You, typically, cannot use Skill Points between events to help assist you in some way. It should also be said that your starting Skill at each event is something you accumulated over the entire time between events, not something you have every day. The Reskill is a bonus you get during the event to help assist you in your endeavors and not something that happens every day.

Definition: Reskill: A full refresh of your Skill Points. Each player gets one Reskill per event and a Reskill can only be completed after at least 10 minutes of no combat.

DEBARMENTS AND LIMITATIONS

Debarments are limitations that will prevent you from using the skill. You can still purchase any skill if you meet the prerequisites, but you cannot use the skill if there are debarments you meet. Debarments are often other Skills. If you have a Skill on your card with a debarment of another Skill on your card, you cannot use the Skill with the debarment.

You can remove debarments, however. It's costly and only affects one debarment per skill, so keep this in mind when creating your character.

Limitations are factors that could limit the use, growth, or purchase of a skill. Unlike debarments, they cannot be removed, however, they tend to be more temporary than debarments. Limitations may include the type of weapon needed to use a combat ability.

LORES

Lore Skills are those which give the character knowledge about a subject, in some fashion. It is broken down into Knowledge and Detect Lores.

Knowledge is just that—an amount of education in a specific topic. While some Knowledge Skills may come with a prepared packet of information, many do not. To use the Skill, simply announce to the Marshal your intent, and information will be given to you.

Detects are a bit different. Rather than being something you inherently know, this branch of Lores allow the character to find out more information about their current surroundings. While Knowledge Lores are limited to Rank 1 without Advanced Lores, Detect Lores are not.

GENERAL SKILLS

Skills are the meat of your character. These are the majority of Skills which will fill your character card and make them unique. These are broken into two categories, the Customary Skills and the Nefarious Skills.

Customary Skills are those which an Xadunian might learn in a trade, or otherwise in their education. Nefarious Skills, as the name implies, are the less savory Skills which a character might learn from shady figures in a dark alleyway. Nefarious Skills are not generally a 'good' thing to tout knowledge of.

COMBAT

The Combat section is comprised of things one can utilize in, well, combat. Go figure. It is split into two groups: Combat Abilities and Combat Talents.

Combat Abilities are things the character actually makes an effort to do. For instance, the character may swing his longsword with the intent of cutting off an opponent's arm—and therefor using Severing Blow. These tend to be the more offensive abilities.

Combat Talents are more defensive. Either they present a passive boon to the character, or otherwise have a defensive purpose. Combat Talents may not let a character instantly defeat an opponent, but they certainly will help you in a battle.

ARCANE

Pretty straightforward, this section covers the Arcane Skills. While mostly defined in the Arcane Magic Skill itself, there are a few auxiliary options for a magical character.

DOCTORIAL

Doctorial Skills are those whose focus is on healing. Separate from Divine or Arcane healing, this is the art of modern medicine. There are two sub-sections of these Skills: Wraps and Fixes.

BARD SONGS

Last, but certainly not least, are the Bard Songs. These are the Skills for a singer in battle—or otherwise. Music inspires us, and our Bards make use of their tools. Bard Songs are not magical at all, but purely physiological.



READING THE SKILLS

1	Advanced Lores
2	XP Cost: 25
3	Ranks: 2
4	Skill Point Cost: n/a
5	Self Teach: +25%
6	Learn Time: 17 weeks
7	Rarity: Rare
8	Prerequisite: 100+ XP
9	Limitation: None
10	Debarment: 2: Slay for R1; Fatal Blow for R2
11	This trait allows the character to purchase higher ranks in lore skills. Rank 1 allows a character to purchase Rank 2 lore skills; Rank 2 of this skill allows a character to purchase Rank 3 lore skills. The first rank has the debarment of Slay; the second rank has a debarment of Fatal Blow.

1 NAME

Pretty self-explanatory. This is the name of the Skill.

2 XP COST

How much Free XP this Skill costs to purchase. XP Costs are paid at the end of the Learn Time, not when a character begins learning the Skill. Theoretically, this does mean a character can begin learning the Skill before having the XP for said Skill. XP costs may be modified by Racial Bonuses, Self-Teach increases, and several other modifiers.

3 RANKS

The number of ranks of the Skill. Each Rank imparts new knowledge or ability to the character. A character must have completed learning a Rank of a Skill before learning the next Rank.

4 SKILL POINT COST

How many Skill Points are spent to use this Skill. Unless otherwise stated, the Skill Points are spent as soon as the Skill is activated.

5 SELF TEACH

Describes if the Skill is able to be self-taught, and what XP detriment (rounded up) it would incur.

No = Not able for self-teaching

+0% = No XP detriment for Self-Teaching this Skill

+25% = XP Cost is 25% more than normal

+33% = XP Cost is 33% more than normal

+50% = XP Cost is 50% more than normal

6 LEARN TIME

How long, under normal circumstances, it takes to learn the Skill. Learn Times can be extended by using an excess of Learn Slots, missing events, etc..

7 RARITY

There are 5 ranks of Rarity: Common, Uncommon, Rare, Legendary, and Exotic. Each Rank of a Skill increases in rarity by one. If a Skill has more than 5 Ranks, or otherwise would have Ranks past Exotic, those ranks are also Exotic. Rarity describes two things: how easy it will be to find the Skill in the world of Xadune, and how easy it is to Teach said Skill.

8 PRE REQUISITE

What Skills and statuses a character must have prior to beginning to learn the Skill. All Skills above Rank 1 have a Pre-requisite of the Rank below it.

9 LIMITATION

Any limitations to using a Skill. Unlike Debarments, these cannot be removed.

10 DEBARMENTS

Listed Debarments. Debarments may include Skills which are not in this handbook.

11 DESCRIPTION

Describes what the Skill does and how to use it.

LORES

Lores are your general knowledge skills and skills which allow you to detect something. These are the skills one takes when trying to learn about an area, place, or thing. They differ from production & craft skills in the fact that they do not actually produce something or accomplish an act other than knowledge. Generally speaking, lore skills are rarely used actively in-play. When used in-play (i.e.: saying "I have the lore ____" or just plainly "Lore: ____") it is done to see if there is more insight you might have on a situation due to the lore. Lore skills do not grant special favors, provide plot given role-play, or give an instant effect; they provide knowledge to the player to enhance personal role-play. It is then up to the player to do something with it. Lore skills do not always grant you all information on the subject; just like in combat, you can miss your target. Though having a lore can provide much insight, it is not something that will always aid you in every situation.

KNOWLEDGE

Knowledge Lore Skills provide the character with information about a specific subject. These typically require an amount of study time.

All Knowledge Lore Skills are limited by a character's level in Advanced Lores. Anyone can learn the first rank of these Knowledge Lore Skills, but only those dedicated to their studies (and who have the Advanced Lores Skill) can go above rank 1.

Administration

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: Mathematics R2; Bureaucracy R2; Statecraft R2	
Limitation: None	
Debarment: None	

Many temples, companies, and groups own substantial amounts of land and property, wielding power over vast areas. Characters who can manage these lands and turn a tidy profit in the name of the group are always in demand. A character with this skill is versed in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery. He knows how to account for money, plan work, and supervise the collection of taxes or the sale of goods. This skill guarantees the group will always be on the up and up, workers and the like will be, for the most part, happy on a monetary level, and the group will be in good standing with the government (tax wise), as long as there are no extenuating circumstances.

Advanced Lores

XP Cost: 25, 25	Ranks: 2
Skill Point Cost: n/a	Self Teach: +25% XP
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 100+ XP	
Limitation: None	
Debarment: 2: Slay for R1; Fatal Blow for R2	

This trait allows the character to purchase higher ranks in Knowledge Skills. Rank 1 allows a character to purchase Rank 2 lore skills; Rank 2 of this skill allows a character to purchase Rank 3 Knowledge Skills. The first rank has the debarment of Slay; the second rank has a debarment of Fatal Blow.

Airship Lore

XP Cost: 5; 15; 30	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

A common skill in the sky fleet, with this the character is well versed on the ships of the sky. This includes the different types, classes, and a little insight into who flies what.

Anatomy

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: +25%
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

This lore involves the knowledge of the secret mysteries and intricacies of the body, including the structure, function, and location of bones, muscles, organs, and other soft tissues. This skill provides the scholarly foundation for all doctoral special abilities. This lore also comes in handy with certain necromantic spells (such as Corpse Link, Spectral Voice, and Graft Flesh), which require fresh body parts that have been carefully harvested from cadavers, as well. Secondly, the character can use this skill to attempt to repair corpses that have been badly damaged.

With a Skill Points expenditure of 10 Skill Points, the character can strengthen and reinforce a corpse, making it more suitable for animation as a mindless undead. This provides a body bonus of +20% for skeletal remains, or a bonus of +2 body for a creature to be animated as a zombie. These preparations take no less than thirty minutes. This does not extend to a player character brought back to life.

This lore also has some less gruesome benefits. A detailed knowledge of anatomy can help with both the treatment of disease and the accurate artistic representation of the human body. Characters with the Anatomy lore automatically increase their skill with Healing skill (+25% increase to their skill bids/-25% decrease in skill cost).



Ancient History

XP Cost: 7; 21; 42	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% XP; R2+: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This extensive skill allows the character to be more versed in the history of Xadune. Each rank will grant more and more knowledge into the history and how things went down according to scholars. This lore also allows the character to have a chance at knowing where to look in regards to an important event in the past as well as some familiarity with principal legends, historical events, locations, battles, breakthroughs, unsolved mysteries, and other oddities of time. This skill, however, does not give detailed insights into information that other lore skills cover.

Area Lore

XP Cost: 6; 18; 36	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% R2+: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

With this skill, the player becomes more informed on a selected area. This could include knowledge on the local people from what they like to eat to what time they normally hang people. Local customs and a brief history is a good way of looking at what is learned. This skill needs to be purchased each time for each area the character wishes to know.

Astrology

XP Cost: 4	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

The zodiac is a powerful thing in Xadune. This skill makes a character knowledgeable to the world of astrology. With it they are sometimes given a glimpse into how a signed person might be of help to the needs of a situation.

Astronomy

XP Cost: 5; 15; 30	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Most people know that Xadune has two stars and two moons and not much more is needed. Others strive to learn more. Astronomy concentrates on studying the movements in the sky. This skill aids the character in giving a greater insight into what makes Xadune's cosmos tick. The more an astronomer learns in this lore the better they can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the sky.

Botany

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

A player character with this skill is readily able to identify vegetation of most kinds and is familiar with the properties, life cycles, and habitats. This knowledge is limited to the terrain and climate the player character has studied (forests, desert, mountains, plains, coastal/wetlands, etc.). One 2SP expenditure is required to identify the plant in question, and a second 2SP expenditure to determine whether the character can recall any specific information concerning it.

Bureaucracy

XP Cost: 5; 15; 30	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: Read/Write*	
Limitation: None	
Debarment: None	

Knowing the law is not everything. With this lore, the character is versed in the inner workings of a select government and the red tape with which it is involved; in essence they are versed in the use and abuse of bureaucratic systems. It can allow the character to avoid/reduce tax payments, reduce the time you spend in prison, arrange meetings, etc.. This can be particularly helpful in knowing the backdoor ways out of things. The character knows the officials to approach and when to approach them, where records are normally kept and how to attempt to gain access to them, and how to circumvent unfriendly or particularly slow bureaucrats.

This lore makes one knowledgeable, except in extreme circumstances, in the proper forms and paperwork for proper governmental procedures along with any loopholes in a procedure. For most effective use, a specific nation, government, or group should be picked in which this knowledge is specialized in; otherwise it is a more generalized lore and, though effective, might not always achieve the desired effect in specific situations. The character may purchase additional ranks of this lore to expand the proficiency to other regions. The prerequisite for specific regions is the Read/Write skill of the major language in the region. Official organizations include government councils, regulatory boards, and church hierarchies. This lore is only effective when dealing with organizations of 10 or more members.

A character can also use Bureaucracy to turn the system against someone else. A successful skill bid doubles the amount of time to make a government decision, causes a permit to be issued under the wrong name, or temporary misplace an important document.

City Lore

XP Cost: 5; 15; 30	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% XP; R2+: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Much like the Area Lore skill but more highly refined and centered on just one city. This is the skill that lets you walk around a city like a tour guide to your friends: from the hottest spot to catch a look at the nobles to the general area where the black-market is located. This skill needs to be purchased each time for each city the character wishes to know.

Commerce

XP Cost: 4; 12; 24	Ranks: 3
Skill Point Cost: Varies	Self Teach: R1: +25%; R2+: No
Learn Time: 12 weeks	Rarity: Common
Prerequisite: Read/Write*	
Limitation: None	
Debarment: None	

Understanding and knowing trade can be a good thing. This lore grants the character knowledge of how business works in a particular city, its surrounding towns and villages, and can predict when certain commercial activities will take place (i.e. when the Market is at its fullest, when and where some smaller street markets open, etc.). While the skill doesn't allow for any special contacts, the character knows:

- The guilds and their duties (and guild contacts)
- The location of major shops and their wares
- Where to find particular non-magical goods for sale

The skill also comes with the knowledge of currency of the world, a very basic understanding of the economics of it, and trade routes all useful to a character looking to make their mark in the world. This general knowledge lore does not assist in anything that does not relate to commerce. The prerequisite for specific regions is Read/Write skill of the major language in the region.

Dedicated

XP Cost: 15	Ranks: 5
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 95+ XP	
Limitation: None	
Debarment: None	

With this trait, a character is able to learn more efficiently. This trait allows a character to gain an additional learn slot for each rank taken.

Diplomacy

XP Cost: 7; 21; 42	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 18 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Once you know who to talk to and how to get to them, next you need to know what to say. This ability allows you to know the right things to say at the right time.

Elemental Lore

XP Cost: 15; 30; 45	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% R2+: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

One out of a thousand people have never even heard of the elemental planes, but with this lore that can change. The elements can be a tough thing, but with this skill the character has a better idea about how they work than his clueless friend about to get eaten by the fire elemental. This skill allows one to have a general understanding of the home plane and creatures of said element. This skill needs to be purchased each time for each element the character wishes to know or can be taken as a highly generalized lore giving very light knowledge on the workings of the Elemental Planes.

Geology

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

A player character with this skill is able to identify different types of rocks and minerals, including metal and gems. Though he cannot accurately appraise the value of such items, he can differentiate between ornamental, semiprecious, and precious stones, and can make an educated guess at the purity of any vein of precious metal. He is also familiar with underground formations and functions of the natural world related to this science, such as earthquakes, volcanic activity, and the processes involved with the creation of the various rocks and minerals.

Heraldry

XP Cost: 5	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Every kingdom and nation have their own set of colors that mean... well next to anything. With this skill you are able to tell if you are being approached by a general, or a messenger. This skill also gives insight into the different common flags and meanings of the different kingdoms and nations.

Law

XP Cost: 5; 10; 15	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Read/Write	
Limitation: None	
Debarment: None	

Everyone needs to follow them, but few truly understand them. Laws can be complex and nuanced things, and are specific to regions. When learning this Lore, the player must choose an area which to specialize in, or otherwise learn general laws.

Learning Focus

XP Cost: 15	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Can learn two different Customary Skills per Learn Slot at zero penalty. This includes the XP cost increase for self-teaching; however, two Skills must be learned concurrently.

Logical Conclusion

XP Cost: 12	Ranks: 1
Skill Point Cost: 16	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 120+ XP	
Limitation: Once per event	
Debarment: None	

Once per event, this trait allows a character to increase the rank of a Knowledge Lore for one situation.



Lore

XP Cost: 5, 15, 30	Ranks: 3
Skill Point Cost: n/a	Self Teach: Varies
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	

Limitation: None
Debarment: None

Much like the Craft Skill and Artistic Skill, this is the catch-all for any Lore Skills not otherwise listed in this book. This Lore cannot cover a Skill already in this book. See Staff for more information about the specific Lore Skill you are interested in.

Lore Overlap

XP Cost: 12	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: At least two Lores of R2 +	

Limitation: Once per event
Debarment: 1: Weapon Prof +5

Once per event, the character can use a lore that is in some remote way related to an unknown lore and find a way to apply it to the situation.

Mathematics

XP Cost: 7, 10	Ranks: 2
Skill Point Cost: n/a	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: Read/Write	

Limitation: None
Debarment: None

This skill grants the understanding and the basic practice Euclidean geometry and algebra. Upon taking this skill multiple times the character would then choose a more specific area of Mathematics: Basic Logic, Solid Geometry, or Basic Trigonometry.

With Rank 2, a player character is skilled in numbers and numerical computations, including accounting, mathematics, and other processes requiring recorded numbers. Balancing the books, paying the troops, and figuring total income (as well as arguing with the tax collectors) all figure in this rank.

A character without this skill can still perform simple mathematical actions, but their figures may go awry on more complex formula.

Necrology

XP Cost: 10; 42; 84	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 14; 48; 72 weeks	Rarity: Rare
Prerequisite: None	

Limitation: None
Debarment: None

A character with this lore is well versed in the lore of undead creatures, such as ghosts, wraiths, zombies, vampires, ancient dead, ghouls, liches, and their sub-forms. This lore may be used to help determine the probable lairs, dining habits, and history of such creatures. Each rank grants the character information on more rare and powerful undead. Whenever a character with this lore confronts an undead, he or she may be able to specifically identify the creature (discerning between a ghost and a common ghoul, for instance) by identifying their lore by calling out "Necrology". In addition, providing the character spend at least 10SP, he or she recalls the creature's specific weaknesses and natural defenses or immunities. At the Marshal's discretion, an under-bid use of this trait will reveal misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead.

Numerology

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 24 weeks	Rarity: Uncommon
Prerequisite: Mathematics R1	

Limitation: None
Debarment: None

Like Mathematics, Numerology deals with numbers, but from their mystic and magical side. Each number has its own presence and power, and an individual's birth hour or favorite number is as revealing as other methods of divination as to his or her future. The numerology skill is often used to determine the best time for certain actions, ceremonies, or pronouncements, and in its most skilled level (and the most exact data) can calculate the locations of doorways to other planes.

Planar Lore

XP Cost: 15; 30; 45	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% R2+: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	

Limitation: None
Debarment: None

Outside of the "normal" world is a vast place: the planes. Going there can be as easy as stepping through a portal. Understanding them though, that is a whole other story. Being versed and understanding a plane can be the difference in life and death, and that's what this skill does. This ability gives insight into the general creatures that reside in said plane and how the plane affects the rest of the multiverse. This skill needs to be purchased each time for each plane the character wishes to know or can be taken as a highly generalized lore giving very light knowledge on the workings of the Outer Planes.

Racial/Creature Lore

XP Cost: 7; 21; 42	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% R2+: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	

Limitation: None
Debarment: None

Every race has a history and its own ways. With this skill, characters have learned enough about a chosen race to understand how they tick, why they are the way they are, their customs, and some brief history about them. This skill needs to be purchased each time for each race the character wishes to know.

Religion

XP Cost: 5; 15; 30	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% R2+: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	

Limitation: None
Debarment: None

With twenty-six different powers out there, you get a lot of different versions on how the world was made. Well, not really, but they do have their own ideas, customs, and ways. With this skill, a character has been taught some of these views and has a better grasp on how the people and said Power work. This is also the base skill required for a cleric, priest, or priestess to have in order to start down the path of said Power. This skill needs to be purchased each time for each religion the character wishes to know. "Advanced Lore" is not required to purchase higher ranks of this skill for Staff-Approved Divine followers.

Semaphore

XP Cost: 3	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	

Limitation: None
Debarment: None

A long-time used form of communication between boats, semaphore gives the character the ability to use and understand long distance signaling.



Spirit Lore

XP Cost: 15, 30, 45	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: None	

Limitation: None
Debarment: None

A character with Spirit Lore knows of methods to contact spirits, deities, and extraplanar powers. He can more easily communicate with these beings, gaining additional chances of success when attempting divinatory spells such as Augury, Contact Other Plane, Commune, Divination, Speak with Dead, Summon Spirits, and so on.

At Rank 2, this lore may also be used to attempt to contact the dead without resorting to magic (handy for low-level characters and individuals who do not know magic, such as psionicists). Using Pyromancy (divination by candles), Séance, and other mystical rites, the character can ask questions of these powers as if using a Summon Spirit or Speak with Dead spell (no body required, and there is no applicable time limit).

Before beginning the contact, the character must prepare for 30 minutes (role-play required) to make sure the area has no spirits around that confuse readings. Contact with the dead is established and a Skill Point bid is made. An under-bid reveals nothing unless under-bid by 25% or less which then reveals incorrect information, perhaps from an evil spirit. Individuals with the psionic ability of Spirit Sense gain a 30% increase to their bids.

The summoner can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. The questioner can ask up to three questions. Contact to the same spirit may not be made more than once per day and is inadvisable more than once per week. The dead do not appreciate being disturbed and may take revenge. The Marshal can refer to the spell Summon Spirits for more details about interacting with the dead.

At Rank 3, the summoner has a higher chance at success with contacting the dead. In addition, they can ask up to four questions.

Statecraft

XP Cost: 5; 15; 30	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25% R2+: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: None	

Limitation: None
Debarment: None

One of the last fabled skills to become a full-fledged lawyer or government worker. With this skill, one has studied hard in the workings of a political system and understands the workings of politics and people within public affairs. With this lore, the player is knowledgeable in knowing the proper people to contact or talk to about certain governmental situations. In order for this skill to work more efficiently, a specific governmental type should be picked to specialize the lore. The character either takes this lore in "general" or "specific government" and levels that lore separately.



DETECTION

Detection Lore Skills are different than their Knowledge comrades. Both Lore Skills provide information to the character, but where Knowledge Lore Skills are knowledge to be recalled, Detect Lore Skills clue the character into something going on around them. Detection Lore Skills are not limited by Advanced Lores.

Blind Fighting

XP Cost: 8	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	
Limitation: Can only be used when vision is hindered or attacker is invisible; can only be used with unarmed combat.	
Debarment: None	

Situations might arise when one is forced to fight in the dark. When this ability is purchased, a character is not as hindered by fighting in darkness or when their vision might be hindered. This does not allow the character to be privy to any information about a hidden attacker, just the ability to be unhindered by its hidden nature. This skill does not help with things outside of hands reach of the character, but functions alone like a sixth sense, so other effects such as deafness would not effect this ability.

Blind-Fighting activates when an invisible attacker (whether the character is stealthed or there is darkness) calls an offensive tagline within the arms-reach of the player. The attack does not need to make contact with the player, but does need to be made within the arms-reach radius. When activated, the Blind-fighting character can engage in unarmed, hand-to-hand combat with the invisible attacker, defending and attacking as if they could see them (even though in truth they cannot, they are just reacting on finely honed skills).

However, once the invisible foe leaves this arm's reach "sixth sense" area, the Blind-fighting character once again would be unaware of the foe or their whereabouts. Blind-fighting does not activate again until the invisible attacker again calls a tagline within the arms-reach radius. It is considerate to announce when using it against invisible opponents for the sake of clarification.

Looting

XP Cost: 10	Ranks: 1
Skill Point Cost: 13	Self Teach: +50%
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Observation R1, Appraisal R1	
Limitation: None	
Debarment: None	

This skill represents a knack for grabbing the perceived best loot in the shortest amount of time. With successful use, this allows a character to recognize the most valuable item that is feasible, given the situational limits of time and space.

Observation

XP Cost: 5, 25	Ranks: 2
Skill Point Cost: n/a	Self Teach: +50%
Learn Time: 5, 20 weeks	Rarity: Common
Prerequisite: R1: None; R2: 115+XP	
Limitation: None	
Debarment: None	

This allows a character to often notice things most people wouldn't. For example: that thing over there that you never noticed, your character would have seen. It's good for quick situations when taking in as much as you can is important. It might also make the character privy to the little things and can give you an edge in a situation. At Rank 2, when a character uses their Observation Skill to hear the details of a conversation or find concealed or secret objects (including doors and traps), she gains 50% more helpful information than she normally would.

Spell Craft

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Arcane Level 3 or Divine Level 2	
Limitation: None	
Debarment: None	

Ever wish you could know what magic was mid-air? Now you can! This ability allows a player to break the fourth wall of LARPing. With this a character can identify in the air what type of magical attack is flying about. To use this ability, the player must visibly see a purple, white, or blue packet and the player needs to hear the out-of-play tagline for the magical attack.

Trained Eye

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Weapon Prof +3	
Limitation: None	
Debarment: None	

What if you knew what a combatant was thinking? Oh yeah, now you totally can! This ability allows a player character to break the fourth wall of LARPing. With this, a character can identify what type of melee or ranged physical attack is being thrown around them. The player must hear the out-of-play tagline and see the attack be made (it does not work on attacks made from behind the character).

Trap Detection

XP Cost: 12, 25	Ranks: 2
Skill Point Cost: 2	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: R1: Observation R1; R2: 115+XP	
Limitation: None	
Debarment: None	

Just because you can make a trap or even disarm it does not mean you can see it or find a hidden one. Trap detection is vital to the dungeon crawler, with it the character can spot a trap if they have enough Skill Point to spend.

This Skill is thought to be always in effect unless the player states it is not. If the character does not have enough Skill Points to use the skill, they are unable to spot hidden traps ahead of time.

At Rank 2, the Skill Point Cost decreases to 0 within 20ft of the character.

PRODUCTION SKILLS

The production skills are the creation skills of the game. There are four major types of production skills in Xadune: Alchemy, Smithing, Engineering, and Gunsmithing. Scroll making and potion brewing are also different types of production skills, but both are quickly dwindling in quantities and in followers of the art form.

ALCHEMY

A science that has been studied for many years; within the bounds of alchemy a character can learn to brew tonics that can help a man, or poisons that can kill him. Alchemists were also the ones to give the world explosive powders, thus making them the father of firearms. Alchemical Learn times can range broadly from four weeks to almost a year depending on the rank of the skill being learned.

Alchemy

XP Cost: 2, 20, 25, 35	Ranks: 4
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4, 8, 17, 52 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

This is your skill into the art. Without this skill, a character cannot understand the basic workings of mixing things and how substances work together. With this skill, the knowledge into the skill is bridged and allows you to start down the path you want to venture next in the art. The Basic level allows the character to make most basic alchemies. The Intermediate, the Advanced, and the Master level is the stuff of legends.

Powders, Oils, & Solvents

XP Cost: 6, 10, 14, 18	Ranks: 4
Skill Point Cost: 2, 5, 8, 11	Self Teach: No
Learn Time: 8, 12, 18, 26 weeks	Rarity: Common
Prerequisite: R1: Alchemy R1; R2: Alchemy R2; R3: Alchemy R3; R4: Alchemy R4	
Limitation: Formula Needed	
Debarment: None	

This is the most common art form within alchemy. Artisans of this school learn to make different types of oils (including blade oils) and other amazing substances that can, for example, do quick field repairs on armor. This is also the art form that gave birth to gun powder. Without an alchemist skilled in this field, one could never make the bullets that firearms use. It should also be noted that if an alchemist ever wishes to learn Psychoactives or Pitches, Orbs, and Globes, they must at a minimum know the base arts in this school.

Tonics, Elixirs, & Bandages

XP Cost: 3; 5; 7; 9; 11; 13; 15; 17; 19; 21	Ranks: 10
Skill Point Cost: 3; 5; 7; 9; 11; 13; 15; 17; 19; 21	Self Teach: No
Learn Time: 4; 6; 8; 10; 14; 18; 20; 24; 32; 48 weeks	Rarity: Common
Prerequisite: R1: Alchemy R1; R4: Alchemy R2; R7: Alchemy R3; R9: Alchemy R4	
Limitation: Formula Needed	
Debarment: None	

Widely known as the healing art of alchemy, these students become versed in many forms of solutions that can save a person's life. These tonics are world renown as life savers, in many senses. But they are not limited to just healing people, different elixirs can change a person. Alter them just slightly to benefit their needs. Rumors of invisibility tonics along with serums that can boost strength are not unheard of. With the rise of science, many doctors learn these formulas to help aid them. Injections of solutions into a patient are known to give these new formed miracle workers a double look.

Psychoactive Handling

XP Cost: 6	Ranks: 1
Skill Point Cost: 1	Self Teach: No
Learn Time: 24 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

As with acids and explosives, working with psychoactive without the proper knowledge can be deadly. However, with this skill one is able to handle and use psychoactive without killing or infecting themselves. This skill costs 1SP per use.

Psychoactives

XP Cost: 4; 7; 11; 16; 8; 14; 22; 32	Ranks: 8
Skill Point Cost: 3; 6; 9; 12; 15; 18; 21; 24	Self Teach: No
Learn Time: 5; 7; 8; 11; 15; 20; 32; 48 weeks	Rarity: Uncommon
Prerequisite: R1: Psychoactive Handling, POS R1; R3: Alchemy R2; R5: Alchemy R3; R7: Alchemy R4	
Limitation: Formula Needed	
Debarment: None	

The deadly art of alchemy. This highly hushed, and often illegal, form of alchemy requires great discipline and a very careful hand. Each time the alchemist learns more into this art they become deadlier. It is said that the best can form a psychoactive that can utterly dust a person upon contact. The Psychoactive Handling skill is still required to use these items in the field as well as being a prerequisite (along with Powders, Oils, and Solvents R1) for this production.

Globe Handling

XP Cost: 6	Ranks: 1
Skill Point Cost: 1	Self Teach: No
Learn Time: 21 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

Not having the skill and training that a more advanced alchemist has, can be taxing on a character. With this skill they can handle most acid globes and the like without the fear of them melting on you. This skill costs 1 Skill Point per use.

Pitches, Orbs, & Globes

XP Cost: 8, 10, 12, 14	Ranks: 4
Skill Point Cost: 3, 5, 8, 12	Self Teach: No
Learn Time: 10, 14, 18; 24 weeks	Rarity: Uncommon
Prerequisite: R1: Globe Handling; POS R1; R2: Alchemy R2; R3: Alchemy R3; R4: Alchemy R4	
Limitation: Formula Needed	
Debarment: None	

The more offensive form of alchemy, these students become skilled in forms of alchemy that allow them to stand up to the most armored combatant and be a force to reckon with. Though acid vials and flaming bombs are the most common things learned, it has been reported that orbs of lightning and other more science-induced things have been seen leaving the hands of these artisans. The Globe Handling skill is still required to use these items in the field as well as being a prerequisite me (along with Powders, Oils, & Solvents Rank 1) for this production.



Explosive Handling

XP Cost: 6	Ranks: 1
Skill Point Cost: 1	Self Teach: No
Learn Time: 25 weeks	Rarity: Legendary
Prerequisite: None	
Limitation: None	
Debarment: None	

Without proper training and skill, working with explosives is more than just dangerous. This skill allows the handling of explosives without major repercussions. This skill costs 1SP per use.

Handle Alchemy

XP Cost: 6	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: — Handling	
Limitation: None	
Debarment: None	

With this trait, as long as the chemist has the appropriate Handling skill, they can use said alchemies for 0SP per use, as opposed to 1SP per use.

Identify Alchemy

XP Cost: 5, 20	Ranks: 2
Skill Point Cost: 1	Self Teach: No
Learn Time: 6, 17 weeks	Rarity: Uncommon
Prerequisite: R2: Alchemy R1	
Limitation: None	
Debarment: None	

Sometimes having too much alchemy can become a confusing burden. With this skill, a character can identify a common alchemical solution by examining it for 30 seconds. More complex alchemies can be identified after 60 seconds of examination, though unless the character is familiar with the compound, their findings might be a little hard to explain. This skill takes 1SP to use per use.

At Rank 2, they can identify known alchemies for zero skill cost. Known alchemies are defined as alchemies the chemist have identified and spent skill on at least once to know what it is. The chemist is required to keep a running OOP log of known alchemies for ease of use that is signed off on by staff or plot as they are learned of.

Alternate Use: Alchemy

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Often one cannot find exactly what they are looking for to make an item. This helpful skill allows the character to use unusual items as a substitute material, but the results might vary. This skill must be taken separately for each area of production. When using this skill, the appropriate tags and formula are presented during creation and the marshal on duty determines the ultimate outcome. This will not always guarantee a success in the manner wished for, nor should it be expected that the results can be reproduced even if the same materials are used. Each time this skill is used it requires 5 SP along with the skill required for the formula it is being used with.



Easy Make

XP Cost: 16	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Uncommon
Prerequisite: Alchemy R1	
Limitation: None	
Debarment: None	

After using the same formula time and time again, one begins to memorize it. Alchemists can take this skill to make one formula they possess easier to make – 10% less skill cost (never less than minus one to skill cost). Additional ranks can be purchased in the same formula for an additional 10% decrease or can be purchased for additional formulas.

Lab Efficiency

XP Cost: 25	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 37 weeks	Rarity: Uncommon
Prerequisite: Alchemy R1	
Limitation: None	
Debarment: None	

Sure, you can make mix things together in any lab. However, with this skill, you know the lab, the location of all components in it, which equipment works and which yields lesser results. This skill allows the character a 10% decreased production time.

Pharmacy

XP Cost: 20	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 24 weeks	Rarity: Rare
Prerequisite: Alchemy R1; Identify Alchemy R1	
Limitation: None	
Debarment: None	

This skill allows a player character to preserve herbs and chemicals and prepare compounds more efficiently from both natural and inorganic ingredients. This skill is needed to preserve all the alchemical compounds made. Additional use of this skill during alchemical creation doubles the length of time before the expiration date.

Preserve

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: +50%
Learn Time: 8 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Flora, fauna, and small delicate items are necessary in many alchemic formulas. With this skill, a character can successfully store single plant item and prevent it from decaying or rotting.

CONCOCTIONS

A subsection of alchemy, Concoctions are alchemies which an alchemist can innately create, or otherwise effects alchemies. Concoctions can only be learned once every 75XP.

Concoction: Combine Powder/Oil/Solvent

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: POS R1	
Limitation: May only be taken once every 75 XP; 2 Powders/Oils/Solvents	
Debarment: None	

With this concoction, the alchemist creates a powder, oil, or solvent (POS) that is the combined effects of two POS. Combining two different POS yields the benefits of both POS used, where combining two of the same yields double the effectiveness of the original.

Concoction: Concentrate Psychoactive

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: Psychoactives R1	
Limitation: May only be taken once every 75 XP; 2 of the same Psychoactive components	
Debarment: None	

The alchemist can combine two doses of the same psychoactive to increase their effects with this concoction. This requires two doses of the same psychoactive; when completed, the alchemist has one dose of the psychoactive. The psychoactive's effect duration is doubled or onset time is halved (instantaneous Death effects are now considered "Slain Dead" effects). If the psychoactive is not used in the event it is created it is rendered inert.

Concoction: Dispelling Pitch

XP Cost: 25	Ranks: 1
Skill Point Cost: 8	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: POG R1; Explosive Handling	
Limitation: May only be taken once every 75 XP; 10u	
Debarment: None	

This concoction allows the alchemist to create an explosive that has the dispel enchantment effect instead of dealing damage. Targets that take a direct hit from a dispelling pitch are subject to a targeted dispel enchantment spell.

Concoction: Enhance TEB

XP Cost: 25	Ranks: 1
Skill Point Cost: 12	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: 100+ XP; TEB R1	
Limitation: May only be taken once every 75 XP; 5π; TEB components	
Debarment: None	

With this concoction the alchemist can create a tonic, elixir, or bandage with 50% more beneficial effects. This concoction does one of the follow (as determined by the alchemist at creations): adds to the effect time, reduces the SP cost, adds or minuses to the numerical value, or bumps up curable tonics to being able to treat "No Effect" conditions.

Concoction: Extend Alchemy

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: Alchemy R1; 100+ XP	
Limitation: May only be taken once every 75 XP; 15u; alchemic components	
Debarment: None	

This concoction allows the alchemist to create an alchemy that has double the stated expiration time.

Concoction: Force Pitch

XP Cost: 25	Ranks: 1
Skill Point Cost: 8	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: 150+ XP; POG R1; Globe Handling	
Limitation: 15u	
Debarment: None	

This concoction allows the creation of a pitch capable of causing "X, Force Wave, 10 foot radius", where X is the double the level of the alchemist. If this pitch is centered on the alchemist, the alchemist is not affected by this pitch.

Concoction: Inferno Acid Globe

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: POG R1; Globe Handling	
Limitation: 5u	
Debarment: None	

This concoction allows the alchemist to make an acid globe that is capable of delivering the alchemist's level divided by two worth of Inferno Acid damage to one target.

Concoction: Inferno Globe

XP Cost: 25	Ranks: 1
Skill Point Cost: 10+	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: POG R1; Globe Handling	
Limitation: Must create one globe. 10u	
Debarment: None	

This concoction allows the alchemist to make any one non-acid globe that is capable of delivering half the original globe's damage worth of Inferno damage to one target.



Concoction: Insanity Pitch

XP Cost: 25	Ranks: 1
Skill Point Cost: 20	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: Alchemy R1; Explosive Handling	
Limitation: May only be taken once every 75 XP; 25u	
Debarment: None	
The alchemist is capable of creating a pitch that causes the Fractured Mind effect with this concoction.	

Concoction: Medium Yield Explosive

XP Cost: 25	Ranks: 1
Skill Point Cost: 25%+	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: POG R1; Explosive Handling	
Limitation: May only be taken once every 75 XP; Creation of Small Yield Explosive	
Debarment: None	
The alchemist can create one explosive that now has a radius of effect of five feet. This concoction can only be acquired once.	

Concoction: Pain Pitch

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: POG R1; Explosive Handling	
Limitation: 5u	
Debarment: None	
This concoction creates an ideal distraction for the alchemist. When used it creates a 5 foot radius "Pain" effect that lasts for 10 seconds. If used in a small room the effect is magnified to the area of the room.	

Concoction: Undetectable Psychoactive

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: 90+ XP; Alchemy R1; Psychoactive Handling	
Limitation: May only be taken once every 75 XP; 5u	
Debarment: None	
The alchemist can utilize a psychoactive formula (and 5 additional units) to create a psychoactive that, when a target is affected by it, the effect is undetectable by nearly any means (effects are treated as "Masked"). If the psychoactive is not used in the event it is created it is rendered inert.	

BLACKSMITHING

One of the most widely known and oldest forms of production is the smith. Smiths are your metal workers and basic creators. These are the people that make your core weapons and all your armors. Most engineers require a smith to make their shells for items, or casings for inventions. Doubtful is it that these skills will ever go extinct.

Blacksmithing

XP Cost: 3, 6, 17	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	
The base skill required before you can step into knowing any other real form of smithing. This skill allows you to understand the basic workings of the art and how things are formed. With this in combination with other Working skills, you can make all smithed items.	

Armor, Light

XP Cost: 4; 6; 8	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
This skill grants the character the knowledge to create light armors. Once the smith has learned the base level (Rank 1), the character can raise their skill higher to make fine items (Rank 2). After making fine items is perfected, they can move up to making master-smithed items (Rank 3), the best of the best.	

Armor, Medium

XP Cost: 6; 9; 12	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 5 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
With this skill the character can make medium suits of armor. Once the smith has learned the base level (Rank 1), the character can raise their skill higher to make fine items (Rank 2). After making fine items is perfected, they can move up to making master-smithed items (Rank 3), the best of the best.	

Armor, Heavy

XP Cost: 10; 15; 20	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
Heavy armor is learned in this classification of armor. Once the smith has learned the base level (Rank 1), the character can raise their skill higher to make fine items (Rank 2). After making fine items is perfected, they can move up to making master-smithed items (Rank 3), the best of the best.	

Jewelry

XP Cost: 5; 10; 15	Ranks: 3
Skill Point Cost: Varies	Self Teach: R1: No R2+: +50%
Learn Time: 16 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
From rings to ornate crowns, the smith can make most forms of jewelry depending on their workings knowledge. Once the smith has learned the base level, the character can raise their skill higher to make fine items. After making fine items is perfected, they can move up to making master-smithed items, the best of the best.	

Weapons, Tiny

XP Cost: 2; 3; 4	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
With this skill, the smith learns how to properly make tiny weapons such as daggers and saps. Once the smith has learned the base level, the character can raise their skill higher to make fine items. After making fine items is perfected they can move up to making master-smithed items, the best of the best.	

Weapons, Small

XP Cost: 4; 6; 8	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
Small weapons include short swords, axes, small arms ammunition, and similar weapons in size. Once the smith has learned the base level, the character can raise their skill higher to make fine items. After making fine items is perfected they can move up to making master-smithed items, the best of the best.	

Weapons, Medium

XP Cost: 6; 9; 12	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	

The most common item in this group is the long sword, but also includes battle axes, long arms ammunition, and spears. Once the smith has learned the base level, the character can raise their skill higher to make fine items. After making fine items is perfected, they can move up to making master-smithed items, the best of the best.

Weapons, Large

XP Cost: 8; 12; 16	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: Blacksmithing R* for R*	
Limitation: Schematics Needed	
Debarment: None	
Bows, crossbows, shotgun shells, and bastard weapons are all considered large. Once the smith has learned the base level, the character can raise their skill higher to make fine items. After making fine items is perfected, they can move up to making master-smithed items, the best of the best.	

Keening Weapon

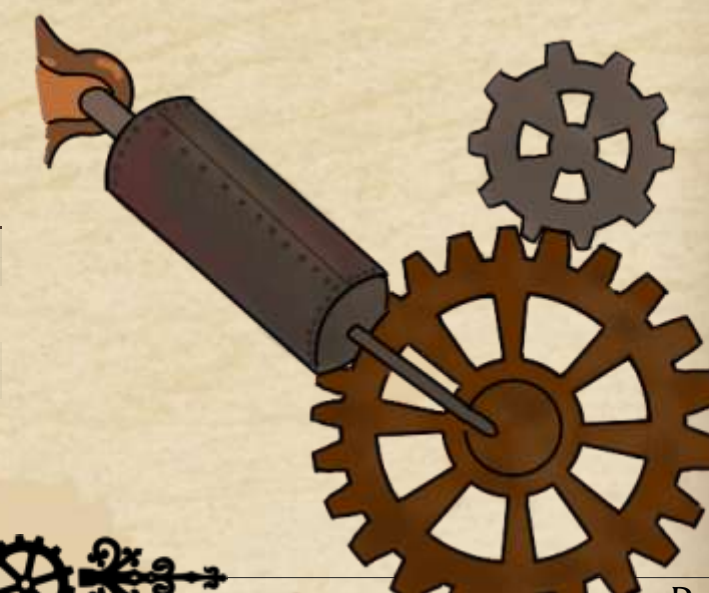
XP Cost: 20	Ranks: 1
Skill Point Cost: 1	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: Blacksmithing R1	
Limitation: Only one keen at a time	
Debarment: None	
For 1 skill per use, the player character can add a +2 damage bonus to a non-magical melee weapon for one combat. It takes five minutes per weapon to perform this trait. The Blacksmith can keen a number of weapons equal to twice their level an event. No weapon can be keened more than once an event and the effect lasts only for the event.	

Maintained

XP Cost: 25	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: Blacksmithing R1	
Limitation: One per event	
Debarment: None	
Allows all the character's personal items to have an immune to one "Destroy" per event.	

Gem Cutting

XP Cost: 4; 12; 24	Ranks: 3
Skill Point Cost: 4	Self Teach: No
Learn Time: 15 weeks	Rarity: Common
Prerequisite: Jewelry R* for R*	
Limitation: Requires Jewelers Kit.	
Debarment: None	
Often a gem might be larger than a person wants, or they could just want a few smaller stones cut from one but still have each maintain their value. This skill is often used by smiths specialized in jewelry making but can be used by anyone that knows how. Each gem cut, despite how the cut is, takes 4 Skill. This skill often requires special tools to perform.	





ENGINEERING

Though often viewed as the newest of the world, proof that engineering has been around for centuries seems to be popping up more and more. Engineering is often referred to as tinkering, but all true to the art do not tinker; they create, explore, and learn. The engineering art is also one of the hardest to learn to do correctly and often the least forgiving to mistakes. It is also the one art form that relies heavily on the other skills to work. Without the smith, an engineer could not have a shell for an invention; be it a construct, firearm, or even the casing for the ammunition the firearms fire. Without the alchemist, they would not have their liquid power supplies, their glues for quick fixes, or black powder for their ammunition. Like Alchemy, Engineering learning times can vary greatly depending on the rank of the skill being learned. Times generally range from as little as six weeks to as long as half a year to learn.

The basic concepts of Engineering vary wildly across the three schools. There is no 'basic engineering' Skill—you have to chose which school to begin learning right from the beginning.

Clockwork Engineering Knacks

XP Cost: 7; 14; 21; 36	Ranks: 4
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8; 16; 26; 39 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

Here is a base set of knacks that allows a character to learn more about clockwork engineering with four levels of knowledge: Basic, Intermediate, Advanced, and Master. Depending on the level of knack a character can look at something and to varying degrees know more about it- its origin, the level of time, effort, or intelligence it might take to build said device, the base components and difficulty or rawness of the creation, its purpose, function, operational usage, and similar details. Every clockwork creation has a Knack level requirement to be able to operate. Without the appropriate level or higher a character cannot use said item. Without the Basic Clockwork Knack, at minimum, useful or successful interaction with a clockwork device is impossible.

The basic level (Rank 1) covers the fundamental foundation of applied science, simple mathematics related to operation, and a general history of the clockwork engineering field including the theories behind elastic energy, spring rates, and gear ratios, but not an understanding of its true potential. This also allows them to start down the pathway of a clockwork engineering track and be able to dabble in and use their creations at a base level.

Intermediate level (Rank 2) is the beginning of grasping the reality of the potential of the clockwork field rather than a fantastical misconception; this includes a grasp on helical and worm gears, torsion springs, and mechanical motion.

Advanced level (Rank 3) grants the character knowledge and capabilities of one more versed in the field, allowing them to have a realistic vision of its abilities and limits along with an understanding of its theories and practical applications; this covers the fundamentals of hydrodynamics, simple outer-casing metallurgy, advanced mathematics and its theories, the physics of torque, and apparatus movement dynamics.

Mastery (Rank 4) is the pinnacle of the field allowing one to fully understand the field within the limits of the world's advancements and also see beyond to the possibilities of what more could be done. Masters are also allowed to develop their own schematics for the clockwork engineering field (with close supervision from staff).

Construct Clockwork Creations

XP Cost: 7; 9; 11; 14; 17; 23	Ranks: 6
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Clockwork Engineering Knack R* for R*	
Limitation: Schematics Needed	
Debarment: None	

Clockwork engineers often create some of the most beautiful pieces of art. But they are not limited to just watches; these are your inventors of moving parts and most things with gears. Constructs are predominately made by these people. There are six different ranks of this engineering form. Each one builds on the previous and allows the character to become more and more skilled in the art form. All schematics of clockwork nature will require a certain level of this skill to be able to use and make.



Electrical Engineering Knacks

XP Cost: 7; 14; 21; 36	Ranks: 4
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8; 16; 26; 39 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

The electrical engineering field has four levels of knacks to define the general understandings of the field: Basic, Intermediate, Advanced, and Master. Depending on the level of knack, a character can look at something and to varying degrees know more about it: its origin, the level of time, effort, or intelligence that it might take to build said device, the base components and difficulty or rawness of the creation, its purpose, function, operational usage, and similar details. Every electrical creation has a Knack level requirement to be able to operate, without the appropriate level or higher a character cannot use said item. Without the Basic Electrical Knack, at minimum, successful interaction with an electrical device is impossible.

The Basic Engineering Knack (Rank 1) covers the fundamental foundation of applied science, simple mathematics related to operation, and a general history of the electrical engineering field including the theories behind electrical current, electric charges, and electric potential, but not an understanding of the field's true potential. This also allows the character to start down the pathway of an electrical engineering track and be able to dabble in and use their creations later on.

Intermediate level (Rank 2) is the beginning of comprehending the real potential of the electrical field rather than a fantastical misconception; this includes a grasp on magnetism and electromagnetism, electric fields, and mechanical motion.

Advanced level (Rank 3) grants the character the knowledge and capabilities of one more versed in the field allowing them to have realistic vision of its abilities and limits along with an understanding of its theories and practical applications; this covers the fundamentals of metallurgical conductivity, advanced mathematics and its theories, magneto hydrodynamics, and electromagnetic radiation.

Mastery (Rank 4) is the pinnacle of the field allowing one to fully understand the field within the limits of the world's advancements and also see beyond to the possibilities of what more could be done. Masters are also allowed to develop their own schematics for the electrical engineering field (with close supervision from staff).

Construct Electrical Creations

XP Cost: 9; 13; 18; 24; 29; 36	Ranks: 6
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Electrical Engineering Knack R* for R*	
Limitation: Schematics Needed	
Debarment: None	

In studying the newest of the fields, electrical engineers are feared and often shunned. This very unpredictable form of energy is hard to work with, but seems to be effective in most cases. Characters with this skill can build larger and more complex pieces as they grow through the six different ranks this skill is divided into. All schematics of electrical nature will require a certain level of this skill to be able to use and make.

Steam Engineering Knacks

XP Cost: 7; 14; 21; 36	Ranks: 4
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8; 16; 26; 39 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This base set of knacks allows a character to know more about steam engineering with four levels of understandings: Basic, Intermediate, Advanced, and Master. Depending on the level of knack a character can look at something and to varying degrees know more about it- its origin, the level of time, effort, or intelligence it might take to build said device, the base components and difficulty or rawness of the creation, its purpose, function, operational usage, and similar details. Every steam creation has a Knack level requirement to be able to operate; without the appropriate level or higher a character cannot use said item. Without the Basic Steam Knack, at minimum, successful interaction with a steam device is impossible.

The basic level (Rank 1) covers the fundamental foundation of applied science, simple mathematics related to operation, and a general history of the steam engineering field including the theories behind heat transfer, pressure, and basic metallurgical tolerances, but not an understanding of the true potential. This also allows the character to start down the pathway of a steam engineering track and be able to dabble in and use their creations later on.

Intermediate level (Rank 2) is the beginning of grasping the reality of the potential of the steam field rather than a fantastical misconception; this includes a grasp on thermodynamics, fluid dynamics, and mechanical motion.

Advanced level (Rank 3) grants the character knowledge and capabilities of one more versed in the field, allowing them to have a realistic vision of its abilities and limits along with an understanding of its theories and practical applications; this covers the fundamentals of aerodynamics, heat engines, advanced mathematics and its theories, pneumatics, and apparatus movement dynamics.

Mastery (Rank 4) is the pinnacle of the field allowing one to fully understand the field within the limits of the world's advancements and also see beyond to the possibilities of what more could be done. Masters are also allowed to develop their own schematics for the steam engineering field (with close supervision from staff).

Construct Steam Creations

XP Cost: 8; 12; 16; 20; 23; 28	Ranks: 6
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Steam Engineering Knack R* for R*	
Limitation: Schematics Needed	
Debarment: None	

A power source that has revolutionized the world: steam. These engineers are highly sought after in some places, and burned at the stake in others. From a basic knowledge of pressure, dynamics, and other traits these engineers can create so much more. Like clock working, this skill is made of six ranks, each of which builds on the last allowing the character to become more creative in their works. All schematics of steam nature will require a certain level of this skill to be able to use and make.



Alternate Use: Engineering

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Often one cannot find exactly what they are looking for to make an item. This helpful skill allows the character to use unusual items as a substitute material, but the results might vary. This skill must be taken separately for each area of production. When using this skill, the appropriate tags and formula are presented during creation and the marshal on duty determines the ultimate outcome. This will not always guarantee a success in the manner wished for, nor should it be expected that the results can be reproduced even if the same materials are used. Each time this skill is used it requires 5 SP along with the skill required for the formula it is being used with.

Locks & Traps

XP Cost: 4; 12; 24	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12; 16; 20 weeks	Rarity: Uncommon
Prerequisite: R1 of any Engineering Knack	
Limitation: None	
Debarment: None	

Often seen as one of the shadier engineering arts, traps and locks are perhaps the oldest of all forms of engineering. With this skill, a character begins to learn how to form both traps and locks. There are three levels of advancement for this art: low, medium, and high. Each level allows the character to develop more complex traps and locks, thus making them more dangerous or difficult to bypass. The skill cost for making a trap or lock depends on just how much work the character wishes to put into the item.

Quick Trap Smith

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP, Locks & Traps R1	
Limitation: None	
Debarment: None	

A character with this talent can set a simple trap with a Skill Base no greater than 1/2 her level on a ten second count. To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to the marshal's discretion.



GUNSMITHING

There is no doubt of the importance of firearms on Xadune. The ability to craft such weaponry is a relatively new art—or relatively remembered one at least.

Gunsmithing

XP Cost: 5, 15, 25, 35	Ranks: 4
Skill Point Cost: Varies	Self Teach: No
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

One of the most highly accepted art forms of engineering, gunsmithing is the art of creating, modifying, and repairing firearms. This skill is broken down into a few categories in which the character combines to make a firearm: Single shot & repeaters types are the common forms, and then either small arms, carbines, or long arms are the normal sizes. This starter skill gives the character an advanced understanding of most guns and how they work, along with allowing them to piece them together.

Create Long Arm

XP Cost: 12	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Gunsmithing R1	
Limitation: None	
Debarment: None	

The largest of your firearms are Long Arms. These are any firearms that are as short as 561mm and upwards of 1200mm. Anything over that is pretty much unusable as a hand held weapon. Rifles are your main types of firearms in this category.

Create Scattergun

XP Cost: 18	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: Gunsmithing R1	
Limitation: None	
Debarment: None	

This is all your shotgun type weapons, or any large bore firearm. Most of these are of single shot variety but a few repeaters have been known to have been made. Shotguns are also the only firearms that normally come equipped with two barrels.

Create Small Arm

XP Cost: 6	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: Gunsmithing R1	
Limitation: None	
Debarment: None	

A small arm is a weapon that is no longer than 560mm. Though these weapons are classically thought to be small and not very effective in combat, they often hold a good level of concealment. The later popularity of the handgun made people reconsider the reputation of these weapons.

GENERAL SKILLS

Skills are your most commonly taken skills that help round out a character. These are the skills that give the little things to the person. Skills differ from production and lore in the way that they give your character depth. Most Skills give you no immediate advantage in the game world, but that in no way means that they will not come in handy at some point when you find yourself in a pinch. Skills are broken down into two categories: Customary and Nefarious.

CUSTOMARY

Customary Skills are those which are often learned from a trade, or may be generally taught. This includes some very useful Skills, such as Speak and Read/Write.

Acrobatics

XP Cost: 12	Ranks: 1
Skill Point Cost: 5+	Self Teach: +50%
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Allows the character to be acrobatic. Use of this skill allows a character to make a skill bid (minimum 5SP) to walk on unstable surfaces and retain their balance, slip out of restraints or confines.

Animal Handling

XP Cost: 12	Ranks: 1
Skill Point Cost: varies	Self Teach: No
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

With this skill, a character can command an animal. This skill will give the character a chance to do one of the following: Command to attack, defend, guard, seek, track, trick. A skill bid does not guarantee success, but familiarity with the animal does yield better results.

Animal Training

XP Cost: 15	Ranks: 1
Skill Point Cost: varies	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: Animal Handling	
Limitation: None	
Debarment: None	

While some people have the ability to temporarily control animals, some can train them. Unlike the temporary effect of Animal handling, this skill allows the character to train an animal in a specific task: Attack, guard, defend, trick, stay. This skill can be taken multiple times, but each time you must choose a specific animal to train.

Appraising

XP Cost: 3; 6; 12	Ranks: 3
Skill Point Cost: 2	Self Teach: No
Learn Time: 21 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Often a character might happen across different objects, gems, or materials that have a value to them on the open market. The appraisal skill lets a character be able to see an object and determine the open value on it. In other words, tagged items of value can be deciphered via their code. There are five ranks to this skill, each building off the last, allowing the character to determine more about an object (if available) and assess more types of objects. Weapons and armor are exempt from this skill. An appraisal sheet for your level will be given to you when you purchase this skill. Each item appraised takes 2 Skill Points.

Arms Appraising

XP Cost: 4; 8; 16	Ranks: 3
Skill Point Cost: 2	Self Teach: No
Learn Time: 25 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Objects of art and gems are not the only thing of value on Xadune. Often times weapons and armor can be found that are equally sought out by a collector. This skill does for weapons and armors what appraising does for art and such. In other words, tagged items of value can be deciphered via their code. There are five ranks to this skill, each building off the last, allowing the character to determine more about a weapon or armor (if available) and assess more types of arms. Each item appraised takes 2 Skill Points.

Artistic Skill

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: 2-50	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

There are almost countless mediums for art. With this skill, the character is well trained in one of them and is able to create pieces in said form. This can be anything from painting and drawing to singing and playing a type of musical instrument. Each work of art created for a reason costs 2-50 sp.



Barter

XP Cost: 7; 7; 14; 14; 21	Ranks: 5
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 12 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Everyone likes stuff, but even more people like stuff for cheaper. With this skill the character can attempt to gain 5% off non-player character merchant purchases. This skill can be bought multiple times, each added to the last up to a 25% discount. Use of this skill requires a use of 5 Skill for that encounter. This skill is not guaranteed to always work on some merchants or all the time on the same vendor.

Boating

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Understanding how a boat works can be the difference between life and death for a character. When this skill is taken, the player must choose between airships and sea vessels. Boating gives the character a base understanding of the workings of a boat and would allow them to be a qualified knowledgeable member of a crew.

Rank 2 of this skill is typically taken in a specific station on a vessel, in which that character is now very adept at performing the functions of that station.

At Rank 3, the character is one of the more adept people to stand at said station and capable of handling most situations thrown at them.

Boatwright

XP Cost: 15	Ranks: 2
Skill Point Cost: Varies	Self Teach: R1:+50% R2: No
Learn Time: 48; 52 weeks	Rarity: Common
Prerequisite: Artistic Skill R2: Drawing; Craft Skill R2: Carpentry R2; Clockwork Engineering Knack R1	
Limitation: None	
Debarment: None	

The Boatwright skill allows a character to construct all kinds of craft up to a maximum length of fifty feet. When taking this skill the player must pick if they are to be a Boatwright in water vessels or in air vessels. The time required to build a boat depends on size. As a general rule, a boat requires one week of construction time per foot of length. Two characters with the Boatwright skill cut this time by half; three reduce it to one third. A maximum of one Boatwright per five feet of length can work on the same vessel. The basic boat includes hull, masts (if applicable), deck and benches are required. Features such as sealed hold or cabin add about a week apiece to complete. Characters without the Boatwright skill can aid the Boatwright in construction, but two such characters equal the time savings that one additional Boatwright could provide.

At Rank 2, This character is knowledgeable regarding techniques for large ship construction and repair. He can design and build ships over fifty feet in length of varying types if necessary, with a high enough skill bid. The character can perform routine maintenance on vessels, including repairing sails and caulking the hull, without the need of a skill bid. Larger vessels (over sixty feet in length) require a crew of shipwrights and other labors to build or repair. For every character with Boatwright R2, the time is reduced by 20% (to a maximum of 60%) to both repair or build a vessel.

Calligraphy

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: 2	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Calligraphy Kit	
Debarment: None	

Often regarded as one of the more recognized but underrated art forms, this skill allows the character to use and understand the most current form of calligraphy; a usefully skill for the more sophisticated societies or when addressing nobility. This skill often requires special tools to perform.

Cartography

XP Cost: 10	Ranks: 1
Skill Point Cost: 5+	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Artistic Skill: Drawing R2; Distance Sense	
Limitation: None	
Debarment: None	

Some people have a gift that allows them to look at an area and later accurately redraw it in a useful form other than a landscape. This skill permits a character to create maps of any kind, at a cost. At its base form with this skill, the character is able to draw out a very rough map of an area they have seen and explored at the cost of 5SP. Additionally, one is slightly more versed in where to find maps for any given region or area, knows how to generally interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps. This skill often requires special tools to perform. Additionally, the character can choose to make much more accurate and useful maps. To do so, the character must develop an excellent sense of spatial relationships and become a good judge of distances.

When called upon to manufacture a new map, the first thing a cartographer must do is research the area to be mapped. The length of this research depends upon the size of the area. Obviously, mapping out the borders of a kingdom is a much more involved task than mapping out the streets of a small village. While performing his research, the character must make several sketches. Once he is done with his research, the cartographer uses these sketches, along with his other notes, to construct the map. The character the goes to a Staff member and makes a Skill Point bid. Exceedingly difficult maps require much time will require multiple bids through-out the time frame. If the bid is too low, the cartographer comes up with an inaccurate and entirely useless map. The cartographer could sell the poorly made map, but his reputation would suffer, and the purchasers will certainly come looking for the seller once they discover how bad the map is.

If the Skill Points are under-bid by more than 25%, the cartographer does not realize the inaccurate nature of the map. Otherwise, the character is aware that the map contains flaws. If the SP bid is over-bid by more than 50% the cartographer has created an almost perfect map. The cartography community at large will use the perfect map as model from which all other maps of the area in question be based. Such a map is worth triple the normal price.

A cartographer can also use this skill to create a map of a specific area from memory. When making a map entirely from memory without notes or sketches-the character suffers a 75% increase in the target bid amount. Success, however, means that the cartographer reproduces a useful map of the area in question.

Celestial Navigation

XP Cost: 5	Ranks: 1
Skill Point Cost: 2	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

We all need to get from place to place, but this skill lets you really get there, granted you have a view of the sky and general idea of where you are. With use of this Skill and a familiar sky the character can determine the direction they are heading and a very rough location. Additional tools can help aid the usefulness of this Skill, such as aiding and successfully navigating a ship to a location on a map.

Climbing

XP Cost: 8	Ranks: 5
Skill Point Cost: 10	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: Endurance R1	
Limitation: None	
Debarment: None	

A character with this skill is able to negotiate walls and other surfaces in the same manner as a highly skilled rogue. Tools are not necessary for this type of climbing, though they can give an advantage, and even smooth or very smooth surfaces may be climbed. The skill bid is base 10sp, and lowers by 2SP for every additional rank on it after the first. Adjustments are made based on the surface conditions as well as equipment and experience. Additionally, if the character finds themselves in a falling situation next to a surface they can make a fast skill bid to attempt to halt their descent, at the marshals discretion. Success indicates that the character managed to stop his descent, while failure means the character is still falling, taking damage appropriately.

Cooking

XP Cost: 3; 12; 36	Ranks: 3
Skill Point Cost: Varies	Self Teach: R1: +25% R2+: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Some people have it, others don't; although all characters have rudimentary cooking skills, the character with this skill is an accomplished cook. Often regarded as the fastest way to an adventurer's stomach. With this skill, a character has what it takes to make a meal that makes an impression. Skill expenditure is only required only when attempting to prepare a truly magnificent meal worthy of a master chef (5SP per dish/food). If this skill is taken a second time the player character gains the ability to detect spoiled, polluted, or foul food. If taken a third time the player character can identify if food has been poisoned. Third rank also allows the character to be capable of making a meal that is so substantial that it gives the recipient a bonus 5 body (added to their maximum body) for the next 48 hours. A recipient can only reap the rewards once from a well-cooked meal in a 48-hour period. The chef must pay a 10SP expenditure per plate and is required to spend an hour in preparation of the meal, per plate.

Craft Skill

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: Varies	Self Teach: Varies
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

If there is any base craft skill that is not covered in this section, this is your general all-purpose skill. There are almost countless craft skills out there, so do not feel timid if you have one that would fill the niche you are looking for.

Decipher Language

XP Cost: 20	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Like codes, but different, a foreign language can be a feat in its own to figure out. This skill helps the character in unraveling said language and gets the general meaning of what the text is trying to say. This skill does not allow the character to learn a language, though it does give an open path for the character to buy the appropriate skill to learn said language. The cost is 5 SP per section deciphered and 10 minutes per section.

Section is defined by the marshal but can be a paragraph, half a page, or even a full page depending on the complexity. A skill bid does not guarantee success.

Deductive Examination

XP Cost: 20	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 48 weeks	Rarity: Uncommon
Prerequisite: Tracking R3	
Limitation: None	
Debarment: None	

Allows a character to examine tracks and make an accurate prediction of the any gear or equipment, or anything else the creature was carrying at the time. For example: the footprint of a horse would reveal both the horse and any creature riding it when it made the footprint.

Distance Sense

XP Cost: 5	Ranks: 1
Skill Point Cost: 5	Self Teach: +50%
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

This skill allows a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th level character can estimate the distance he's traveled in the previous week. The estimate will be 90% accurate.



Etiquette

XP Cost: 3; 12; 36	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Growing up in a higher class, planning on going to a masque ball, or just trying to impress the ladies; this skill grants the character knowledge on basic etiquette and manners of most societies. With this skill, characters have a base understanding of the proper forms of behavior and address required in many different situations, particularly of those in positions of rank. This skill does not, however, protect the character from social faux pas, proper role-play is still often required to make it through some encounters.

Eye for Detail

XP Cost: 20	Ranks: 1
Skill Point Cost: 8+	Self Teach: No
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: Observation	
Limitation: None	
Debarment: None	

Your gut tells you something is out of place. With a keen eye, this allows the character to identify things that are out of place, in more detail than a general observation would. A character with this ability has a sense of how things should be, not just the detail of how they are now.

Farming

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Everyone likes plants, most of the time. With this skill, the character is versed in growing common plants in a small-scale environment like a house hold. This skill also gives insight to planting, harvesting, and storing crops. This skill often requires special tools to perform.

Foraging

XP Cost: 8; 16; 24	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

A wilderness based gathering skill; this allows the character to collect materials from the wilderness. Players with this skill can find cards labeled "Foraging" across site, and turn them in for materials. Higher ranks of Foraging will get you better materials.

Fortune Telling

XP Cost: 15	Ranks: 1
Skill Point Cost: 2	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This age-old skill allows the character to learn about another through a selected means of Fortune Telling. Only a single style of this art can be taken per purchasing of this skill. With this skill, the character can attempt to see into the immediate future of a person or situation. Staff should be informed when the action is made. Each use of this skill requires 2 sp. It is not always guaranteed that good, or any useful, information will be gained from this. Each time this skill is learned it is in one of the following means: Palm Reading, Tea Cups, Crystal Ball, Tarot Card Reading, Throwing Bones, Astrology, Cloud Reading, Turtle Shell Reading, Deep Chemically Induced, Meditation, and Dream Interpretation.

Freefall

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This skill is handy when a ship's gravity plane shifts (as in if a huge wave hits a sea vessel, a ballast on an airship rupture, or from a tremendous blow). This can cause objects, cargo, weapons, and crewmembers to fly across the deck, or even straight up! This skill gives the character the chance to personally counter these shifts. If the skill cost is paid, the character does not suffer any ill effects. They recover quickly enough and continues with his current duties as though nothing happened. If he is manning a weapon, he can still attack. If loading, he is not interrupted.

Grimoire Binding

XP Cost: 10	Ranks: 1
Skill Point Cost: 2/page	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: 2nd Level Arcane; Scribing	
Limitation: Bookbinding Kit	
Debarment: None	

A wizard with this skill is familiar with the process of assembling a book. Grimoire binding is a demanding task; the pages must be glued or sewn to a common backing of some kind, protected by various kinds of varnishes or treatments, and then fastened to a strong and durable cover. Additional chemicals or compounds to ward off mildew and deter moths and bookworms are a necessary precaution.

Grimoire binding is especially helpful for a wizard assembling a spell book. Normally, a wizard must pay a bookbinder 50 units per page for a standard spell book, or 100 units per page for a traveling spell book. A wizard who does this work himself reduces these costs by 50%, although the process takes at least two weeks, plus one day per five pages. If the character doubles his skill expenditure per page, his spell book gains one Resist Destruction due to the quality and craftsmanship of the work. In addition, the wizard must spend additional skill if he is dealing with unusual or unsuitable materials, such as metal sheets for pages or dragon scales for a cover.

Haggling

XP Cost: 5	Ranks: 1
Skill Point Cost: 3	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

A unique skill that not everyone possesses; with it a character can attempt to work out a better buying deal on an item the character is selling (as in maybe influencing items for trade instead of straight cash). Use of this skill requires 3 SP to be used, and does not always guarantee the results wanted but will often get you somewhere.

Info Gathering

XP Cost: 5	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Units required	
Debarment: None	

Some people just have their ear to the ground. This skill lets the character gain a small edge on trying to find information about certain things throughout the world. Granted, not all the info is necessarily true. Through the use of this skill, a character can attempt to gain information about a specific person, place, or thing. In appropriate circumstances, a character will be aware of major rumors circulating around a town or area. With a skill bid, information can be gleaned. The following modifiers are used:

- Characters clout or notability in the area could vary the skill bid amount from -25% to +25%
- Faction, guild, and merchant house members receive a -15% skill bid reduction to the target amount (due to resources of guild at their disposal).
- When outside friendly territory there is a +25% skill bid increase to target amount.
- Money is also required or a +25% skill bid penalty is imposed (Money is used for payoffs etc.), this will usually cost between 1 and 30 units, this must be spent before the skill bid is made, the investment is lost whether or not the desired information is made.

Massage

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 16 weeks	Rarity: Common
Prerequisite: Endurance R1	
Limitation: None	
Debarment: None	

Relaxation can help focus. A Massage aids in relaxation, which is essential to combat. This allows a character to help another character maintain their form for longer during combat. By applying this therapy in between combats or up to an hour before, the character ensures that the muscles of the subject remain loose and relaxed. Use of the skill requires 10 minutes of uninterrupted role-play. Any character who receives a Massage in between or with-in an hour of the start of combat, gains +2 damage to physical attacks during the next combat. Massage can only be applied to other characters; the proficient character cannot massage herself to receive the bonus.

Omen Reading

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: None	
Limitation: Must have appropriate Omen Kit	
Debarment: None	

There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A character with this skill is versed in a form of divination and knows the proper ceremonies and observations to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of the character's expertise is up to the player.

To use this skill, the omen reader phrases a general question about a course of action, such as "Is this a good day to start our journey?," "Should we try to track the bandits to their lair, or wait for their next raid?," or "When will the killer return?" The marshal then asks the player to make a skill bid; if the player under-bids, the marshal can tell him that the signs were inconclusive, or make up a false answer for a spectacular failure (a under-bid by 50% or more). If the omen reader succeeds, the marshal can give the character a vague answer based on his assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of "a day or two" or "proceed, but with caution" is acceptable as well. Omens aren't guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the marshal's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as rune sticks, may be necessary depending on the character's favored form of omen reading. Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people. Having a divination specific skill (astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, or the like) decreases the bids target amount by 25%.

Omen Type - Prereq | Special Tools

- Astrology - Astronomy or Celestial Nav | Star Map
- Numerology - Mathematics | Pen + Paper
- Palm Reading - Anatomy | n/a
- Examining Entrails - Anatomy | Must use entrails
- Casting Bones - Anatomy | Bone Kit
- Dice - Mathematics | Dice
- Runes - Ancient History R1 | Rune Kit
- Incense - Alchemy R1 | Incense



Papermaking

XP Cost: 10	Ranks: 1
Skill Point Cost: 2/page	Self Teach: No
Learn Time: 12 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

A character with this skill knows how to manufacture paper. This can be an invaluable skill for a wizard, since paper may be fairly rare or expensive in many areas, or for anyone who just likes books. Rag pulp, bark, linen, hemp, and wood were all used to make paper throughout time. The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the marshal's option, the character may also be familiar with the manufacture of parchment and vellum. Parchment is finely-scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals. A player character who makes his own paper can reduce the costs of manufacturing a spell book by 50%, although this requires one to two weeks of time and a suitable work area. Normally, a traveling spell book costs 100 units per page, and a standard spell book costs 50 units per page. If the character also knows the Grimoire Binding and binds the volume himself, the cost of the spell book is reduced by 75% altogether. A non-arcane book's cost (such as a normal book or a prayer book) is reduced by 80%, though it does still take 3-7 days and a suitable work area. A normal book typically cost 10 units a page. If the character has the Bookbinding skill it reduces the cost by 90% altogether. This skill is typically used as an End of the Event Action as it requires a few weeks to perform. The skill cost is paid before the use, not after.

Pierce Deception

XP Cost: 20	Ranks: 1
Skill Point Cost: 20	Self Teach: +50%
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: Observation	
Limitation: None	
Debarment: None	

Allows character to see past illusions and the "Disguise" skill.

Piloting

XP Cost: 3; 12; 36	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 16 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Having a skilled pilot is something every captain wants. This allows the character to be able to accurately pilot a vessel. When this skill is taken the player must choose between airships and sea vessels. Special maneuvers or piloting in adverse conditions will require use of Skill Points.

Planar Navigation

XP Cost: 6	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Planar Lore R1	
Limitation: None	
Debarment: None	

You look around and find yourself in another world. The sights are vast and the sky could be the ground; but with this skill, a character has a grasp on how it all works and a general idea of how to get from here to there. As with Elemental and Planar Lore, this Skill needs to be taken for each plane to work; however there is no generalized version of this Skill.

Prophecy

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 24 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

The seer can use this in an attempt to decipher prophecies made by others, never their own. To do this, the seer must have the complete prophecy written down at hand or memorized. He can than make a skill bid. If the bid is a success, he is able to get a general sense of the prophecy. Failure, however, indicates that the seer could not decipher the prophecy.

If the seer fails, he cannot make another attempt at interpreting any prophecy until he has had a full night sleep. Once awake and refreshed, he can make an attempt again. If the failure is more than 25% below the skill bid, the character interprets the prophecy completely incorrectly. If the bid is 25% or less below the bid, the character is not aware he is incorrect. If the prophecy is long or complicated, Staff will require several successful skill bids. Each time a check is passed, Staff will give the seer a clue as to the meaning of the particular passage. It is still up the character to piece the whole thing together.

Ranger

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 30 weeks	Rarity: Uncommon
Prerequisite: Tracking R3	
Limitation: None	
Debarment: None	

Rangers get 10% (fractions rounded up) of the total, actual, SP used in tracking back after they fully perform a successful track all the way to their target. This increases by 5% per every five levels of the player character to a maximum of a 25% possible return.

Read/Write

XP Cost: 3; 20	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Literacy is one of the most commonly overlooked abilities in a LARP. Without it you cannot read anything. The original purchase of this skill allows a player character to Read and Write: Common, the go-to language for the world. Additional purchases of this Skill will grant knowledge of an additional language.

The first four times this Skill is purchased, the XP cost is 3. For the fifth language and any onward, the XP cost is 20. If you have Speak of a language you are learning to Read/Write, this Skill costs one XP less. Read/Write: Common is 2XP since everyone has Speak: Common.

Some in-play languages are restricted. Unrestricted languages include:

Common	Hobgoblins	Trigation
Kanadian	Vireen	
Gnome	Kinsleian	Zealian
Goblin	Nelot	Kackertoe
Greachen	Orcish	

Riding

XP Cost: 4; 16; 48	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Once in a while, a character will find that being able to ride a mount is very beneficial. With the purchase of this skill the character must choose a general type of mount (horse, griffon, giant seahorse, etc.). This skill allows the character to be versed in riding and maintain the riding equipment of the chosen mount. Without this skill, the character will find it near impossible to perform more than the very base tasks on the mount acquired.

Rope Use

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: 1+SP	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Tricky thing ropes can be. This skill lets a player character to be able to properly manage ropes and knots, allowing him to perform what most might consider amazing acts. Knots can be formed that slip, hold tight, slide slowly, or loosen with a quick jerk for a Skill Bid. If the character's hands are bound, they can attempt a Skill Bid to escape.

Rumor Control

XP Cost: 5	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

With this skill, the character can better determine rumor from truth. An often-useful skill when you have to deal with the less savory types. This skill does not give you the ability to detect a lie, but rather use other informational knowledge to determine if the information you are hearing is bullshit or not.

Sail Manipulation

XP Cost: 3; 12; 36	Ranks: 3
Skill Point Cost: 1	Self Teach: +50%
Learn Time: 13 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

That extra bit of speed can always come in handy. This skill helps the character in being able to get the entire amount of use out of the sail of a boat. Each use of this skill takes 1SP .

Scavenging

XP Cost: 8; 16; 24	Ranks: 3
Skill Point Cost: n/a	Self Teach: R2+: +25%
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

A city based gathering skill; this allows the character to collect materials from the streets. Players with this skill can find cards labeled "Scavenging" across site, and turn them in for materials. Higher ranks of Scavenging will get you better materials.

Scribing

XP Cost: 5	Ranks: 1
Skill Point Cost: 2/page	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: Read/Write	
Limitation: Scribing Kit	
Debarment: None	

A character with this skill is skilled at making exact copies of any non-magical written material. To be successful, the character must have an original in front of him during the entire process. A skill bid is made at 2SP per page, and if successful, the copy is a perfect copy of the first, without loss of any words or meaning. The new copy is obviously in a different hand than the original (this is not a substitute for forgery). The character need not understand the language of the original, as long as the letters are easily readable. Characters must take the reading/writing proficiency prior to this one, although the specific language is not important. It takes approximately 10 minutes per page to scribe a copy. A typical scribing kit, complete with carrying case, magnifying lens, 2 bottles of ink, a dozen pages of parchment, and a like number of quills costs around 50 units and last about two hundred pages. Special inks and quills are available in large cities. A character with the forgery proficiency gains a -25% cost in skill target bids if the scribing proficiency is also known.

Seamanship & Airmanship

XP Cost: 6	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Boating R1	
Limitation: None	
Debarment: None	

The character with this skill is familiar with sea or air ships. He is qualified to work as a crewman, although he cannot actually navigate. When this skill is taken, the player must choose between airships and sea vessels. Trained sea/air-men have general knowledge of all parts of their ship, can recognize the insignia of all ship's ranks, know basic information about fuel or energy consumption, gravity plane orientation, and general air/sea safety, as well as being trained to perform common shipboard tasks. Crews of trained sea/air-men are necessary to manage any sea or air ship.

Séance

XP Cost: 15	Ranks: 1
Skill Point Cost: 2/minute	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

Another well-known skill for the fated is the art of contacting the dead. With this skill, the player can attempt to talk to others in the Twilight. Alternatively, creatures in the Twilight might also be able to talk through the character to the living realm. It should be noted that this skill does not allow a character to see into the Twilight. Each active use of this skill costs 2SP a minute.



Slow Respiration

XP Cost: 12	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Endurance R1	
Limitation: None	
Debarment: None	

A character with this skill has the ability to enter a deep trance and reduce the amount of air he needs to stay alive. To induce the trance, he must be in a lying or resting position. After concentrating for 60 seconds, pulse and breathing drop well below normal, and breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.

Sound Analysis

XP Cost: 10	Ranks: 1
Skill Point Cost: 5+	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Distance Sense	
Limitation: None	
Debarment: None	

This skill allows a character to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, he can calculate distance up to one mile, and determine sound direction. To use sound analysis, the character must work in near absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound or a loud 'hey' works well. Upon paying the skill cost he accurately determines the size of the area in question to within 25% of its height, width, and length. The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces the characters to all creatures in hearing range. They will certainly be prepared and may even go looking for the intruders.

This skill's secondary use is with up and coming echo identification via both water and air use. With the proper sending equipment and receiving equipment a skilled player character can attempt to locate and identify vessels they are familiar with. Sound training is often required to learn the different sounds of different ships, engines, and objects. Additionally the environments are less than ideal for a silent situation and penalties are accrued depending on the conditions. A marshal will make the player character aware of these situations as it arrives.

Speak

XP Cost: 2-20	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Communication is of vital importance. Without knowing a common language, communication can go astray. This skill allows you speak to another person or creature in their native tongue. Speak: Common is a given for all characters and does not cost any XP at creation, as it is the go-to language for the world. Additional purchases of this Skill add additional languages to the character.

The first four times this Skill is purchased, the XP cost is 3. For the fifth language and any onward, the XP cost is 20. If you have Read/Write of a language you are learning to Speak, this Skill costs one XP less. Some in-play languages are restricted.

Unrestricted languages include:

Common	Hobgoblins	Trigation
Kanadian	Vireen	
Gnome	Kinsleian	Zealian
Goblin	Nelot	Kackertoe
Greachen	Orcish	

Survival

XP Cost: 3; 12; 36	Ranks: 3
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Sometimes one can find themselves in a situation where they have to make do. When this skill is learned, an environment must be selected. When inside said environment, the character is able to make do and survive much longer than the average character. Environments of choice: Grasslands, wetlands, mountains, desert, forest, arctic, urban, (specific) elemental.

Swift Tracker

XP Cost: 10	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 22 weeks	Rarity: Uncommon
Prerequisite: Tracking R3	
Limitation: None	
Debarment: None	

Allows the character track at double the intended speed with zero penalty.

Swimming

XP Cost: 2; 8; 24	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

A character with swimming skill knows how to swim and can move easily in water with little worry of threat to their life (in normal situations). Those without this skill cannot swim. They can hold their breath and float, but they cannot move themselves about in the water. In underwater action scenarios or during situations on the surface water, the marshal may deem a small skill bid necessary to perform complex, quick, or over endured feats.

Tattooing

XP Cost: 12	Ranks: 1
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Artistic Skill: Drawing R2	
Limitation: Tattooing Kit	
Debarment: None	

This is the art of injecting dyes beneath the surface of the skin in order to create lasting art upon the human body. The process is painful for the subject and difficult for the tattoo artist because skin isn't the best medium with which to work. This skill is necessary to cast the Tattoo of Power spell. The magic is able to guide an experienced hand in the correct patterns and designs to make with the dye. If this skill is self-taught, the player character is required to have a tattoo on their non-dominate arm or legs going forward.

Thoughtful Reexamination

XP Cost: 35	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 18 weeks	Rarity: Exotic
Prerequisite: Eye for Detail	
Limitation: Once per day	
Debarment: None	

Allows character once per day to be able to ask a marshal about the use of an Observation to try to gain new or better information. This can be made any time during the same day as the original Observation, if it is at least ten minutes after the

Tracking

XP Cost: 7	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Tracking someone can be difficult, but not as much with this skill. Characters with the Tracking skill are able to follow the trail of creatures and characters across most types of outdoors terrain.

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last three minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement, or must have obvious evidence that the creature is in the area. If these conditions are met, a skill bid is made. Success means a trail has been found. Failure means no trail is found. Another attempt cannot be made until the above conditions are met again under different circumstances.

At Rank 1, the Tracker can bid up to 10 Skill Points, and each subsequent rank allows for an additional 10 Skill Points bid.

Each Rank of Survival in the area in which the character is tracking gives a 2SP bonus to the Skill Point bid, to a maximum of 6SP. So, if a character with Tracking R1 and Survival R2: Forest was tracking a wolf pack through the woods of South Kinsley, and they could bid a maximum of 10SP, and are given a bonus of 4SP. Their total bid would be 14SP.

It is important to note that the difficulty of tracking a creature or character varies heavily on the environment and the abilities of said creature or character. Tracking on cobblestone on a dry day is nigh impossible, whereas tracking through freshly fallen snow is considerably easier.

For the tracking to succeed, the creature tracked must leave some type of trail. Thus it is virtually impossible to track flying or non-corporeal creatures. The marshal may allow rare instances, but he should also assign substantial penalties to the attempt.

Trail Hiding

XP Cost: 13	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This skill allows the character to disguise their trail well enough so that tracking them becomes impossible (or at least much more difficult). This skill is primarily only effective in a non-urban environment, though could be utilized to some effect in a city. At Rank 1, the character can bid up to 10 Skill Points, and each subsequent rank allows for an additional 10 Skill Points. Spent SP then works directly against the trackers and their modifiers.

Each Rank of Survival in the area in which the character is hiding gives a 25% bonus to the Skill Point bid, to a maximum of 75%

Additionally, Trail Hiding requires time and reduces the character's movement by 50%. Each additional rank of this skill makes the character more adept at hiding a trail from someone and quicker about it; additional ranks increase the maximum movement speed by 25%. At rank 3, the character can run and hide their trail.

Trailing

XP Cost: 10	Ranks: 1
Skill Point Cost: 10+	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

Trailing resembles tracking, except trailing is following a person who can be seen and followed, and is typically used in urban centers and the like. It is the talent of tailing someone - of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people. A base cost of 10SP is first made to see of the character is able to trail without being noticed. If the person being trailed has Observation or Danger Sense, then the character has to pay an additional 10SP to be successful. If the character is spotted, then the person being trailed may attempt to evade, and the character must pay another 10SP cost to stay on their trail.

Situation *Modifiers*

New to Area	+3
Home neighborhood	-3
Attempt to remain Unnoticed	+5
Has been seen	+7
Is chasing subject	+10
Large Crowd	-7
Trailing at night	-7
Opponent has Trailing	+3

Use of the Evasion skill could skew all attempts if used by the person being trailed.



Underground Navigation

XP Cost: 4	Ranks: 3
Skill Point Cost: 2	Self Teach: R1: +25%
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Sometimes you do not have a view of the sky... sometimes there is no sky at all. When you find yourself underground, navigation takes on a whole new meaning, but with this skill the character is just as versed in it as one is for above ground.





NEFARIOUS

Nefarious Skills are the shadier Skills; they often provide a benefit which most upstanding citizens wouldn't dare to acquire. It may not be wise to tout your knowledge of these Skills publicly.

Begging

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 12 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Begging serves two functions. First, it allows character to pose convincingly as a beggar. Success in this function is automatic, and no skill cost is paid. Secondly, it allows a character to make a minimum daily income. To use this skill to earn money, it must be used in an area where people are present (a city, town or village etc.). The skill cost is paid based on the location. The following areas do not take into account the wealth of a particular locale, just population density. Impoverished regions may have a greater penalty, as will regions where a long tradition of stinginess is maintained.

Bluff

XP Cost: 7; 21; 42	Ranks: 3
Skill Point Cost: 10; 20; 30	Self Teach: +50%
Learn Time: 18 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Want to convince an aging aristocrat that you're his long lost son and heir to the family fortune, or perhaps tell a group of bandits that stepping within ten feet of you will result in their immediate death? Bluff can help you to do just that. This skill is the mechanic of lying after a successful skill bid. In addition, a character can counter a "Detect Lie" skill bid with Bluff.

To attempt a bluff, skill bid is made. Success means the target believes your lie. Failure means your bluff was not believed. Another attempt can be made at a 50% penalty. If this rebid failed, no further attempts can be made. If the modifiers raise the cost of the bluff by more skill than they have max, the bluff was unsuccessful by that player character and further attempts are impossible at that time. These rates are determined each time the player character attempts to use the Bluff skill.

Bribery

XP Cost: 10	Ranks: 1
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 24 weeks	Rarity: Uncommon
Prerequisite: Observation	
Limitation: None	
Debarment: None	

This is the art of avoiding trouble and gaining favors through the use of illicit payments, either money or goods. The size of the bribe required is proportional to the loyalty of the bribe, and the amount of danger this would place the bribe in should the act be discovered. A skill bid is made with the following modifiers:

Danger Level	Loyalty	Size of Bribe
None (+5sp)	Un-loyal (+10sp)	0-50 units (-0sp)
Average (+10sp)	Average (+7sp)	50-250 units (-10sp)
High (+20sp)	Loyal (+20sp)	250-1000 units (-20sp)
Very High (+30sp)	Very Loyal (+30sp)	1000-3000 units (-30sp)

Note that the value of the skill bid is first set at a base amount by the marshal, based on the bribe level and intellect. If the bid is successful, then the bribe is accepted, with commensurate consequences.

Camouflage

XP Cost: 10	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

An individual with this skill is an expert at outdoor camouflage. Using natural substances (grass, mud, sticks, etc.), he can attempt to blend himself and his companions into the undergrowth. This takes about ten minutes per person to carry out and is effective only as long as the characters are still and silent. It can be useful for hiding from attackers or as an ambush weapon. Buildings can also be camouflaged, taking about 2 hours to hide a small cottage, although they require maintenance about every week to repair and replace the disguise. On a successful skill expenditure, the character has become effectively invisible to all those more than 30 feet away, so long as he remains still. Individuals passing closer than 30 feet are likely to spot something amiss if they are observant.

Note that camouflage only works for normal visual sightings. Creatures with excellent senses of smell, or with infravision, are not affected. Camouflage is only successful in areas with moderate to heavy vegetation; marshal discretion.

Charmer

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Diplomacy	
Limitation: None	
Debarment: None	

Once per day, the rogue can use double the amount of a skill bid when using the Diplomacy skill. She must choose to use this talent before making the Diplomacy skill bid. A rogue can use this ability one additional time per day for every 5 levels she possesses.

Coax Information

XP Cost: 25	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Bluff or Diplomacy	
Limitation: None	
Debarment: None	

A rogue with this talent can use the Bluff or Diplomacy skill in place of Intimidate to force an unwilling informant act friendly toward her.

Danger Sense

XP Cost: 17	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 28 weeks	Rarity: Legendary
Prerequisite: None	
Limitation: None	
Debarment: None	

Call it intuition or a gut feeling, sometimes you just know. With this skill, a character has the ability to sense danger when an unskilled danger is hiding in the shadow within 15 feet.

Disarm Trap

XP Cost: 5; 10; 15	Ranks: 3
Skill Point Cost: Varies	Self Teach: R1: No R2+: +50%
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Requires Thief's Kit	
Debarment: None	

With use of this skill, the character is able to attempt to disarm a trap. To try and disarm a trap, the character determines how much skill they want to put into the act of disarming the trap. Each rank allows the character to spend more skill in the act. First rank allows the character to spend up to 10 sp. Rank 2 allows up to 20 SP and the final rank allows up to 30 SP to be used in picking a lock. To successfully disarm a trap, the character needs to spend more SP in the disarm act then the amount that was spent when the trap was created.

Escapology

XP Cost: 10	Ranks: 1
Skill Point Cost: 4+	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

Once in a while you find yourself in a situation where you just need to get out. This skill is just that; with it the character is learned in finding escape routes along with getting out of general confines. This is the ability to escape shackles, ropes and even straightjackets by body contortions and limb manipulation. Though success is never guaranteed with this skill, it does offer the character a much better chance than someone who does not have the skill. Multiple bonds cause these values to add together. Having the Rope Use skill, and spending the skill amount, increases the Escapology skill chance for rope bonds by +4. More difficult confines need to be discussed with a marshal for the time and SP required. It should be noted that magical effects that do not produce physical confines (Bind, Snare, Confine, Immobilize, Trammel, etc.) cannot be escaped via this skill.

Disguise

XP Cost: 15, 25	Ranks: 2
Skill Point Cost: 10+	Self Teach: +50%
Learn Time: 52, 20 weeks	Rarity: Rare
Prerequisite: R1: Observation; R2: 115+ XP	
Limitation: Requires a Make-up Kit and a Costume Kit	
Debarment: None	

The ability to make yourself appear as someone else takes practice. Disguise is the art of convincingly imitating the appearances of other people. It is a very demanding skill, requiring intense training and practice. A character can use disguise to make minor changes to alter their appearance. It is more difficult to imitate a specific person's appearance. Characters can only attempt to imitate the appearance of someone they have seen before.

10 SP are paid to determine if the imitation is detected. Success is automatic if the target is a stranger to the mimicked character. There is a +3SP penalty for trying to fool an acquaintance, +5SP for fooling a friend, +7SP for a close friend, and +9SP for extremely close friends or relatives.

Disguise	Time
Minor details	10 minutes
Disguise as a different gender	0 minutes
Disguise as a different race	40 minutes
Disguise as a different age category	40 minutes
Disguise as a different size category	120 minutes

At rank 2, a rogue with this talent can use the items at hand and seemingly innocuous material hidden on her person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill by half. The times are cumulative, so if a female rogue wants to disguise herself as a male of a different race, it would take 40 minutes.

Evasion

XP Cost: 13	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This skill allows a character to lose someone who is following him or keep a particular person from finding him in a public place. As one might imagine this skill is most effective in urban environments, though it can be utilized to limited effects in non-urban situations. The character can spend as much skill as they wish to attempt to evade their pursuers. Spent SP are put directly against the trackers and their modifiers. Familiarity with the area adds a +25% bonus to the SP spent. Each additional rank of this skill makes the character more adept at evading someone, and adds an additional 25% bonus to SP spent. This skill can be purchased up to three times at 13xp per rank.

Fast Picks

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Lock Picking	
Limitation: Lock Picks	
Debarment: None	

A rogue with this talent can use the Pick Lock skill to attempt to open a lock in half the time it would normally take to pick a complex lock.



Forgery

XP Cost: 5	Ranks: 1
Skill Point Cost: 4+	Self Teach: +50%
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Often considered as an art form to some but crime to others, this skill allows the character to be extremely talented in duplicating other people's hand writing and signatures. It takes 4 SP to forge just a signature. Forging anything more complex than a document or signature requires a more complex array of skills and materials.

Honeyed Words

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Bluff	
Limitation: None	
Debarment: None	

Once per day, a rogue with this talent can gain an automatic success with the Bluff skill.

Lock Picking

XP Cost: 5; 10; 15	Ranks: 3
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 12+ weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

With use of this skill, a character is able to attempt to pick a lock. There are three ranks to this skill, each requiring the former to progress. To try and pick a lock, a character determines how much SP they would like to bid on picking the lock. Each rank allows the character to spend more Skill in the act. First rank allows the character to spend up to 10 SP. Rank 2 allows up to 20 SP and the final rank allows up to 30 SP to be used in picking a lock. To successfully pick a lock, the character needs to spend more SP in the act than the amount spent when the lock was made.

Quick Disable

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Disarm Traps	
Limitation: None	
Debarment: None	

It takes a rogue with this ability half the normal amount of time to disable a complex trap using the Disarm Trap skill (minimum ten seconds).

Rate Lock

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 5 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

A basic skill that is useful to almost any engineer or rogue. With this skill the character can look over a lock and determine its rank after 15 seconds, its SP level after 30 seconds, and any special information after 60 seconds of scrutiny. Each use of this skill requires 5 SP.

Rate Trap

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 5 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

A basic skill that is useful to almost any engineer or rogue. With this skill the character can look over a trap and determine its rank after 15 second, its SP level after 30 seconds, and any special information after 60 seconds of scrutiny. Each use of this skill requires 5 SP.

Smuggling

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: +50%
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This rare skill lets the character know the ins and outs of the illegal art of smuggling. In so, it also grants the character limited knowledge of smuggling, black market goods, and the illegal trade of stolen goods along with limited access to the local black-markets along with ties to the shadier people... not that that's a good thing sometimes. This skill gives the character one lesser contact dealing in a particular type of illegal goods or a contact with one of the known fences of a particular city, its surrounding towns and villages. This does not give the PC free reign with the criminal element, nor does it expose every secret of the character's contact. This sets the stage for role-playing between character and criminal contact.



Stealth

XP Cost: 10; 12; 14; 16; 18	Ranks: 5
Skill Point Cost: 10	Self Teach: No
Learn Time: 10; 12; 14; 20; 28 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

With this skill, the character can try to disappear into shadows or any other type of concealment—bushes, curtains, crannies, etc. The character can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. The success of a skill bid is kept secretly by the marshal, as the character always thinks he is hidden. Concealment in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment. However, hidden characters are equally concealed to those with or without blind-fighting. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a concealed character.

A hard ability to learn, but a lifesaver at times; there are five ranks to this skill. Activation of this ability requires the user to be in the shadows and use a three count to fade into them. Use of this skill at Rank 1 allows a character to become invisible in shadows for one minute. Moving, talking, or doing anything besides staying still breaks this skill. If an observer is watching as this skill is used, they simply see the character blend into the shadows. All rules for invisibility also apply to this skill. At Rank 2, the character can extend their time in the shadows to five minutes, with all of the above restrictions applied. Rank 3 allows that character to move at a very slow pace and remain hidden as long as they remain in the shadows, but any other action will break Stealth. At Rank 4, the character is allowed to move at a normal walking pace while in shadows and still remain hidden, as well as whisper; however any other action will result in breaking Stealth. Rank 5 allows you to move at a fast pace without breaking stealth; or you can bring an additional person into stealth with you. Both you and the second person can move at a very slow pace and remain hidden as long as they are in the shadows. Any other action will break Stealth. Additionally, it allows you grants all the abilities of Rank 4, as well as to defend yourself without breaking stealth, as well as make attacks - 1 attack per 100 XP for your character.

Each use of this ability requires 10 SP. Being successfully attacked while in Stealth will also break this skill, as well as ever leaving the shadows. As a reminder, a teacher is required for each rank of this skill to be obtained. A character cannot start higher than Rank 1 at character creation. It should also be noted that there are means for players to sense or even spot users of this ability; it is not omnipotent.

Street Sense

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

A character with this skill is adept at making a good impression on underworld contacts in the less savory neighborhoods of towns and cities, allowing him to better use other skills. Those who the character contacts are not necessarily moved to trust that PC using this skill, but they may decide the character is worth talking to for one reason or another. A Street Sense skill bid can be attempted once whenever the character is talking to a contact. Successful bid indicates that the contact becomes favorably inclined toward the character and will reveal additional information to him, possibly unrelated to the character's inquiries, at the marshal's discretion. Success also indicates that the contact will act positively towards the character in future situations, unless circumstances dictate otherwise. Possession of this skill also decreases the skill cost of Info Gathering by 25%.

Ventriloquism

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Voice Mimicry or Speak: *	
Limitation: None	
Debarment: None	

The character has learned the secrets of "throwing his voice." Although not actually making sounds come from somewhere else, the character can deceive others into believing this to be so. When using ventriloquism, the suppose source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk, there is a +10SP cost to have a chance of success. If a believable source is made to appear to speak, a -2SP bonus is added to his success chance. The observer's intelligence modifies the blind skill bid.

A successful skill bid means the character has successfully deceived his audience. One bid must be made for every sentence or response. The character is limited to sounds he could normally make.

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual. Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him. All but those with the gullibility of children realize what is truly happening. They may be amused or they may not be.

Voice Mimicry

XP Cost: 15	Ranks: 1
Skill Point Cost: Varies	Self Teach: +50%
Learn Time: 52 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, requiring intense training and practice. A character with voice mimicry can imitate any accent he has heard. Success is automatic and requires no skill cost unless confronted by those who speak the mimicked accent (which then requires a 5SP expenditure). It is more difficult to imitate a specific person's voice. Characters can only attempt to imitate voices they have heard. A skill cost of 10SP are paid only to determine if the imitation is detected. Success is certain if the listener is a stranger to the mimicked character.

<i>Situation</i>	<i>Cost</i>
Fool an acquaintance	+3
Fool a friend	+5
Fool a close friend	+7
Fool a relative	+9



COMBAT

Combat is one of the most intense and physically exerting parts of LARPing. Though some people will prove to be more naturally skilled in physical combat, in-play abilities are offered to anyone and everyone to help level the playing field. Most of the abilities below require you to announce when you use said ability, like when avoidance is used. Others will add an effect to your combat tagline. And lastly, a few are abilities that are used to help you in the long run of your character's life, like being ambidextrous or learning a level of armor optimization. It should also be noted that most in combat abilities require the use of Skill Points for each use. It should go without saying that not having enough Skill to use an ability means you cannot use said ability. Combat is broken down into two categories: Combat Abilities, and Combat Talents.

COMBAT ABILITIES

These are your primarily aggressive combat moves. They apply extra damage, taglines, or other effects to a combatant.

Accurate Attack

XP Cost: 15	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: (Non-Free) Weapon Prof +1	
Limitation: None	
Debarment: None	

Landing a hit on an opponent is easy; landing a great hit often, that requires some skill. Upon using this ability, the character can call x2 damage for 1 swing. This can be stacked with other abilities. When using this ability, the additive Accurate must be added to the tagline, as well as the correct damage being called out. For example: if a character normally calls "5, Slashing, Normal" and they use this skill, the tagline should be "10, Accurate, Slashing" or "10, Slashing, Accurate"; whichever the character prefers.

Backlash

XP Cost: 18	Ranks: 1
Skill Point Cost: 5+X	Self Teach: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: None	
Limitation: Once per combat	
Debarment: None	

This terrorizing attack lets the character make a last ditch effort to dispatch his adversary. This ability can be used only when the character is reduced to less than zero body by an attack. As the character goes down to "Death's Door", "Dead Status", or the like they are allowed to make one final attack towards the creature that incapacitated them; this Backlash is called as "X, Unavoidable, Backlash", where X is the characters normal attack damage with the weapon in hand plus two points for every SP additionally expended. This ability can only be used once per combat or per 10 minutes, whichever is longer. Additionally this ability cannot be utilized if the attack reduces the character to dust. This ability requires 5SP to activate as well as the expenditure of how ever many additional SP the character uses in the attack multiplier.

Backstab

XP Cost: R1 - 7: 15; R8: 25; R9 - 10: 15	Ranks: 10
Skill Point Cost: n/a	Self Teach: R2+: +25%
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Must be behind target	
Debarment: None	

This ability allows the character to do two things: 1) The character can deal two additional points of damage to a target from a standard attack, and 2) The damage dealt by these attacks is delivered straight to the Body of the target. However, this ability only takes effect when delivered from behind, meaning the attacker needs to be completely behind the shoulder line of the target and the attack needs to land on the back of the target- of course adhering to all normal combat safety rules. Once any part of you, the attacker, crosses from directly behind the opponent (i.e.: if the shoulder line of the opponent crosses your attack stance) the attack is no longer considered a Backstab and the attacker must call normal damage. Backstabs cannot be defended against by a Weapon Parry, Shield Block, Deflect, Unbelievable Reflex, Avoidance, Fatal Parry, or Riposte ability. Each rank of this ability adds an additional two more points of damage to Backstab attacks to a maximum of +14 points of damage. When taking this ability the player chooses a weapon (short sword, rifle, crossbow, etc.) this ability is set in. The character can learn the Backstab ability in multiple different weapons as they see fit. This ability can only be purchased up to 10 times per weapon and costs no Skill Points to use.

Cleave Armor

XP Cost: 15	Ranks: 1
Skill Point Cost: 15	Self Teach: +25%
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Only with use of Slashing weapons.	
Debarment: None	

Armor is an amazing thing, but some see it as something that only proves to slow down killing a man. A character can add the "Pierce" tagline to their melee combat tagline against one combatant during one combat engagement. This weapon requires the use of a "Slashing" weapon to be used and costs 15 SP per use.

Crushing Blow

XP Cost: 18; 35	Ranks: 2
Skill Point Cost: 18	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: None	
Limitation: Can only be used with a blunt weapon	
Debarment: None	

One of the most devastating things that can happen to a front line fighter is to lose a limb. Successful use of this ability renders whatever limb is hit useless in combat, effectively crushing the limb's bones. This ability affects whichever limb is hit. Torso hits cause 30 points of Body damage and do not crush any limb. Crushed limbs require special magic or doctorial treatment to be rendered useful again. The tagline "Crushing Blow" should be made when this ability is used and only a blunt weapon can be used with this ability. Additionally this ability can only be used once per combat and it cost 18 SP per use.

At rank 2, this allows the character to be able to use Crushing Blow as many times in a combat as they see fit. Additionally, torso hits cause 60 points of Body damage, yet do not crush a limb. The Tagline 'Slugger' should be announced with Rank 2.

Favored Weapon

XP Cost: 12+X	Ranks: 1
Skill Point Cost: n/a	Self Teach: +0%
Learn Time: n/a weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

We all normally have a weapon that we prefer over all others. Purchasing this ability requires the character to pick one specific weapon type (short sword, rifle, crossbow, etc.). From that point forward that character deals +2 damage with that weapon, which also effectively raises the weapon's maximum damage by two points. This ability can only be bought once, ever, and does not affect future weapon proficiencies purchase costs (i.e.: increasing them). This ability's cost raises by 2XP per 4 proficiencies in a weapon. For example: If a player character has +9 proficiency in axe and wants to purchase Favored Weapon: Axe; it will cost 16XP to do so.

Firearms

XP Cost: 7	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Of all the weapons that can be found on Xadune, only firearms require training to use. Without this ability, a character can do nothing but pull the trigger on a firearm. With it, they are allowed to use the firearm to its full extent. This ability allows common knowledge in all types of firearms.

Firearms: Artillery

XP Cost: 7	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: Firearms; Explosives Handling	
Limitation: None	
Debarment: None	

With this ability the character is able to use large ordinance weaponry typically found on ships, in bunkers, or mobile field artillery. Without this ability, one can not properly fire, load, or operate said weaponry.

Immaculate Attack

XP Cost: 20	Ranks: 1
Skill Point Cost: 15	Self Teach: +25%
Learn Time: 14 weeks	Rarity: Uncommon
Prerequisite: (Non-Free) Weapon Prof +2	
Limitation: None	
Debarment: None	

Sometimes you get lucky, other times you aim to kill. Upon using this deadly ability you can call x3 damage for 1 normal attack. This ability can be stacked with other abilities. As with Accurate Attack, using this ability requires the additive "Immaculate" to be added to the tagline as well as the correct damage being called out. For example, if a character normally calls "7, Slashing, Normal" and they use this skill, the tagline should be "21, Immaculate, Slashing" or "21, Slashing, Immaculate"; whichever the attacker prefers.

Improvise Weapon

XP Cost: 20	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: Weapon Prof +2; Favored Weapon	
Limitation: Once per combat or ten minutes	
Debarment: None	

In the event of an emergency, pick up another weapon and keep going. This ability allows the character to pick up any weapon and apply their weapon proficiencies to it. This can only be used for one combat or ten minutes, which ever happens first, per use of the skill.

Inflit "In Extremis"

XP Cost: 15	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 1 weeks	Rarity: Rare
Prerequisite: 130+ XP	
Limitation: None	
Debarment: None	

This ability allows the character to deliver a killing blow and add the "In Extremis" effect at the same time. This places the victim of the killing blow in a state of "Bleeding to Death, In Extremis".



Knockdown

XP Cost: 8	Ranks: 1
Skill Point Cost: 7	Self Teach: No
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Foes just will not get out of your face? Try putting them in their place by knocking them to the ground. Use of this ability forces combatants to fall to the ground (or take a knee) for 5 seconds. The opponent can still defend and attack back but must do so from the ground. In order for this ability to work, the attacker only needs to make any type of weapon contact with their opponent and announce the tagline "Knockdown". It should be noted that this ability deals no damage and costs 7 SP per use.

Renowned Strength

XP Cost: 15; 18; 21; 24; 27	Ranks: 5
Skill Point Cost: n/a	Self Teach: 0%
Learn Time: 13; 17; 21; 26; 26 weeks	Rarity: Uncommon
Prerequisite: R1: 75+ XP; Endurance R3; R2: Endurance R5; R3: Endurance R7; R4: Endurance R9; R5: Endurance R11	
Limitation: None	
Debarment: None	

This ability grants the character a permanent increase in their base strength. Creatures that already have +1 Strength due to racial advantages will start purchase at Rank 2 of this ability, as they are considered to already have this level. This skill allows a character to physically hit harder with a melee or thrown weapon causing one additional point of damage. This does not transfer to firearms; however it can transfer to specially made bows and crossbows. This ability gives the character no other advantages and does not cost Skill Points to use.

Rank 1 - Base strength is increased to +1; allowed to now drag "Unconscious" or the like characters at normal walking speed or move two bodies at a slow walk/crawl. Lastly a character with +1 Strength can break out of the effects of a Bind on a 3 second count.

Rank 2 - Base strength is increased to +2; allowed to now drag "Unconscious" or the like characters at full speed, even a run, or move two bodies at a normal walk/crawl. Lastly a character with +2 Strength can break out of the effects of a Web on a 3 second count.

Rank 3 - Base strength is increased to +3; allowed to now drag up to two "Unconscious" or the like characters at normal full speed, including a run, at a time. Lastly a character with +3 Strength can break out of the effects of a Web Snare on a 3 second count in addition to being able to "Snap" a Bind instantly.

Rank 4 - Base strength is increased to +4; allowed to now drag up to two "Unconscious" or the like characters at normal full speed, including a run, at a time. Lastly a character with +4 Strength can break out of the effects of a Web Snare on a 3 second count, break out of Greater Bind on a 6 count, in addition to being able to "Snap" a Bind instantly.

Rank 5 - Base strength is increased to +5; allowed to now drag up to two "Unconscious" or the like characters at normal full speed, including a run, at a time. Lastly a character with +5 Strength can break out of the effects of a Snare on a 3 second count, break out of a Greater Bind or Greater Web on a 6 count, in addition to being able to "Snap" a Bind Web instantly.

Savage Blow

XP Cost: 23	Ranks: 1
Skill Point Cost: 18	Self Teach: +25%
Learn Time: 20 weeks	Rarity: Uncommon
Prerequisite: 90+ XP; (Non-Free) Weapon Prof +3	
Limitation: None	
Debarment: None	

Dropping an opponent is often the best means of taking them out of the equation. If this attack hits the target it bypasses armor and immediately drops the target to Bleeding to Death status (-1 body). You must make successful weapon contact with the target to successfully deliver this tagline. This attack needs to only hit the opponent while announcing "Savage Blow". This attack can be blocked physically, as well as defended against with the Critical Parry/Deflect, Fatal Parry/Deflect, Parry/Deflect Maim, Parry/Deflect Slay, and/or Unbelievable Reflex ability. In all cases, use of aforementioned abilities stop this attack and requires the expenditure of SP. If Dodge or Avoidance is used to counter this ability, the target does not take effect and the SP are not exhausted on use. On some larger creatures, this attack deals large amounts of bulk Body damage in which the response should be "Got it". When the skill is taken, it must be in one of these categories: Slashing, Blunt, Piercing, Ranged, or Firearms; in which the character needs to have at least three (3) ranks of Non-Free Weapon Proficiency in a weapon in said category. This ability can be used with any weapon in the chosen category. This ability can be purchased up to five times, once per each weapon category, and costs 18 SP to use.

Severing Blow

XP Cost: 18; 25	Ranks: 2
Skill Point Cost: 18; 36	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: None	
Limitation: Slashing Weapon in hand; Once per combat	
Debarment: None	

One of the most devastating things that could happen to a front line fighter is to lose a limb. Successful use of this ability renders whatever limb is hit useless in combat, effectively severing the limb from the body. This ability affects whichever limb is hit. Torso hits cause 30 points of "Body" damage and do not sever any limb. Severed limbs require special magic or doctorial treatment to be reattached and be useful again. A severed limb must be reattached within 2 hours of being removed.

The tagline "Sever Limb" should be called and only a slashing weapon can be used with this ability. Additionally this ability can only be used once per combat and it cost 18 sp per use. Lastly, this attack causes the character to suffer from one permanent wound if not healed within an hour. Permanent wounds need to be marked appropriately on the player's character card.

At rank 2, this allows the character to be able to use Severing Blow as many times in a combat as they see fit. Additionally, torso hits cause 60 points of "Body" damage yet still do not sever a limb. The tagline "Butcher" should be used in this case. The Skill Point Cost is spent at the time of using the first additional Severing Blow, and is paid in addition to the 18 Skill Points of Severing Blow.

Shield Bash

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Must have shield and weapon in hand	
Debarment: None	

Getting an opponent on the ground is even easier if you are skilled with a shield. Use of this ability forces combatants to fall to the ground (or take a knee) for 3 seconds. The opponent can still defend and attack back but must do so from the ground. You are required to have a shield up and in use in order to use this ability. In order for this ability to work the attacker must have a shield readied and in proper use on his person and then only needs to make any type of weapon contact with their opponent and announce "Knockdown". Do not hit your opponent with your shield. It should be noted that this ability deals no damage and cost 5 Skill Point per use.

Stunning Blow

XP Cost: 10	Ranks: 1
Skill Point Cost: 6	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Can only be used with melee weapons	
Debarment: None	

A little time is often all that is needed in combat. Upon a successful use of this ability, the opponent is stunned for 2 seconds, making them unable to do anything. This ability only requires the attacker to make any type of weapon contact with their opponent and announce "Stunning Blow." It should also be noted that a Killing Blow requires 3 seconds, thus, a Stunning Blow does not provide enough time to render a Killing Blow. This skill exhausts 6 Skill Points per use.

Stunning Shot

XP Cost: 20	Ranks: 1
Skill Point Cost: 6	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Can only be used with ranged weapons	
Debarment: None	

With this ability, a character with at least 5 Skill Points that successfully hits their target can purposely "miss" a creature that she could normally hit with a firearm attack. When she does, that creature takes the effect of a Stun. The proper tagline for this attack and effect is to just call "Stun" when the attack is attempted.

Unavoidable

XP Cost: 20	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 24 weeks	Rarity: Exotic
Prerequisite: None	
Limitation: Once per event	
Debarment: None	

Not often, but sometimes someone is just that damn good. This long sought after ability makes an attack almost completely unavoidable via another combat ability, be it physically parried or blocked, from the Weapon Parry, Shield Block, Deflect, Unbelievable Reflex, Avoidance, or Riposte ability. The only thing that can counter this ability is Dodge and Fatal Parry. To use this ability, the tagline "Unavoidable" should be called. For example: "Unavoidable Slay". This ability can be added to another combat ability and cost 20 SP to use.

Sunder Armor

XP Cost: 13	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Slashing or Blunt Weapon Only	
Debarment: None	

Armor can be the bane to some combatants. With this heralded ability, a character causes double damage to its opponent's armor. It is the opponent's responsibility to calculate the double damage to armor. This ability requires use of a slashing or blunt weapon and is active for three swings that make contact or three seconds, whichever comes first. If the opponent has less armor points than damage dealt, they take half the originally called damage to their body (fractions rounded down). For example: In a melee, a combatant calls "12; Slashing; Sunder Armor" which makes contact with the opponent. The opponent only has 15 Armor Points. Since the attack dealt 24 points of damage to the opponent's armor, which is more than the opponent has, he loses all his armor and takes 6 points of damage to his body. This ability costs 8 Skill Point to use.

Tactics

XP Cost: 10; 15	Ranks: 2
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 24 weeks	Rarity: Uncommon
Prerequisite: Observation	
Limitation: Target within 15 feet; Cannot use offensive attacks	
Debarment: None	

A character who takes the Tactics skill gains a +3 bonus to damage on all attacks in any given combat by taking thirty seconds to study his opponent's movements. After announcing "Tactics!" and counting thirty seconds ("Studying 30, Studying 29, Studying 28" etc.) the character has some idea of what his opponent's plans in combat. The character must remain within 15 feet of the combatants during his time of study to ensure this ability works. When combat ends or all combatants of the original combat are eliminated (subdued, unconscious, or dead combatants are considered eliminated from combat, as well as any combatant that have fled the combat), the character must again step back a moment to analyze the situation and spend a new set of SP to keep the bonus he has gained. He may physically parry attacks directed at him during studying, as well as use any non-offensive combat abilities to avoid harm, but may not initiate any attacks himself. This includes uses of his innate spell strikes, wild talents, or other combat abilities no matter what it may be. Nearly all his attention is focused on divining the intent of his enemies.

Furthermore, if the character wishes to devote another rank to this ability (at the cost of 15XP), he may choose to study one particular race in order to better understand its tendencies. In this case, the character gains a +6 bonus to damage when using this ability. Once again, after announcing "Racial Tactics: ___" and counting thirty seconds ("Studying 30, Studying 29, Studying 28" etc.) the character has a very good idea of what his opponent's plans in combat. The character may specialize in as many races as he likes, but can gain only a maximum bonus of +6 to any particular race's tendencies. Undead, shape-shifters, and the like are exempt from the specialized form of this ability. If multiple races are involved in combat the specialized +6 is gained towards the combatants of that race while the normal +3 is gained towards all others. As before, the character must remain within 15 feet of the combatants during his time of study to ensure this ability works and when combat ends or all combatants of the original combat are eliminated the effect ends. This ability costs 5 sp per use.



Vital Attack

XP Cost: 20	Ranks: 5
Skill Point Cost: 5	Self Teach: R2+: +25%
Learn Time: 10 weeks	Rarity: Uncommon
Prerequisite: Backstab R*	
Limitation: Once per combat	
Debarment: None	

The Vital Attack ability enables a character to call a bulk amount of Body damage on a target, once per combat, when delivered from behind. The attacker needs to be behind the shoulder line of the target and the attack needs to land on the back of the target, following all combat safety rules. Successful contact with a Vital Attack causes "25 Body" damage at Rank 1. Each rank increases by +25.

Additional modifications to damage (from alchemy substances, spell effects, special crafted weapons, etc.) do not modify the bulk Body damage inflicted with a Vital Attack. Vital Attacks cannot be defended against by a Weapon Parry, Shield Block, Deflect, Unbelievable Reflex, Avoidance, Fatal Parry, or Riposte ability. When taking this ability the player chooses a weapon this ability is set in, in which they must be already skilled in the Backstab ability. The character can learn Vital Attack in multiple different weapons as they see fit, as long as they meet the prerequisite.

Each rank of Vital Attack requires the same rank in Backstab to have been purchased in the weapon, and each additional Vital Attack rank in tow also requires all previous Vital Attack ranks to have been purchased.

Waylay

XP Cost: 12, 18	Ranks: 2
Skill Point Cost: 10	Self Teach: +25%
Learn Time: 6, 15 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Can only be used with a Waylay Widget; can be used once per combat or 10 minutes, whichever is shorter.	

Debarment: None

Once in awhile you need to subdue an opponent. With correct use of this ability, the character renders their opponent unconscious for 10 minutes and inflicts 1 point of Body damage. All the normal rules of unconsciousness apply. For this ability to work, the attack must be made from behind, meaning the attacker needs to be behind the shoulder line of the target and the attack needs to land on the back of the target and announce "Waylay". Additionally, this effect can be avoided if the target is immune to normal attacks or Waylays, has magical, alchemical, or technological protections against such a style of attack, has a "Tolerance" of 1 or greater, or if they use the Dodge ability. Waylays delivered by characters of higher than average strength deliver such additional Body damage and moves the required amount of Tolerance to avoid this attack up appropriately; in which the tagline for this ability would then be "+_ Waylay". This ability cost 10 Skill Points to use.

Remember, Waylay can be resisted for 3SP if the character is over 25% body.

At second rank, you can use Endowed Waylay. Endowed Waylay cannot be resisted innately.

Weakness Identification

XP Cost: 10	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Observation	
Limitation: Target within 15 feet	
Debarment: None	

This ability, like Tactics, allows the character to assess an opponent for signs of weakness. Upon Skill Point expenditure, announcing "Weakness Identification!" and counting ten seconds ("Studying 10, studying 9, studying 8" etc.), the character has located the foe's weakness, whether it lies in fighting style or a fault in the opponent's armor. The character must remain within 15 feet of the combatants during his time of study to ensure this ability works. He may physically parry attacks directed at him during studying as well as use any non-offensive combat abilities to avoid harm, but may not initiate any attacks himself. This includes uses of his innate spell strikes, wild talents, or other combat abilities no matter what it may be. Nearly all his attention is focused on locating a weakness in his enemy.

After ten seconds of studying the character's next attack he can cause double damage to the opponent. After such a wound, opponents adjust their fighting style so that the weakness is not as exposed and the ability cannot be used again against that opponent. This ability stacks with all other damage multiplier abilities and costs 10 sp to use.

Weapon Proficiency

XP Cost: 11	Ranks: Special
Skill Point Cost: n/a	Self Teach: R1-3: +0% R4+: +25%
Learn Time: Special weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

When taking on proficiency in a weapon, the character must first choose a weapon in which to train in. Once chosen, each proficiency in said weapon raises the base damage for that weapon effectively causing +1 more damage with the weapon based on the amount of the weapon's base damage. Damage is capped for that weapon based on the maximum damage the weapon can deal normally (see page 16 for maximum damages).

Learn Times:

+1 to +5 is 4 weeks
+6 to +10 is 6 weeks
+11 to +15 is 10 weeks
+16 to +20 is 16 weeks
+21 to +25 is 24 weeks

Weapon Proficiency, Group

XP Cost: 26, 32, 47, 60	Ranks: 4
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 18 weeks	Rarity: Uncommon
Prerequisite: R1: 100+ XP; R2: 150+ XP; R3: 200+ XP; R4: 250+ XP	
Limitation: None	
Debarment: None	

Weapon proficiencies in a group differs from proficiency in a singular weapon. When taking a proficiency in a weapon group, the character must first choose a weapon group: Blades, Blunt, Firearms and Non-Firearms Ranged Weapons

Damage is divided into four different ranks:
 Rank 1: +2 points of damage
 Rank 2: +2 more points of damage
 Rank 3: +3 more points of damage
 Rank 4: +3 more points of damage

This damage applies to all weapons that are part of this group. In addition, this skill still stacks with other Weapon Proficiencies.

Weapon Training

XP Cost: 13	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP	
Limitation: None	
Debarment: None	

A character that selects this ability gains a +1 damage bonus to a specific weapon type.

COMBAT TALENTS

Where Combat Abilities are offensive, Combat Talents are defensive. These help the character withstand attacks and keep on fighting.

Aggressive Defense

XP Cost: 20; 25	Ranks: 2
Skill Point Cost: 15	Self Teach: No
Learn Time: 10; 24 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Sometimes a good defense comes at a cost. Activating this ability allows the character to take half the damage inflicted from physical attacks upon them, but in doing so, the character only deals half their damage (rounded down) on all combat abilities.

This effect lasts for ten minutes after activation, which requires the player to announce "Aggressive Defense", until the end of combat, or the incapacitation of the character, whichever comes first.

Note that it is the player's responsibility to call half their own called damage in their attack tagline and calculate only half damage from incoming physical attacks. It costs 15SP to use this ability.

At Rank 2 the character can deal out full damage with the use of combat abilities and Aggressive Defense. This increases the duration to 30 minutes or combat.

Ambidextrous

XP Cost: 5; 7	Ranks: 2
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

With this ability, a character is able to fight with a short weapon in their off hand and a long weapon in their other hand. At rank 2, this ability allows a character to wield a long weapon in both of hands or, if they wish, any combination weapons smaller in size.

Armor Optimization, Light

XP Cost: Rank 1 - 5: 3;	Ranks: 10
Rank 5: 18;	
Rank 6 - 10: 3	
Skill Point Cost: n/a	Self Teach: R2+: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Each time a character purchases this ability, their protection from all light armor worn is increased by 10% (fractions rounded up). This ability can be purchased up to 10 times, for a total of 100% increase.

Armor Optimization, Medium

XP Cost: Rank 1 - 5: 4; Rank 5: 19; Rank 6 - 10: 4	Ranks: 10
Skill Point Cost: n/a	Self Teach: R2+: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Each time a character purchases this ability, their protection from all medium armor worn is increased by 10% (fractions rounded up). This ability can be purchased up to 10 times, for a total of 100% increase.

Armor Optimization; Heavy

XP Cost: Rank 1 - 5: 5; Rank 5: 20; Rank 6 - 10: 5	Ranks: 10
Skill Point Cost: n/a	Self Teach: R2+: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Each time a character purchases this ability, their protection from all heavy armor worn is increased by 10% (fractions rounded up). This ability can be purchased up to 10 times, for a total of 100% increase.

Avoidance

XP Cost: 20	Ranks: 1
Skill Point Cost: 15	Self Teach: +25%
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Once per combat	
Debarment: None	

With a little luck and some skill, you can move like they do... With this ability you can avoid, or move out of the way, of a frontal incoming attack. Any type of attack ability that is used or exhausted due to contact is not used or exhausted if Avoidance is used to defend against it. This skill does not allow you to avoid the effects of the "Burst" tagline, the Unavoidable ability, or "Radius Effects", nor can it be used to defend against attack made from behind.

In using this ability, the character must announce "Avoidance" immediately after being hit with an attack. It should be noted that asking "what was that?" and then deciding to use the skill after determining if it's worth "avoiding" or not is not considered immediately after an attack. Additionally, a character can only use Avoidance once per combat and costs 15SP to use.

Blade Grasp

XP Cost: 35	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Weapon Prof +6: Unarmed	
Limitation: Only Unarmed	
Debarment: None	

Allows character to Interrupt (stop) any non-grievous physical melee attack made towards them and inflict the Stun tagline. This requires at least one hand to be free to use. Use of this ability causes one point of damage to your self and cannot be mitigated. Additionally, the adversary still expends the Skill Points that would have been used in the Interrupted attack despite the attack being stopped. The tagline would be, "Interrupt, Stun".



Close Quarters Brawling

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Sometimes you are good in combat; and sometimes you are really good at fighting in small spaces. With the purchase of this skill, characters gain +2 unarmed damage and a max damage increase to 10.

Close Quarters Fighting

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Sometimes you are good in combat. Sometimes you are really good at fighting with tiny weapons. With the purchase of this skill, characters gain +2 Tiny Class weapon damage and a max damage increase to 10.

Deflect

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Arrows and bolts keeping you down? With use of this ability a character can deflect any one non-firearm ranged weapon attack allowing them to avoid the damage and/or effect of the attack. In order to use this ability, the character needs to have a weapon in hand to in-effect deflect the attack with, and announce the tagline "Deflect" clearly. Using a ranged weapon to Deflect an attack requires the character to remove one arrow, bolt, or bullet from their inventory per time used. Note: Arrow and bolt phys reps should not be physically struck with the melee weapon. Additionally, only normal attacks can be deflected which for this ability is defined as any attack that does not have a specialized effect such as Slay, Accurate Attack, Severing Blow, or the like. This ability costs 5 SP per use.

Disarm

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: Requires melee or unarmed weapons.	
Debarment: None	

Often the best way to get an edge on your opponent is to get their weapon out of their hands. This ability allows the character to disarm a combatant, requiring the opponent to drop their weapon and not be able to pick it up for five seconds. The weapon must be physically retrieved after five seconds. If the opponent is wielding two weapons the attacker must specify which weapon is disarmed. In order for this ability to work, the attacker only needs to make any type of melee weapon contact with their opponent along with announcing "Disarm". It should be noted that this ability deals no damage and requires either a melee weapon or bare hands, but not a ranged weapon. This skill costs 5 Skill Points to use.

Endurance

XP Cost: R1 - R10: 5	Ranks: 15
R11: 20	
R12 - R15: 5	
Skill Point Cost: n/a	Self Teach: +0%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: R11: 125+ XP	
Limitation: None	
Debarment: None	

Though not really a combat talent *per se*, it certainly helps. Each Rank increase the player character's body pool by their racial base amount. Additionally, it also raises max allowance by the base amount each time it is purchased. For example: a human with 5 levels of Endurance at level 10 has 75 body and has reached their racial body max (instead of 50 body).

Immune: Feeble mind

XP Cost: 15	Ranks: 1
Skill Point Cost: 0	Self Teach: No
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: 125+ XP	
Limitation: None	
Debarment: None	

The player character gains Immunity to Feeble Mind. The response "Immune" must be declared when this trait is utilized.

In Extremis

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 1 weeks	Rarity: Uncommon
Prerequisite: 130+ XP	
Limitation: None	
Debarment: None	

A rare state of being Bleeding to Death status. While In Extremis, the player character is still bleeding to death, and still only has one minute before hitting dead status, but unlike the normal bleeding to death status, they can still talk, only faintly. The player character can only just barely talk; they cannot move (save raising a hand slightly), scream, make an action, or do anything else that could be beneficial to the character.

Increase Body

XP Cost: 25	Ranks: 4
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 10 weeks	Rarity: Common
Prerequisite: R1: 125+ XP, Endurance R5; R2: Endurance R8; R3: Endurance R11; R4: Endurance R15	
Limitation: Can only be taken once every 125 XP	
Debarment: None	

This ability grants the character a permanent increase in their racial maximum body by an additional 12.5% for each Rank to a maximum of 50% at Rank 4.

Layer Armor

XP Cost: 12; 18; 18	Ranks: 3
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

One suit of armor not enough? With this ability you can now layer one more suit of armor of a lesser category than your main armor. You gain the full armor allowance from each suit along with the bonuses for armor optimizations. At rank 2, allow up to three layers of armor to be worn and count towards armor points. At rank 3, the character can layer armor in the same category, if they wish.

Mettle

XP Cost: 10; 6	Ranks: 2
Skill Point Cost: 8 or less	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: 90+ XP; Endurance R3	
Limitation: May only be taken once per 90xp	
Debarment: None	

With Mettle, the character can resist against fear effects at the cost of 2 Skill Point. This Skill Point cost decreases by one for each additional rank purchased, minimum cost of 2sp per resist. At Rank 2 of this skill, the character can resist Horror effects for double the cost to resist Fear (4 Skill Point).

Offensive Defense

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Sneak Attack	
Limitation: None	
Debarment: None	

When a rogue with this talent hits a creature with a melee attack that deals a Sneak Attack, the rogue gains one Weapon Parry against that creature for combat.

Resiliency

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP	
Limitation: None	
Debarment: None	

Once per event, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to or below 0 body. This ability can be used to prevent her from dying. These temporary body points last for one minute. If the rogue's body drop below 0 due to the loss of these temporary body points, she falls straight to dead status.



Riposte

XP Cost: 17	Ranks: 1
Skill Point Cost: 12	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: Weapon Parry	
Limitation: None	
Debarment: None	

Often being trained in combat pays off; this ability allows a character to parry an immediate melee attack and then immediately counterattack after the parry while calling x2 damage. Confusing? Maybe, let's look at an example: A character is attacked via melee and hit. They immediately announce "Parry, Riposte" to the attack; they must make a counter attack in which their damage is x2 (it is the character's responsibility to calculate the damage in their counter attack). The player must still actually make the counter attack (in other words, successfully hit the opponent), which could be in turn blocked or parried, in which SP are still expended. Additionally, this ability can only be used against attacks that could be normally parried via the Weapon Parry ability. Use of this skill costs 12sp.

Save Weapon/Shield

XP Cost: 15	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Allows character to avoid losing their weapon or shield from a destroying blow through careful manipulation of the item and taking half the damage upon themselves.

Shield Block

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: Must have shield in hand	
Debarment: None	

Shields are often regarded as a warrior's best friend in combat along with their weapon. Use of this ability allows the character to block an attack that they were not actually able to physically block. To use this ability, you are required to have a shield up and in use and announce "Shield Block" when used. This ability can only be used against an attack delivered from in front of the character and cost 5 SP per use.

Tempered to Cold

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Characters are used to the cold; even without the Survival skill, they are able to bear the harsh conditions far longer than the normal person. Additionally, the character takes 1 less damage from all Cold/Ice attacks.



ARCANE MAGIC

Of all the magics on Xadune, the Arcane is by far the most common. With roots stretching back so far that even Deep Elves don't know where it began, Arcane magic has served the mages for eternity. The nine levels of magic are split into four groupings, but each level must be learned and mastered before the mage can advance to the next level. The cost to cast a spell is its level in Skill Points. So, a 3rd level spell cost 3 Skill to cast, while a 1st level spell takes only 1.

Tempered to Heat

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Characters are used to the heat; even without the Survival skill, they are able to bear the harsh conditions far longer than the normal person. Additionally, the character takes 1 less damage from Fire/Flaming attacks.

Thrown Weapon

XP Cost: 5	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

By use of this ability the character can call the "Pierce" tagline with the appropriate thrown weapons (i.e.: bladed weapons). Without this skill, all characters can still use any throwing weapon, but are limited to the "Blunt" tagline for all weapons thrown.

Tough Hide

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: Endurance r5	
Limitation: None	
Debarment: None	

Being an adventurer makes you tough. This ability grants the character +5 Natural armor. This armor cannot be healed by normal healing methods.

Trick Shot

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: None	
Limitation: None	
Debarment: None	

Much like the disarm ability, this ability allows the character to disarm a combatant with a ranged weapon. This requires the opponent to drop their weapon and they are unable to pick it up for five seconds. If the opponent is wielding two weapons, the attacker must specify which weapon is disarmed. In order for this ability to work, the attacker only needs to make any type of projectile weapon contact with their opponent and announce "Disarm". It should be noted that this ability deals

Weapon Parry

XP Cost: 8	Ranks: 1
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: None	
Limitation: Melee Weapon in hand	
Debarment: None	

Next to the shield, a warrior's best friend in combat is their weapon. Use of this ability allows the character to parry a normal melee attack that they were not actually able to physically block or parry themselves. This ability is only useable if a melee weapon is in the user's hand and against a melee attack that is delivered from in front of the character. Additionally, only normal attacks can be parried which, for this ability, are defined as any attack that does not have a specialized effect such as Slay, Accurate Attack, Severing Blow, or the like. The tagline "Parry" should be announced when this ability is used and it costs 5SP per use.

Read Magic

XP Cost: 5	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 52 weeks	Rarity: Rare
Prerequisite: None	
Limitation: None	
Debarment: None	

This skill allows the character to read magical texts such as scrolls and spell books. This is the base skill required for a character to start to learn magic. Without it, the character will be unable to learn and use spells from a spell book.

Arcane Magic

XP Cost: 7; 9; 11; 15; 21; 27; 33	Ranks: 7
Skill Point Cost: 1+; 2+; 3+; 4+; 5+; 6+; 7+	Self Teach: No
Learn Time: 14; 16; 18; 20; 22; 24; 26 weeks	Rarity: Uncommon
Prerequisite: Read Magic	
Limitation: Must have spell book	
Debarment: None	

This skill is required to cast the general levels of arcane magic. At Rank 1, the character can cast from the 1st Level Spell List (provided they have been taught the Spell in question). Higher ranks allow the caster to use more powerful Spells.

Specialized Arcane Magic

XP Cost: 10; 12; 15; 20; 28; 36; 44	Ranks: 7
Skill Point Cost: 1+; 2+; 3+; 4+; 5+; 6+; 7+	Self Teach: No
Learn Time: 14; 16; 18; 20; 22; 24; 26 weeks	Rarity: Rare
Prerequisite: R1: Arcane Magic R1; 70xp+; R2: Arcane Magic R2, etc..	
Limitation: Must have spell book	
Debarment: None	

This skill is required to be taken in a specific school of arcane magic. Once chosen, this skill allows the character to cast spells from the respective level of specialized Arcane Magic. Each Rank allows the caster access to higher level Spells. Specializing in Arcane Magic prohibits the use of Spells from the three opposing Arcane Specializations.

Thaumaturgy

XP Cost: 13	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 36 weeks	Rarity: Legendary
Prerequisite: Arcane R1	
Limitation: None	
Debarment: None	

This is the art of the casting of magic, the study of the interaction of verbal, somatic, and material components in order to produce a desired effect. While all wizards have some degree of familiarity with this field of knowledge, a character that becomes proficient in thaumaturgy has spent time studying the forms and practices of magic. This depth of knowledge gives the wizard an edge on his learn time and reduces said time by 25%.

Wand Handling

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 3rd Level Arcane Magic	
Limitation: Wand	
Debarment: None	

Allows a player character to use a wand. Without this Skill, the character would get no use from a wand, outside of waving it around foolishly.

Magical Talent

XP Cost: 25	Ranks: 2
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Exotic
Prerequisite: 115+ XP	
Limitation: None	
Debarment: None	

A character with this talent gains the ability to cast a 1st level spell from the general arcane spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. At rank 2, a character with this talent gains the ability to cast a 2nd level spell from the general arcane spell list two times a day as a spell-like ability.



DOCTORIAL

The Doctorial Skills are your standard non-magical, non-Divine healing abilities. A character can remedy nearly any ailment with enough study in this field. The basic Healing Skill is more than enough to make you a combat doctor. Each rank of the Skill allows a character to do more and more in the tents.

Sometimes a doctor wants to do a bit more than just wrap bandages, however. That's where the Fix and Wrap Skills come in. Fix Skills do exactly what it says—it fixes something. Fix Skills reverse a tagline on another character, often with roleplay or other requirements. Wrap Skills, on the other hand, are the preventative measures of Doctoring—applied prior to a situation, Wraps can give the character extra defenses against whatever comes at them.

Healing

XP Cost: 9; 17; 22; 28; 36; 45	Ranks: 6
Skill Point Cost: Varies	Self Teach: No
Learn Time: 12; 16; 20; 24; 28; 32	Rarity: Common
Prerequisite: Diagnostic; R4 - Identify Alchemy	
Limitation: None	
Debarment: None	

The art of healing is perhaps the most complex and new of the craft skills. Field doctors are becoming more and more desired. For a character to take this skill, they must first know Diagnostic. Each additional rank builds upon itself and allows the character do more and more. Characters with the Healing Skill are able to properly use special bandages (any bandage that heals more then +1, numbing bandages, toughening bandages, etc.), as well as utilize tonics and elixirs to their full potential.

Rank 1

- *Halt Bleeding Out:* Can pause a Bleeding to Death count and nurse a wounded person from -1 body to 1 body after 1 minute (60 seconds) of care. If the act is interrupted in some way (i.e.: the doctor gets pulled away, attacked, etc.) then the victim resumes their Bleeding to Death count. Note that they do not restart it, they resume it. No bandages or any other items are required for this procedure, the character simply announces, "Halt your Bleeding Out count," and begins a 60 second count down.

Rank 2

- *Twice as Effective.* Characters at this level are also more versed in the use of bandages and healing practices and they are able to double the effectiveness of all bandages they use.
- *Finding a Vein.* Can properly administer special tonics and elixirs via injection that most people cannot effectively do.
- *Filling a Syringe.* A character can fill a syringe with a tonic or elixir properly.

Rank 3

- *Efficient Bandaging.* The character apply bandages in half the time (15 seconds).
- *Medically Equipped.* Can use medical grade engineering equipment without the need of prior engineering knowledge. (NOTE: This only applies to engineered equipment marked as 'medical'.)
- *Administering Anesthetic.* Can handle Psychoactives during a medical procedure as if the character had the skill Psychoactive Handling.
- *Fix Disease.* After 10 minutes of roleplay and use of a tonic at least +15 or better, the Doctor can cure the 'Disease' tagline. During this time, the Doctor can communicate, but do nothing else, including attacking, defending, or moving, or the Doctor must begin again. This costs 10SP to use.
- *Fix Slow Death:* With an expenditure of 10SP, the Doctor halts the Slow Death count. After 3 minutes of uninterrupted roleplay, the Doctor removes the effect of the slow death, although the target still experiences the Pain effects of the Slow Death during this time. If the Doctor is interrupted at any point during this roleplay, the Slow Death count continues from where it left off; it does not restart.

Rank 4

- *Fixing Limbs:* Can repair crushed limbs (15 skill) after a 5-minute role-play with aid of a "medic's bag" or proper equipment.
- *Stay with Me:* Is able to keep a dead person's soul more stable and in double their death count as long as they keep up a stabilizing role-play
- *Practiced Hand:* Applying a Wrap to a character talks half the normal amount of time.

Rank 5

- *Fix Slain:* With this skill a doctor can remedy a single patient from Slain Dead status to normal Dead status. This procedure takes 60 seconds of role-play, during which the patient's death count does not stop. Additionally, activation of this skill allows the doctor to know the patient's death count ("Advanced Procedure, what's your death count?"), which will allow the doctor to accurately gauge if they have the time, resources, and willingness to more forward with saving ones said life. This cost 5SP to start (and counts towards any other use of Advanced Procedure used on this patient in the next ten minutes. At the end of the role-play time the patient is moved from Slain Dead to just Dead status with the expenditure of 5 SP, and the target begins a full Death Count.

- *Reverse Amputation:* Can repair severed limbs (15 skill) after a 5-minute role-play with aid of a "medic's bag" or proper equipment. Must have a limb to attach.

- *Fix Frozen:* With an expenditure of 12SP and 60 seconds of uninterrupted roleplay, the Doctor can fix the Freeze tagline. Additionally, the Doctor requires an item specifically tagged as a heat source and must use this item during the roleplay.

Rank 6

- *Trauma Rehabilitation:* After a number of 30 minute role-play sessions (1 for a 300xp doctor, with an extra session required per 50xp below 500xp) the doctor can rehabilitate the patient to no longer suffer from a physical RP requirement. Additionally, if the doctor is psychologically trained they can rehabilitate a torture victim or rehabilitate similar mental traumas.

- *Fix Maimed/Assassinated:* With this Skill, a Doctor can remedy a target at Maimed Dead status to Slain Dead status. This procedure takes 30 seconds of role-play, during which the patient's death count does not stop. Additionally, activation of this skill allows the doctor to know the patient's death count ("Advanced Procedure, what's your death count?"), which will allow the doctor to accurately gauge if they have the time, resources, and willingness to more forward with saving ones said life. This cost 8SP to start (and counts towards any other use of Advanced Procedure used on this patient in the next ten minutes). At the end of the role-play time, the patient is moved from Maimed Dead to just Slain Dead status with the expenditure of 8 SP. When moved to Slain Dead status, the target begins a full Slain Death Count.

Diagnostic

XP Cost: 6	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 6 weeks	Rarity: Common
Prerequisite: None	
Limitation: None	
Debarment: None	

Everyone can apply a bandage, but not everyone knows when to do so. This allows a player character to be able to look over a person over and see what's wrong. With this skill, a character can determine the status of another character. To use this skill, the character goes up to the intended target and puts their hand over them and states: "Diagnose, what is your status?" This is an out of play question and must be answered by the player unless they are conscious and choose to resist. The target should respond with how much body the target is down and/or what status they are at. Without this skill, a character has next to no way of determining what status or body another character is at.

Psychologically Trained

XP Cost: 10	Ranks: 1
Skill Point Cost: varies	Self Teach: No
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: Healing R1	
Limitation: None	
Debarment: None	

The body is not the only thing a doctor can heal. With this skill the doctor can also work on mental healing of patients. Depending on the rank of Healing the doctor has depends on what else the character can heal. Healing Rank 1 in combination of this skill allows the doctor to Fix Fear for 3SP and a quick calming phrase from the doctor. Rank 2 Healing opens up Fix Feeblemind for 5SP and again some quick calming words. Fix Horror is available with combination of Rank 3 Healing at the cost of 6SP with a complementary quick word from the doctor. At Healing Rank 4 the mind doctor can Fix Trance for 6SP and a snap of their fingers, and finally with Rank 5 Healing and this skill one can spend 10SP and 10 minutes of role-play to remove the effects of one Forget. All effects are removed when the proper skill cost is paid and as long as the target can hear the voice of the doctor.

Exhausted Efforts

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 4 weeks	Rarity: Rare
Prerequisite: Healing R3	
Limitation: Max body per day	
Debarment: None	

Sometimes one must make sacrifices. When all else fails, a doctor can expend their own body points for skill points at the ratio of 3-to-1 up to the doctors maximum body, daily. For example: the character with this ability can give up 15 body points to regain 5 SP. If said character has a maximum of 21 body, they can only convert 6 more body to skill on that day. The skill gain must be used towards other healing skills. "Daily" is considered midnight to midnight.

Healers Parry

XP Cost: 12	Ranks: 1
Skill Point Cost: 4	Self Teach: +25%
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: Healing R2	
Limitation: None	
Debarment: None	

You've seen some shit. This ability allows a character to parry any normal melee, bolt, or arrow attack while tending to a patients wounds without the need of a weapon in hand as long as they are tending to a patient. This skill can be combined with other Parry Skills, with the combined Skill Point Costs expended.

On the Move

XP Cost: 10	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: Healing R3	
Limitation: None	
Debarment: None	

This skill allows a doctor to bandage or treat someone while they are in transit (i.e.: being dragged by another person(s)). This does not allow a doctor to treat someone they themselves are dragging. A third person is required.

Rouse Unconscious

XP Cost: 3; 5; 9	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 5 weeks	Rarity: Rare
Prerequisite: Healing R2	
Limitation: None	
Debarment: None	

Not everyone knows how to wake an unconscious person. This skills grants the character the ability to shorten an unconscious count (like from Waylay) and or zero body count. Rank 1 allows the unconscious person to wake after 7 minutes, Rank 2 decreases the count to 5 minutes, and Rank 3 to 2 minutes. At all ranks, the player character is brought to one body (unless they were initially higher than zero) and regains consciousness.

Veterinary Healing

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: Diagnostic	
Limitation: None	
Debarment: None	

Sometimes you like animals a lot; sometimes your friend happens to be one. This skill lets a character apply the science of medical knowledge towards animals, Wild Ones, and any Farborn that apply as well. This skill has also been proven to be helpful for doctors that wish to become multi-versed in all the races of Xadune and is required to apply anything medical to a Wild One or select Farborn other than a bandage.



WRAPS

An ounce of protection is worth a pound of cure, as they say. Doctors can do amazing things with just a bit of sterilized fabric. The Wrap Skills utilize bandages to give a character some unique boon, but only one can be applied to a character at a time.

Armor Wrap

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 7 weeks	Rarity: Uncommon

Prerequisite: Healing R2
 Limitation: Only one wrap can be applied to a PC at a time.
 Debarment: None

Seeing a doctor can be proactive too! With this ability, the character can spend 60 seconds and 3 bandages to grant 1 point of armor to themselves or another character. This can be done for a max of 40 armor points.

Circulation Wrap

XP Cost: 11	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare

Prerequisite: Healing R3
 Limitation: Only one wrap can be applied to a PC at a time.
 Debarment: None

A character with this skill can spend 5 minutes to remove all Psychoactives and normal non-magical diseases (including the Poison and Disease effect) from themselves or another player character. The material cost for this wrap is three bandages of at least +10 quality healing or greater.

Field Wrap

XP Cost: 10	Ranks: 1
Skill Point Cost: 2+	Self Teach: No
Learn Time: 6 weeks	Rarity: Uncommon

Prerequisite: Healing R3
 Limitation: Only one wrap can be applied to a PC at a time.
 Debarment: None

After years of practice, a doctor knows what works well together. This ability allows the player character to be able to combined multiple bandages together to apply a larger amount of healing. A doctor can combined bandages at the cost of 2 SP per bandage stacked and 15 seconds to make a new bandage at 90% the total (rounded down). For example: for 10 SP and 15 seconds, you could combined 5 +5 bandages to make a single +22 bandage.

Reinforced Wrap

XP Cost: 13; 10; 7	Ranks: 3
Skill Point Cost: 10; 7; 5	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon

Prerequisite: Healing R2
 Limitation: Only one wrap can be applied to a PC at a time.
 Debarment: None

An bandage a day keeps the doctor away! With this ability, the character can apply, preemptively, an increase to a player character's bleed out time. To use this, the character must spend 10 minutes (RP required) and 4 bandages of any quality wrapping a player character. This will increase the player character's "Bleeding Out" count by +60 seconds (1 minute).

At Rank 2, To use this, the character must spend 15 minutes (RP required) and 6 bandages wrapping a player character. This will increase the player character's "Bleeding Out" count by +120 seconds (2 minute). Additionally this costs 3 less SP to use.

At Rank 3, the character must spend 20 minutes (RP required) and 4 bandages wrapping a player character. This will increase the player character's "Bleeding Out" count by +180 seconds (3 minute). Lastly it costs 2 less SP to use this skill. The additional "Bleed Out" time is only usable once or expires 24 hours, which ever happens first. Only one wrap can be applied to a player character at a time.

Sweat Wrap

XP Cost: 15	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 5 weeks	Rarity: Uncommon

Prerequisite: Healing R2
 Limitation: Only one wrap can be applied to a PC at a time.
 Debarment: None

Sweat Wraps are for more than weight loss! This ability allows the character to spend 15 minutes applying a wrap (RP requirement) that will grant the patient one Resist Toxin/Poison. The material cost for this wrap is four bandages of at least +5 quality healing or greater.



BARDIC SONGS

Music moves us. For some people, it does even more than that. Bardic Songs are both mental and metabolic effects applied while the Bard is singing.

Another Brick in the Wall

XP Cost: 21	Ranks: 1
Skill Point Cost: 27	Self Teach: No
Learn Time: 15 weeks	Rarity: Rare

Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

This song aids others to use a skill more effectively. While the bard is singing, the person to whom they were singing to is able to achieve their goal in half the time it would have normally required and 25% less skill. Only one song can be applied to a character at a time. The increase only lasts as long as the song is being sung.

Blood Hunter

XP Cost: 15, 22, 45	Ranks: 3
Skill Point Cost: 5, 12, 25	Self Teach: No
Learn Time: 20 weeks	Rarity: Uncommon

Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

Words can hurt. At Rank 1, this song deals damage equal to half the bard's max body points rounded down to three creatures, OR double their max body to one creature.

At Rank 2, the song does damage equal to the Bard's max body to three creatures, or quadruple their max body to one creature.

At Rank 3, the song does double body to three creatures, or 10x their max body to one creature. The character calls the damage as they normally would at the end of the song. Only one song can be applied to a character at a time.

Disillusion

XP Cost: 15, 20	Ranks: 2
Skill Point Cost: 10, 15	Self Teach: No
Learn Time: 20 weeks	Rarity: Legendary

Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

At Rank 1, this song petrifies a number of minor undead, minor abominations, or minor created creatures to stone equal to half of the characters level using this skill (rounded up). To use this skill, the character can point-cast (packet delivery is not required), to the affected creature and call "Petrify". After calling this damage, the character must sing their song. If the song is not completed, the tagline drops. "Petrify" lasts 10 minutes. At Rank 2, The number of creatures is equal to the character's level.

Every Breath You Take

XP Cost: 35, 75	Ranks: 2
Skill Point Cost: 25	Self Teach: No
Learn Time: 26 weeks	Rarity: Legendary

Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

Words can energize. At rank 1, this song restores 25% Max SP to one ally. At Rank 2, this song restores 25% Max SP to nine allies. The appropriate voice projection should be used. For example: If this song was being sung in a Library, the sound would be quieter than if it were used in the middle of a fight. Only one song can be applied to a character at a time. The increase only lasts as long as the song is being sung.

Freak on a Leash

XP Cost: 16; 35	Ranks: 2
Skill Point Cost: 9; 18	Self Teach: No
Learn Time: 28 weeks	Rarity: Rare

Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

Words can be inspiring. At Rank 1, this song allows the character to double the damage dealt by three allies. This does not allow these allies to call more than the damage limit of their weapons. At rank two, this song allows the character to increase all damage dealt from their allies by double who are within voice radius of the singer. The appropriate voice projection should be used. For example: If this song was being sung in a Library, the sound would be quieter than if it were used in the middle of a fight. Only one song can be applied to a character at a time. The increase only lasts as long as the song is being sung.

Life's Song

XP Cost: 15	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare

Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

This song gives the bard's allies healed body. For 15 SP, the character with this ability can pick 2 allied characters and restore body points equal to half his characters level (rounded down). Only one song can be applied to a character at a time.

Magic Hunter

XP Cost: 35	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 18 weeks	Rarity: Legendary

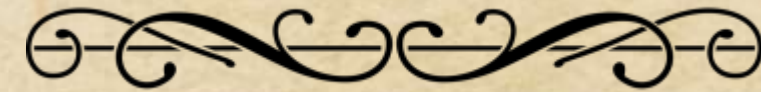
Prerequisite: Artistic Skill: Singing R2
 Limitation: One song active
 Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

Do you believe in magic? This song does. With this song, a character can quadruples magical skill point costs of a target for 24 hours. If this is applied to another player character, this must be noted on their character card.



Chapter 7

Mechanics of Adventuring



In this chapter, we will review some of the core mechanics in Xadune: Healing, Arcane Magic, Firearms, Production Skills, Locks and Traps, and Bardic Songs.

INTRODUCTION

Nothing is more awe inspiring then the presence of magic and the advent of technology. Though they are blaringly different, and their in-game mechanics share little, it is still fitting to place the two subject matters together in one place. One is dying off while the latter is just leaving its infancy, magic and technology. Both are very complex when looking at them from both an out-of-play game system aspect and an in-play metaphysical aspect. Neither is for the novice role-player or character. In this chapter we will discuss the finer points of arcane magic along with presenting the list of the common general spell list, then we will look at the aspect of divine miracles and what it means to be a devoted priest and see examples of their general prayers.

On the technological side of things, we will spend a good amount of time going over firearms; if your character plan's on wielding one of these newfangled inventions you should make yourself familiar with this section. The practicality of the weapon along with the engineering aspect will both be covered. Past that we will go into the inner workings of Smithing, Engineering, and Alchemy in Xadune. We will be covering the step by steps of the production skills item creation system. We will take a close up look at traps and locks, the adventurer's bane, and then lastly, a look at how Bardic Songs work.

Further information on core systems, such as the core system of Divine Miracles, can be found in the Advanced Player's Handbook.

HEALING: DOCTORS, FIELD SURGEONS, & BANDAGES

One of the most useful people to have at your side is a healer, and some of the newest people to this field are your doctors and surgeons. Science has indeed ushered in new arts; before only clerics and a few mages were able to successfully tend to the wounded. But the science of medicine is still, like many of its sister skills, in its infancy and has a long way to go before maturing into its full potential.

Medical Science, while new and upcoming in the World of Xadune, is something most characters will interact with frequently. It is important to understand the process, even if you are not a healer.

GOING TO SEE A DOCTOR

All characters will, at some point, need to see a doctor. There are specific terms and Skills used on your character you should know how to respond to.

Diagnose: This is the use of the Diagnostic Skill. If a character asks this of you, you are to respond with the *amount of body points you have lost*. So, if I am a human, with a maximum of 5 body points, and I have lost 2, my response would be "Down 2 Body".

Additionally, if you are under the effect of any metabolic taglines, you would respond with this tagline. So, if I had been hit with, a '2 Pierce Paralyze', my response would be 'Down 2 Body; Paralyzed'.

Diagnose, Psychologically Trained: This is the use of the Diagnostic Skill by someone who also has the Psychologically Trained Skill. This allows the Doctor to diagnose mental effects on a willing, conscious patient after 30 seconds of roleplay.

Advanced Medical Procedure: This is a high-level doctor's indication that they are, well, a high-level doctor. This phrase is often followed by a question, such as 'What is your maximum body?'. Answer these questions as they arise. Doctors may be able to Diagnose Mental taglines with this skill; know your Bleeding Out Count, or any number of things.

BANDAGES AND TONICS

All characters can apply basic bandages. Applying a bandage requires 30 seconds. At the end of 30 seconds, the target gains the appropriate amount of body back. If a target is bleeding out, they do not stop their bleeding out count while being bandaged. So, in other words, one must be quick to tend to the heavily wounded. It should also be noted that your normal bandages, though common, only return 1 body to a person, thus a person bleeding out that is successfully bandaged and saved is only raised to zero body and unconscious. Any bandage that is applied by an unskilled PC, regardless of the healing amount, only heals 1 body. Bandages that heal more than 1 body or do anything else are considered Specialty Bandages. Lastly, it should be noted that bandages cannot be stacked. Once a person has received a bandage in any form, they cannot benefit from more until they are either healed in some other manner or a knowledgeable person tends to them.

In addition to bandages, all characters can drink tonics, and inject basic body tonics into another person. Like bandages, tonics injected by an untrained person (without Healing R1) will only heal one body. If the tonic is drank, it cures the stated amount.

Mr. Tambourine Man

XP Cost: 35	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 15 weeks	Rarity: Exotic

Prerequisite: Artistic Skill: Singing R2

Limitation: One Song active; 1 six-sided dice

Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

This song randomly can cause nine allies to be effected by a Reflect Arcane, Heal 15 Body, Restore 15 Skill Points, Ward Physical Attack, Resist Mental Effecting (OSP), or nothing.

To use this skill, find a marshal. A marshal will roll the d6, you provide, to determine which effect happens. The order is 1: Reflect Magic, 2: Heal 15 body, 3: Restore 15 sp, 4: Ward Physical Attack, 5: Resist Mind Effecting, 6: nothing.

Nameless Song

XP Cost: 20	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 20 weeks	Rarity: Exotic

Prerequisite: Artistic Skill: Singing R2

Limitation: One Song active; 1 six-sided dice

Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

This song randomly can cause all adversaries to be effected by a "Terror": "Blindness", "Mute", "Poison", "Deafness", "Berserk", or nothing.

To use this skill, find a marshal. A marshal will roll the d6, you provide, to determine which effect happens. The order is 1: "Blindness", 2: "Mute", 3: "Poison", 4: "Deafness", 5: "Berserk", 6: nothing.

Slow Song

XP Cost: 25	Ranks: 1
Skill Point Cost: 28	Self Teach: No
Learn Time: 20 weeks	Rarity: Uncommon

Prerequisite: Artistic Skill: Singing R2

Limitation: One song active

Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

Some songs are moving. This one is not. This song effects all those who can hear it. Anyone within hearing radius take a "Slow" effect for 10 minutes. The Bard should call the tagline "Slow". Only one song can be applied to a character at a time.

Stayin' Alive

XP Cost: 15, 30, 45	Ranks: 3
Skill Point Cost: 5, 10, 20	Self Teach: No
Learn Time: 22 weeks	Rarity: Legendary

Prerequisite: Artistic Skill: Singing R2

Limitation: One song active

Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

At Rank 1, this song removes the effects of all metabolic effects on one ally during the duration of the song.

At Rank 2, this song removes the effects of all metabolic and mental effects on three allies.

At Rank 3, this song removes the effects of all metabolic and mental effects on nine allies during the duration of the song. Only one song can be applied to a character at a time.

As an example, if a person starts singing 3 minutes into a sleep and sings for 7 minutes, the affected person no longer is asleep when the song is over. However, if a person sings for 5 minutes, there is 2 minutes left on the count down.



Pensive Attack

XP Cost: 19; 38	Ranks: 2
Skill Point Cost: 10; 30	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare

Prerequisite: Artistic Skill: Singing R2

Limitation: One Song active; Once per day per rank

Debarment: 4: Arcane 4+; Divine 2+; Slay; Fatal Blow

At Rank 1, this song decreases all damage directed towards three allies by half (rounded up).

At Rank 2, this sone decreases all damage directed towards all allies in voice radius.

Only one song can be applied to a character at a time. This can only be used once a day.



TRAPS

You will encounter traps and locks throughout your adventures, and you will likely become accustomed to the different types.

Traps, as should be obvious, can be interacted with by anyone – in that anyone can spring a Trap. On a mod or encounter, the Marshal will instruct you on what happens should you correctly – or incorrectly – interact with a Trap. Only players with the Disarm Trap Skill can disarm a Trap, and only players with the appropriate level of Locks and Traps Skill can reset a reset-able Trap. Always talk to the Marshal before attempting either of these things. Tampering with a reset-able Trap that is far above your level will cause the Trap to go off, and will destroy the Trap until such a time it can be repaired by a properly skilled person.

The thing that makes most traps effective is the fact that no one normally knows they are there. Though carelessly laid traps could be spotted by someone with observation, if the marshal is feeling nice or it's a lower level situation, all other cases require that a player have Trap Detection Skill.

From there, a character needs at least one rank of Disarm Traps to move forward with the task at hand. Once the location of the trap is determined, expertise knowledge of the field takes over to let the rogue be able to assess the trigger from the consequence. Without the Rate Trap Skill, one can only tell if a trap is far beyond their abilities, meaning it is at least two ranks higher than their skill rank in Disarm Traps.

Past the hoops you have to be able to jump through to get the chance to disarm the trap it is pretty straight forward: outbid the skill cost of the trap, work with it the required time period and presto, trap is now disarmed.

Can't we just throw the new person we brought along into every room as our "trap finder"?

Yes, you can, though I don't think it's the best way to make friends and assuming the first trap takes him out who are you going to use on the next one? What about throwing around objects to check for traps in rooms? That too is a possibility, but also time consuming and I would imagine loud at times. What about that scene in that movie where the wall was trapped and closing in to crush them and they wedged some debris between it to stop it. Yes, ingenuity on a mod can save you from time to time, though I clearly remember that never working in movies and someone typically always disarming the trap to save them.

BUT WHAT ABOUT OTHER WAYS AROUND THE TRAP?

Bottom line: traps kill. They get the job done nine out of ten times. A trust friended with knowledge in the field will come in handy more than once. There are a few ways around traps but they will be costly, time consuming, at times fun to do, but never as easy as it would be if you had a skilled cohort.

the patient's death count does not stop. Additionally, activation of this skill allows the doctor to know the patient's death count ("Advanced Procedure, what's your death count?"), which will allow the doctor to accurately gauge if they have the time, resources, and willingness to move forward with saving ones said life. This costs 5SP to start (and counts towards any other use of Advanced Procedure used on this patient in the next ten minutes). At the end of the role-play time the patient is moved from Maimed Dead to just Dead status with the expenditure of 8 SP.

WRAP SKILLS

Doctors can do amazing things with bandages. These are Skills which allow the doctor to use a certain number of bandages in specific ways as preventative measures against effects or damages. Only one wrap may be applied to a character at a time, and the bandages are consumed as the wrap is applied, not when they are used.

REMEDY SKILLS

Remedy Skills are skills that remedy specific things. Mental and metabolic taglines alike can be dealt with by this set of skills. The method, mode, and time it takes to heal these depends on the Skill itself.

VETERINARY HEALING

Lastly, it should be said that medical science is only applied to the Humanoids, Demi-Humans, and Wee Folk. All Wild Ones and a few select Farborn are not anatomically like anything a normally trained doctor would encounter. Because of this, anything other than a bandage cannot be applied or attempted on one of these creatures without the Veterinary Healing skill.

LOCKS AND TRAPS

No action-adventure story or game would be complete without traps and locks. Both accomplishments are much older than other technologies and are designed to do exactly what their name implies: lock something or trap something. When dealing with traps your character needs to have the appropriate skills or traits to make them, use them, and remove them; regardless if you as a player can work with them.

It should be noted that, while you may encounter Locks and Traps throughout your adventures, a player can only use Locks and Traps as a cabin defense. They can lock the door or trap the room, but only on the cabin and MUST be included in the Cabin Notes. Locks, Traps, or any other defenses not listed on the Cabin Notes simply aren't there.

REPRESENTATION

There are two ways a trap or lock will be handled in-play: either via tag, which is when a tag or card will be written out to represent the lock or trap and have instructions on it, or it will be actually represented, as in there will be a lock or an out-of-play safe but tangible trap setup. Depending on the situation during a mod you could see both scenarios.

All physical locks and traps need to be approved by Staff before being put in-play and accepted as an actual lock or trap for the game. Staff retains the right to disallow or not approve any lock or trap phys-ref at their discretion.

happens. At Rank 1, all Doctors can nurse a wounded person from -1 Body to 1 Body after 1 minute of care. While this act is being performed, the target halts their Bleeding to Death Count. If one full minute of uninterrupted role-play is performed, then the target is saved. If the act is interrupted in some way (i.e.: the doctor gets pulled away) then the victim resumes their Bleeding the Death count. Note that they do not restart it, they resume it. No items or Skill Points are consumed with this ability.

Characters at this level are also able to properly use special bandages – any bandage that heals more than 1 Body, and bandages that apply special effects. As noted previously, they can also inject body tonics and utilize them to their full potential.

At Rank 2, characters are more versed in the use of bandages, and they can double the effectiveness of bandages they use. A normal +1 Bandage now heals for 2 Body, etc..

Outside of bandages, these Doctors start to get... well, a bit stabby. Characters with Rank 2 of Healing can fill syringes with tonics and elixirs, and they can properly administer tonics and elixirs that most people cannot. Special tonics and elixirs include anything that doesn't just heal Body points.

Healing Rank 3 cuts the time to apply bandages in half, from 30 seconds to 15 seconds. Doctors of this caliber have studied the science behind their art. They can use medical-grade engineered equipment, without the Engineering skill – although this only applies to engineered items marked "Medical". They can also utilize Psychoactives in medical procedures as if they had Psychoactive Handling.

These Doctors can cure the Disease tagline after 10 minutes of uninterrupted roleplay and use of a tonic at least +15 or better. They can also cure the Slow Death tagline with 30 seconds of uninterrupted role play, halting the character's imminent demise. The character's Slow Death count does not halt during this roleplay.

At Rank 4, the Doctor can repair a Crushed Limb after 5 minutes of role play with aid of a 'Medical Kit', and a 15 Skill Point expenditure. The Doctor can keep a dead person's soul stable, and in doing so double the Death Count from 5 minutes to 10 minutes, so long as they are performing a stabilizing role play. At Rank 4, Doctors gain the 'Practiced Hand' trait, which lowers the time required in any Wrap Skills by half.

After a while, you've seen some shit. At Rank 5, you are really getting good at fixing said shit. Doctors at Rank 5 can Fix Slain. After a 60 second roleplay and 5 Skill Points, the character is moved from Slain Dead to Dead status. Activation of this ability allows the Doctor to know the patient's Death count by asking, "Advanced Medical Procedure, what is your Death Count?" This is important, of course, because use of this ability does not stop the Death Count.

Rank 5 Doctors can repair severed limbs for 15 Skill Points after a 5 minute role play, with the aid of a Medical Kit – and the severed limb. Gotta have something to reattach.

These doctors can also fix the Frozen effect, with an in-play heat source, 30 seconds of uninterrupted roleplay, and 5 SP.

Finally, at Rank 6, the most advanced Doctors can heal you through just about anything. These Doctors have Trauma Rehabilitation, in which after a number of 30 minute role-play sessions (1 for a 300xp doctor, with an extra session required per 50xp below 500xp) the doctor can rehabilitate the patient to no longer suffer from a physical RP requirement. Additionally, if the doctor is psychologically trained they can rehabilitate a torture victim or rehabilitate similar mental traumas.

They can also Fix Maimed Status. With this skill a doctor can remedy a single patient from Maimed Dead status to normal Dead status. This procedure takes 30 seconds of role-play, during which

Drinking an item normally takes up to five seconds, while an injection takes as long as it takes to do it. It is important to note that only healing tonics can be administered via a syringe by an untrained professional. Unless stated on the tag, any other fluid injected into a PC by an untrained person yields no results.

All tonics and elixirs on a character are required to be represented in some way or fashion. This can be via a vial in which a syringe can draw the fluid, or individual vials for each drinkable item.

Additionally, an untrained character cannot properly fill a syringe with a tonic; it requires a character with the Healing R2 Skill. So, stop by your local doctor to get your syringes filled.

To represent a syringe, you can use a 30cc plastic medical syringe in which the tag is placed in. Once the plunger is depressed and the tag crushed, the alchemy is used. If you have any questions or wish to obtain a syringe to use in-play, please talk to Staff and they will be happy to assist.

ADVENTURER, M.D.

Before one can become a doctor, they must first be able to identify problems with a patient. In other words, the Diagnostic Skill is required as a pre-requisite to all healing skills. As the Doctor becomes more skilled in his work, he will eventually need to learn to properly identify the substances he uses. Rank 4 of the Healing Skill requires Identify Alchemy as a pre-requisite.

Healing characters, especially in combat, is a taxing job. Firstly, a Doctor and their patient cannot move during most medical procedures. This includes bandaging, staunching a bleeding to death count, and even bringing them back to life. The On the Move Skill allows a character to move during medical procedures, but otherwise a Doctor and patient must be stationary.

As an adventuring doctor, you have many responsibilities in keeping the player characters alive. You also have another important responsibility: Never refer to yourself as a 'Medic' in play. Remember, 'Medic' is an out-of-play term used when someone is hurt. It may be tempting to refer to yourself as a 'Combat Medic', but we prefer 'Field Surgeon'.

Additionally, a Doctor cannot be interrupted during a medical procedure. If a Doctor gets hit with an attack, either damaging or a tagline, the procedure must start completely over.

The basic Healing Skill is where the majority of Healing





PICKING LOCKS

Locking or unlocking a typical lock requires the key or combination. Doing this requires no skill, ability, or expenditure of skill points. However, should you be missing the appropriate key or combination, the Lock Picking Skill must be used, the appropriate Skill Points expended, and the character must use Lock Picks.

A Thieves' Kit is a tagged kit that allows a character to use the Disarm Trap Skill. The Lock Picking Counterpart is Lock Picks. These items must be used by the player when utilizing the Skills – appropriate roleplay is encouraged.

Picking a lock also requires time. Non-complex locks only require the time it takes to calculate the skill bid of the lock. This can be as quick as a couple seconds to a minute or two. If the character does not have the Rate Lock Skill, then the time required to pick a lock is the stated pick time. In the case of physically represented locks, the time it takes to pick it is equal to the actual time it takes to pick it.

Locks that have magical or technological add-ons built into them often have consequences when trying to pick them as does purposefully trapped locks. The Disarm Trap Skill is required to understand these advanced multipurpose locks better and avoid their devastation, though the skill is not required to pick the lock.

If a character tries to pick a lock or disarm a trap beyond their Skill level, they automatically fail. All locks and traps have skill costs associated with them, and to be successful in the task at hand you must be able to outbid these costs.

Additionally, these costs are not known to the character unless they have the appropriate Rate Trap or Rate Lock skill. Without these skills, the character must guess as to how much skill to bid, and they may not know the contraption in question is above their skill level to deal with.

In the case where a phys rep is present, the players will get the option to “Do It”. Characters with the appropriate skills will be allowed to physically attempt to pick the lock or disarm the trap. In any situation, the provision may be altered, however a player should always be ready to “Do It”.

Having the Locks and Traps skill of equal rank to the lock decreases the skill bid needed to pick or disarm the lock or trap by 25%. For example, a person with rank 2 Locks and Traps and Rank 2 Lock Picking is trying to pick a rank 2 lock of 26 skill. To do so they would need to spend 21 skill points to successfully pick the lock as opposed to 27 skill points (27 skill points at 75% = 20.25 rounded up is 21 skill points). Knowing how to create a trap or lock does not aid in the time it takes to disarm or unlock said device. Same would go if an equally skill character was dealing with a trap with a skill of 30. It would take them 24 skill points to disarm as opposed to 31.

Special rules and conditions for locks: For starters, the first thing that people think of when they see a lock is just breaking it. Depending on the lock's material, rank, and construction type each one can have a different tolerance ranging anywhere from five to over one hundred. When attempting to break a lock in this fashion it has a toughness of quintuple it's rated Skill value. So yes, breaking it is an option.

Looking past breaking the lock, most people then look to breaking down the object that is locked. This, as one might imagine, is loud, time consuming, and will most likely damage objects on the other side as well as destroying the vessel and lock. However, this too is an option though the typical toughness of a locked or bared door starts at 30 and only gets more difficult depending on many factors. Blunt or explosive damage is required when trying to

bypass a lock in this fashion.

Acid can also be used to disable a lock, though this method will render a lock destroyed and requires special tools to properly be administered. Additionally, the effect is not instantaneous.

RECAP: LOCK PICKING

Step 0: Rate Lock & Trap Detection.

If the character has the Rate Lock Skill, they can spend 5SP and begin to rate the lock. This presents the character with the formula to calculate the amount of Skill Points needed to pick the lock.

The character can also utilize the Trap Detection Skill to see if the lock is trapped. If the character discovers a trap, they can utilize the Disarm Trap Skill to remove the threat.

Step 1: Skill Bid.

The character spends Skill Points to a maximum allowed by their Lock Picking Skill level and begins to pick the lock. The Pick Time must be roleplayed out while the character is ‘picking’ the lock.

If the character has the Rate Lock Skill, they can spend the Skill Points needed (with a 25% discount) to pick the lock. The character does not need to wait out the Pick Time; they have already spent the time while rating the lock.

Step 2: Trap Springing.

If the lock was trapped, and the trap was not disabled, the trap springs. Any magical or technological abilities of the lock resolves during this time as well. This occurs during the Pick Time.

Step 3: (Un) Successful Picking.

At the end of the Pick Time, if the character has spent the appropriate amount of Skill Points to pick the lock, the lock opens!

If the character did not spend the appropriate amount of Skill Points, the lock does not open, and they can try again.



ARCANE MAGIC

You've heard it before and you will hear it again: Arcane Magic is a difficult path to travel. It has incredible utility at low levels, but advancement is difficult, expensive, and takes a long time.

ARCANE MAGIC AND YOU

Arcane magic is fundamentally pretty straight forward in terms of how it works, from a game mechanics standpoint. Unless your character is a *Born Sorcerer* (special trait), you are required to have a teacher in-play to learn arcane magic. Your character must have the Skill Read Magic, as well as have a basic understanding of it. You use XP to buy levels of magic, and in essence to be able to cast higher levels.

All mages do not have the ability to cast all spells within the levels of magic that they know. At first, a mage can only cast from the generalist spell list. Even so, he can only cast spells that are taught to him via a teacher and contained in the mage's grimoire, a text containing the mage's arts.

There are three different stages to magic: the Mage or low-level casters, the Magus which are the midlevel casters, and

Wizards which can do the high level stuff. In essence, you have seven levels of magic split into three power groupings: 1st-3rd level spells are considered low level, 4th & 5th are mid-level, and 6th & 7th are your high level magic. Ranks 4 through 7 Generalist Spell Lists can be found in the Advanced Player's Handbook.

There are also very complicated spells and rituals which are your 8th & 9th level magic, but those are rarely seen. Most people can grasp and learn low level magic but getting higher than that is a feat in its own. Unless one is a *Born Sorcerer*, they cannot achieve higher than mid-level magic without direct aid of an institution, highly qualified teachers, or a similar greater aid.

There are eight different types or schools of magic, but most all casters are general in nature and learn all these types. If a caster was ever able to gain the knowledge and schooling to become more specialized in a specific school, they would gain access to a wealth of spells in said school that your mundane caster could not cast. But this comes at the cost of never being able to cast spells from three of the opposing schools of magic to the selected school. Attempting to do so always results in failure. There is no exception. With that known, a caster can specialize in a school and be able to cast all magic he can find for that school, along with whatever spells in the generalist list that are not opposite of the specialized school. Once more, the caster can specialize again in another school (obviously not in a school already in opposition). Once the school is chosen, the school opposite of it and the two schools beside the new opposite, are unable to be learned or cast by said caster ever. This should leave the caster with two specialized schools to cast from along with one general school to cast from.

A person gains spells by learning them in-play, and it's not as simple as just having them in your grimoire. Learning new spells takes time and each spell has a different learning time. So, a character can have a spell in their grimoire, but no teacher to teach them to use it, thus they still cannot cast the spell.

This also means that stealing a grimoire full of spells can get you nowhere fast when it comes to learning new spells. Assuming you have the correct level of magic, you have learned a spell which you have in your grimoire and said grimoire is on your person, and you have the free Skill Points to use said spell as well as any components or pre-dedicated prep time the spell might require then you can then “cast the spell” reciting the incantation of the spell and the release of a spell packet towards the target.

CASTING ARCANE MAGIC

Casting any spell costs Skill Points. A few skills, traits, and items (such as if the character is skilled to wield a wand) can aid or hinder the caster in the expenditure of Skill Points and components required for casting. As you can imagine, higher level spells cost more than lower level spells. A caster will be aware of the Skill cost to cast all their spells. Unless noted, all spells cost at minimum the number of Skill Points equal to their level. Once casting of a spell is started via the start of the incantation, the Skill Points are spent towards the spell, regardless if the incantation is finished or if the spell makes contact or not.

Many spells necessitate a component to cast. Components are required aids in channeling the magic and are consumed by the magic upon casting of the spell. The component must be on the caster at the time of casting for the spell to work. Most components can be obtained for a price or found on a high adventure. High level spells often require more rare or expensive components. All components are of magical quality in nature, meaning that not just any sample of said component will do. Spells that do not require a component obviously do not need one to be performed and can be cast more freely by the caster. As with Skill Points, once a spell is started the component is consumed.

Spells that require prep times are often spells that are taxing to cast. Prep rituals can be done far prior to casting of the spell

(but within the timeframe of the current game event weekend). Prep rituals require the caster to role-play a ritual that channels the magic necessary to cast said spell. This is normally done in a private, quiet place. The caster cannot be disrupted from concentration during the prep ritual and must have their grimoire with the prepped spell open and be reading from it for the ritual to work. Most spells allow for multiple prep rituals to be performed and mages are able to cast a spell multiple times. Be aware, some spells require the prep ritual to be performed directly prior to casting.

Incantations, the words used in the casting of all spells, depend on your rank as a caster. The more adept and higher level you are in your casting arts the more refined and short your easier spell incantations are. Low level casters have to work for their spells. Their incantations are long and drawn out. A low rank caster (only skilled in 3rd level or lower arcane) cannot have an incantation that is less than seven words long. The requirements for the incantation are the spell name along with the effect tagline placed in the incantation, unless it is a damage spell in which you follow up with the amount of damage after the incantation.

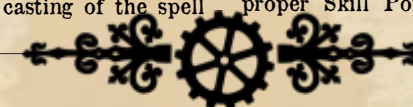
Thus, a low-level mage casting, say, Fumble, might have a incantation like this: “I command you to fumble your long sword” in which they would throw a packet and hope for contact. The incantation has the spell name and is evident enough to the opponent as to the effect. While casting, the caster cannot take body or mental damage or the spell fails, and once the incantation is complete, they have only three seconds to throw the spell before the power dissipates.

A different spell which deals damage, such as Acid Dart, might have an incantation like this: “I summon forth an acid dart to harm you; 10 Acid”. Because this spell is a damage spell, the caster must call the damage. This can be done as the caster throws the packet and not directly after the incantation. Higher level casters become faster and more adept at low level casting, so their incantations are shorter, though they must still use the spell name in the incantation and call the effect tagline. Common incantations for generalist spells are given with their description, but the caster can use different incantations as long as they meet the outlined criteria. It should be noted that incantation must be said loud enough for a person no less than five feet away from you to hear it clearly and understand what was said. Additionally, the caster is responsible to make sure the target is also aware of what the spell was that hit them (that is if it hits them) if they were unable to hear the incantation.

Because the system is “cast on the go”, battle magic, or without prior memorization for most respects, all casters are required to have their grimoires on them in order to cast.

Lastly, in respects to casting a spell is the release of the packet. All arcane spells show signs of magic during casting; this is represented by a purple spell packet. Though spell packets cannot be stolen, they can be seen in the game world and noted as some form of magical energy. The caster must have a hand empty of an in-play object save a packet before they start the incantation. Once the incantation is finished, the caster has up to three seconds to throw the packet. All packet delivered spells will be considered a hit upon an opponent if it hits them in any way or form. The only exception to this are spells that deal physical damage, such as bulk damage elemental spells, which can possibly be blocked via a shield. Spells that miss their target are wasted spells and have no outcome. Spells that hit unintended targets, including the caster, still place their full effect upon the recipient.

There are, however, conditions which could happen that will cause a spell to fail. Failed spells still require the expenditure of proper Skill Points and the consumption of the components if



required but the target suffers no effects from the spell. Spells can fail because their incantations were inaudible or unclear. Blurted or mumbled incantations only result in loss of Skill Points and components. Packets thrown before the incantation is finished or after the three second grace period are also considered failed spells. Additionally, if a caster ever takes body or mental damage while reciting the incantation, the spell fails.

GRIMOIRES

In order to copy a grimoire or even read one, the character must first have the Read Magic skill. The character also needs to be able to understand (i.e.: be able to cast) the spell to correctly copy it. Lastly, a special ink must be used when scribing a spell into a grimoire. This ink is normally provided by one's teacher, but can be obtained through merchant contacts. A good question is, "Can someone just rip out the pages and sew them into a different grimoire"? The answer is yes, but they still must be able to Read Magic to make sure they get the right pages.

Spells take up one side of a page per level, and can be written on the front and back sides of the page. So, if you have three first level spells and two second level spells in your tome, it will take a full three and a half (half a page being on side of paper) of paper in their grimoire.

Most PCs that wish to be mages will more than likely start as such, and should also be encouraged to talk with staff about their background so they can already have/had a teacher and a small grimoire and list of known spells. A common recommendation is that, if you are at all interested in the Arcane route, to pick up Read Magic at character creation. It has a 52 week learn time, so learning it in-play will take a while.

STARTING SPELLS

Players with Arcane R1 get to begin the game with a starting grimoire. Players may begin with only spells in their grimoire that they are able to cast. If they can cast first level spells, then they can have any three first level generalist spells presented in this handbook in their beginning grimoire. Second level students can have two spells from that level in their grimoire as well. Starter grimoires can be provided to brand new players to the game but they need to be replaced by a personal grimoire within three events and the starter text returned to the game.

A Starting Grimoire is a Grimoire that a character can begin with. It has a maximum of 25 pages, and has a minimum size of 6"x4". Starting Grimoires can look like anything you want them to, so feel free to get creative with the binding.

All Spells must be written in the Starting Grimoire, and signed by a Staff member at Check-In prior to your first event.

THE EIGHT SCHOOLS OF ARCANE MAGIC

It is common knowledge to anyone versed in arcane arts that there are eight different schools that make up Arcane magic. Each school is thought to have a plethora of spells within them. As a generalist caster, as all arcane casters start off as, small amounts of spells from each school is easily channeled and can be performed by most. These spells make up what is known as the Generalist Spell List. But, in order to learn these more focused spells a caster must sacrifice being able to cast from the opposite schools. The Arcane Wheel below shows all eight schools and how they oppose each other. In order to specialize in one school, the caster loses the ability to cast spells from the three opposing it.

So, a specialized Elementalist could never cast from the schools of Necromancy, Illusion, or Warding. A stiff price to pay, but Elementalists are amongst the most powerful battle casters around. It should be noted that the Elementalist can still cast the spells from the general spell list in schools which he is not barred from. Each school has its own niche in the world. Here are the highlights of the schools and what the specialist casters are called.

Alteration: The magic of change. Transmuters change one thing to another, or move them from one place to another. Spells such as Disintegrate, Teleport, and Polymorph belong to this school. This is an offensive branch of magic.

Elemental: The force of the elements. Elementalists deal with the primary elements (fire, water, air, and water). Most of these spells manipulate a particular chosen element for either offensive or defensive purposes.

Enchantment: This school specializes in your charms and item creation. Enchanters need a target for their spells, either an item or a person, and can imbue effects on the target. It is known for its curses as well. Enchanters can be very offensive, but often need time and preparation before a fight.

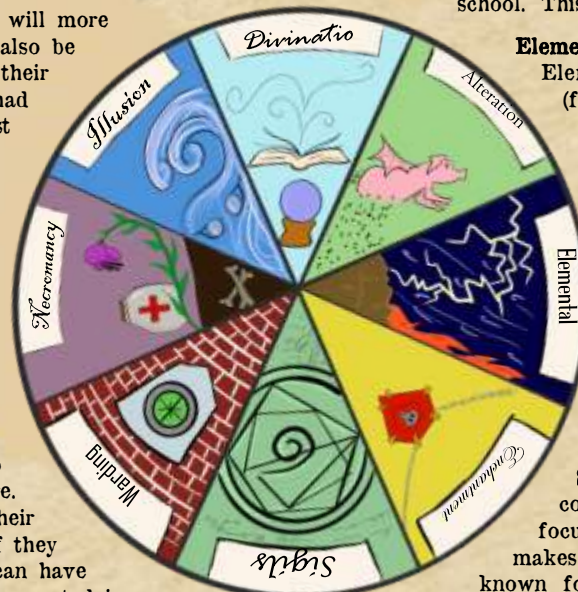
Sigils: A diverse school that deals in counter-magic. Its effects are the least focused of the schools, but the odd diversity makes it a powerful asset. These rare casters are known for their beauty and elegance in casting. Called Poets, these casters have spells which range from couplets to epics.

Warding: The school of protections. It includes all the spells you need to make sure you never have to worry about anything again. Warders practice defensive magics, which can shield targets from various attacks – with enough preparation.

Necromancy: Dealings with the flesh. Necromancers are always treated with caution, because while this art is the only school which can magically heal someone, it can also be used for great evil. Necromancy is the healing branch of magic... until it isn't.

Illusion: Trickster magic. Illusionists have been known to mimic other spells along with create ruses to confuse others.

Divination: These spells are used to gain knowledge and information. All of your serying magic is here, along with a few defenses. Diviners can discern the unknown and even see the future, although this delicate branch of magic is not strictly offensive, a good Diviner is important to have in war.



Sigils are the only spells that require writing and a rhyme scheme in the incantation to perform the spells. All poems require the sigil to be etched in the air while casting. Sigils are also the only form of magic where the caster can take damage during the casting of said spell and it not result in spell failure. As long as the caster is able to recite the poem the spell will take effect. If disrupted from reciting the poem, the caster has 3 seconds from stopping to continue on with the poem before the spell will be considered a failure.

To become a specialty mage, one must first find a teacher, school, or the like; only then can a character start to learn the particulars of the school.

A few countries have at least one university still dedicated to learning magic. These specialized schools are often hidden from the outside world and are very expensive to attend. Most schools are 7-year programs, with each rank in magic taking about a year to learn. This is about the norm for learning magic in Xadune. Bear that in mind when pondering going down the path of learning magic. Just because you might be able to afford it XP-wise does not mean it will happen any quicker or easier.

THE LAWS OF MAGIC

There are three known universal laws of magic that exist on Xadune:

- Magic cannot create something from nothing. It can move one thing from one place to another but can never fabricate something from thin air. Only three things cannot be "moved": food, water, and air. In other words a mage cannot create or "move" food, water, or air from one place to another. A mage could transmute one thing to another, though it might not be the most enticing thing created.
- Magic is incapable of causing or creating true love.
- Magic cannot allow a living creature to fly or be altered correctly to allow flight on their own. In other words, if the creature couldn't fly to begin with, magic cannot change that.

Magic is a dying art form. It is not extremely rare, but it is not something amazingly common either. Learning it can sometimes be difficult, and often it is not an easy route in life. The cost for components is steep, and ever becoming harder to find. We are not saying it is a path no one should bother to follow, but we are warning you now that it is not one that will be handed to you nor gained easily. Most suitable teachers are not quick to take on a pupil, and no one does the task for free. There are schools, but they are difficult to pay for and even more difficult to get accepted to. And to add, the community tends to be very tight knit due to its size, so if you do something bad or dumb to someone, it should go without saying that any caster with a name for themselves will know about it in some form or another. Just remember these facts when determining if you want to be a caster of Arcane magic.

THE GENERAL ARCANE SPELL LIST

The general mage is where everyone starts. Below is the most common list of spells that mages learn. It has been known from time to time for a mage to learn a few spells not mentioned below, but, for the most part, only specialists can truly dive deeper into a school of magic and be able to cast the other spells.

SPELL DESCRIPTIONS

All spells are presented in an easy to follow format. Below you will find the explanations for each heading. Note that not all headings pertain to every spell, in which case the headings will be absent.

Spell Name: This is the common name for the spell.

Spell Level: This is the level of magic the caster must be of or higher in order to cast the spell.

School: This is the school of magic that the spell originates from.

Type: This is the type of effect that the spell delivers. People that can resist certain effect types cross reference this entry.

Learn Time: This is the amount of time it will take a student to learn said spell. A caster can only learn up to three new spells at a time.

Duration: This is how long the spell's effects last. Some spells have multiple conditions of duration. In these cases the longest condition is the pressing matter unless one of the lesser conditions is made. For an example, repulse lasts for 10 minutes and as long as there is directed concentration; meaning the spell last for ten minutes but if directed concentration is broken then the spell duration ends.

Time Limit: A set amount of time in which the effects last until such time has expired. This can be minutes, hours, in the length of an event (which would be ending when game-off is called), a number of events, or years.

- Instantaneous: The second the incantation is finished and the delivery method meet the spell is over as is the effect.
- Permanent: These effects are in place permanently. Adverse effects can typically be fixed by recasting of the spell, finding an alternative way to repair the effect, or the appropriate magic to dispel or destroy said magic.
- Directed Concentration: This duration is when the caster must specify their target by pointing them out with their hand, finger, or weapon. This specification must continue towards the target to maintain the effect. Indicated direction of who the spell is inflicted upon can only be broken for three seconds or less or the spell ends. The caster can still perform actions with the other hand and still perform effectively in combat (including enduring body damage).
- Concentration: Concentration is considered not being able to cast other spells or heavily engage is a different combat, but can still deliver killing blows, killing spells, and defend one's self while this spell is active.
- Line of Sight: Line of sight is where the caster can see the target. As long as the caster can view the target the spell is in effect.
- Delivery:** Most spells are either touch based or packet delivered, but a few are by sight or just knowledge of a targets existence.
 - Cast Only: Only the caster can take the effects of this spell.
 - Touch: The target of this spell must be touched by the caster for the effect to be delivered.



- **Packet:** This delivery method is the iconic form of spell deliver which is done by throwing a spell packet at the target.
- **Line of Sight:** Line of sight delivery is when the target is visible by the caster, and indicated as the target.
- **Known Creature:** This is any creature in which the caster is familiar with (i.e. has met).
- **Ally:** This is a designated person or persons that are assigned as allies before casting of a spell. When delivery in this fashion is done the caster must vocalize to his allies what effects they are taking.

Range: Some spells have a limited range, this defines those characteristics.

- **Set Distance:** The most simplistic of ranges, it is a set distance normally in feet or miles.
- **Area of Effect:** This is an encompassing effect that typically has a set distance in which all creatures within that distance is affected.
- **Line of Sight:** Line of sight range is when the target is visible by the caster.
- **Arm's Reach:** This is where the range is only what the caster can reach, by not over reaching or bending towards, with their physical arms.
- **Same Plane:** This is a range within the same plane or on the same planet as the caster.
- **Extra-planar:** This far reaching range can effect anywhere in the universe.

Effect: This is the verbal effect that should be included somewhere in your incantation. Some creatures or PCs might have a trait that allows them to resist specific effects.

Component: This is the required component for the spell. These items are not of mundane quality and are special in magical nature. All components are consumed upon casting a spell.

Prep Time: This is the required amount of time needed to prep the spell for quick casting later in the day. Spells that require prep times that are directly prior to casting mean exactly that: the spell is pretty much a long spell to cast. Prep Rituals require the caster to role-play a short ritual that channels the magic necessary to cast said spell. This is normally done in a private, quiet place. The caster cannot be disrupted from concentration during the Prep Ritual and must have their spell book with the prepped spell open and be reading from it for the ritual to work.

Special: Any special information that regards to the spell and casting of it such as increased Skill Costs, special OOP requirements for the spell, or special conditions of the spell.

Incantation: This is the incantation for the spell.

Spell Explanation: Lastly is the explanation of the spell.

LOW LEVEL GENERALIST ARCANE SPELL LIST

Note: Mid and High Level Generalist Arcane Spell lists can be found in the Advanced Player's Handbook, in addition to Specialized Arcane Spell Lists.

RANK 1

Detect Magic

School: Divination Type: General
 Learn Time: 1 Day Duration: Instantaneous
 Delivery: Line of Sight Range: Arm's Reach
 Incantation: "With arcane knowledge, I detect all magic before me."
 This spell allows the caster to detect magic within an area. Upon completion of this spell, the caster can sense a maximum number of items equal to the Skill Points used and determine if they are magical or not. This is the only spell all arcane casters can know, despite their specialty field of magic.

Flame Bolt

School: Elemental Type: Physical, Fire
 Learn Time: 1 Day Duration: Instantaneous
 Delivery: Packets x3 Effect: "5 Fire"
 Incantation: "With elemental fury I smite you with a flame bolt."; "5 Flaming" x3

By means of this spell the caster creates three small fireballs (packets), each dealing five points of flaming damage (5 Flaming). The magical fire does not start physical fires and all packets must be thrown within five seconds of casting.

Fumble

School: Enchantment Type: General
 Learn Time: 1 Day Duration: 5 seconds
 Delivery: Packet Effect: Fumble
 Incantation: "I command you to fumble your (insert item)"

By means of this spell, the caster causes the target to drop a designated item from their hand and inhibit it from being picked up by the original wielder for five seconds. The item to be effected must be specified in the incantation. "Fumble your 'weapon' or 'item'" is not descriptive enough, where "fumble your 'sword'" would be. Vials, orbs, and the like are not destroyed when dropped in this manner.

Killing Spell

School: - Type: Cantrip
 Learn Time: - Duration: Instantaneous
 Delivery: Packet
 Incantation: "I end your life with an arcane Killing Spell."
 This spell allows any mage to finish off a subdued enemy. An instant Killing Blow, this spell must hit the torso of a valid target to end their Bleeding to Death count and put them at Dead Status.

Light

School: Sigil Type: Enchantment
 Learn Time: 1 Day
 Duration: 12 hours
 Special: Actual light source required
 Incantation: "In humble effort to make things bright/I recite this spell to produce arcane light."

This poem creates a magical light source that lasts for twelve hours. The sigil for this spell can vary from caster to caster, but the poem must always be a full couplet in length at minimum. The player must provide a small light source of their own for this spell and should be of an unidirectional source (i.e.: not a direct beam like a flashlight).

Repulse

School: Warding Type: Mental, Enchantment
 Learn Time: 1 Day
 Duration: 10 minutes, directed concentration
 Delivery: Packet Effect: "Repulse"
 Incantation: "I repulse this creature from me with arcane might."

This spell inflects the repulse effect on the target. This spell does require the target to be pointed out during the duration of combat.

LEVEL 2

Acid Dart

School: Alteration Type: Physical, Acid
 Learn Time: 2 Days Duration: Instantaneous
 Delivery: Packet Effect: "10 Acid"
 Components: Leaf of Monkshood
 Incantation: "I summon forth an acid dart to harm you."; "10 Acid"

By means of this spell the caster creates an acid attack (packet delivered; preferably green) that does ten points of acid damage to the target. If this spell hits and effects armor first, any remaining spill over damage is damage to the body of the target, rounded down (Example 1: Target has 58 armor and 10 body, is hit with acid dart: they lose all their armor, but suffer only 4 points of body damage (58 armor - 100 acid (remember acid damage does times 10 damage to armor) = 0 armor; 42 damage remaining -> 4 acid; 10 body - 4 acid = 6 body) (Example 2: Target has 5 armor and 10 body, is hit with acid dart: they lose all their armor, but suffer only 9 points of body damage (5 armor - 100 acid (remember acid damage does times 10 damage to armor) = 0 armor; 95 damage remaining -> 9 acid; 10 body - 9 acid = 1 body).

Bind

School: Enchantment Type: Confining, Enchantment
 Learn Time: 1 Day
 Duration: 10 minutes, slight concentration, line of sight.
 Delivery: Packet Effect: "Bind"
 Incantation: "With arcane might I bind your arms."

With this spell, the target's arms are magically bound to the sides of their body for ten minutes or until line of sight is broken. While the target's arms are bound, they must hold their arms at their sides and are not able to attack or defend through these means. The bind spell can be broken by +1 strength or greater on a three count.

Destroy Weapon

School: Alteration Type: General
 Learn Time: 2 Days Duration: Instantaneous
 Delivery: Packet Effect: "Destruction"
 Incantation: "I destroy your (insert item) with arcane vengeance."

By means of this spell the caster can destroy a weapon the target is holding - as long as it is destroyable. The object needs to be specified in the casting of the spell and can be no larger than a bastard sword. Shields cannot be destroyed via these means. Vials, orbs, and explosives can be destroyed in this way, but do not inflict their damage or effect on their wielder.

Holy Word

School: Sigil Type: Physical, Holy
 Learn Time: 2 Days
 Duration: Instantaneous
 Delivery: Packet Effect: "5 Holy"
 Incantation: "To expedite one's own self penance/Let this holy word to be my vengeance."; "5 Holy"

With this poem, the caster can cause five points of holy damage (5 Holy) to the target. This is a packet delivered effect whose poem must be at least a couplet in length. Sigils for this spell typically mimic a Power's holy symbol.

Lightning Bolt

School: Elemental Type: Physical, Electric
 Learn Time: 2 Days Duration: Instantaneous
 Delivery: Packet x3 Effect: "15 Lightning"
 Component: Small Copper Rod
 Incantation: "With elemental fury I smite you with a lightning bolt."

This spell allows the caster to throw three lightning bolts (packets) that deal fifteen points of lightning (15 Lightning) damage each. All three packets must be thrown within five seconds of casting.

LEVEL 3

Counter Spell

School: Sigil Type: Enchantment
 Learn Time: 3 Days
 Duration: 1 Event
 Delivery: Caster Only
 Retort: "Magical Reflect"

Incantation: "Through the gloom of Twilight only time will tell/ Drawing from a mighty arcane well/ If I am granted defense with this counter spell."

This poem is precast on the caster. Afterwards, the next offensive known spell to the caster that makes contact with the caster of low level stature is reflected back on the opponent. This spell lasts an event, until used, or until the character reaches dead status. The tagline for this spell is "Magical Reflect", and onlookers can visibly see the spell reflect off the caster back at the attacking caster. The sigil for this spell is normally a shield, but can vary. The poem must be a tercet in length at minimum. If the shielded caster does not know the spell being offensively cast at him (meaning it is not in his grimoire or is of higher level than the character's ability to understand), he can not reflect it back. Attacks that are successful in this manner do not dispel the *counter spell*.

Detect Lesser Illusion

School: Divination Type: General
 Learn Time: 2 Days Duration: 10 minutes
 Delivery: Caster Only Range: Line of Sight
 Component: Pinch of Powdered Silver
 Incantation: "I draw back the veil and detect all minor illusions."

With this spell cast, the caster has the ability to see if something is a minor (level 3 or under) illusion or if it is real. The caster is no longer affected by the minor illusions via this spell, but other characters still are, regardless of warnings.

Fear

School: Illusion Type: Mental, Enchantment
 Learn Time: 2 Days Duration: 1 minute
 Delivery: Packet Effect: "Fear"
 Incantation: "With arcane dread I command you to fear me."

This useful spell causes the target to become afraid of the caster. Targets of this spell are ripped in fear of the caster. They are unable to attack, defend, or do much of anything else verses the attacker other than cry and pee their pants. It should be noted that targets are allowed to leave, flee, or run from the attacker which is the normal course of action. This effect is only shared between the attacker and target; it does not require the opponent to be effected in this way by anyone else in the combat situation.

Preserve Dying

School: Necromancy Type: Metabolic, Enchantment
 Learn Time: 2 Days Duration: 1 event
 Delivery: Touch
 Incantation: "With respects to life I preserve the dying."

This spell allows the caster to extend one target's death count to double the normal death count. This spell can be cast on both the living and dead. This is a touch based spell and cannot be stacked multiple times. This spell lasts one event or until used (i.e.: as soon as the death count starts), whichever is first. If cast on a dead character, it does not restart the count, merely adds to it.



Sleep
 School: Enchantment Type: Metabolic, Enchantment
 Learn Time: 2 Days Duration: 10 minutes
 Delivery: Packet Effect: "Sleep"
 Component: Pinch of Pure Sand
 Incantation: "I weave this spell to put you to sleep."

This minor enchantment causes the target to fall asleep (unconscious) for ten minutes. Thirty seconds of continual shaking will awaken the target from this deep sleep.

WEAPON DAMAGE

From a mechanical standpoint, most weapons are straightforward. Melee weapons are something you swing at your enemy, ranged weapons are launched. We've discussed at length weapons in Chapter 2: Core Rules of Xadune, but here we are going to discuss increased damage and maintenance of weapons.

INCREASED DAMAGE

Base weapons, meaning weapons without any fancy increased damage or anything, are the most reliable and low-maintenance weapons out there. Edged weapons, blunt, firearms, bows—they will do the base damage for years to come.

As you start adventuring more and more, you may want to do more than just the base damage. Blacksmiths have just the thing for you—weapons with increased damage! These follow the RPG standard of +1, +2, +3, etc. damage on each swing or shot. A weapon has to be created in such a way to hold an edge properly for an extended period of time. That is to say, while temporary damage increases can be applied to a base weapon, a permanent damage increase cannot be.

Outside of 'normal' weapons (weapons which call normal damage), there are also Magic Weapons. **It should be noted that these are extremely rare on Xadune.** Magic is a dying art, and this extends to magical weapons.

Most Magic Weapons will have an increased damage associated with them, they will have the 'Magic' tagline instead of Normal, and may have other attributes such as resists to the Destruction tagline. However, Magical Items will often have an expiration on their enchantment, and once this expires, it will go back to being a base weapon—unless you get it re-enchanted.

WEAPON MAINTENANCE

Now that we understand how weapons increase damage, lets turn to weapon maintenance. **All weapons outside of base weapons need maintenance every 6 months.** This is tracked by the safety tag on the weapon.

Normal (non-magical) edged weapons with increased damage need to have their edge honed every 6 months. This can be done by a Blacksmith with the appropriate skills.

Normal blunt weapons with increased damage need to be rebalanced every 6 months. This also can be done by a Blacksmith with the appropriate skills.

Normal ranged weapons—bows and crossbows—with increased damage need to be restrung every 6 months, which is also a Blacksmith's job.

Normal firearms with increased damage need to be cleaned and oiled every 6 months, which can be done by a Gunsmith with the appropriate skills.

All Magic weapons do not need the above maintenance—until their magic expires. When the enchantment expires, the weapon reverts to a base weapon—unless it is reenchanted.

When the weapon has undergone its respective maintenance, the safety tag will be renewed with the new expiration date. Remember, all weapons need to be checked by the Weapon Safety Marshal before every event.

FIREARMS

The first technological achievement we will discuss is the most intricate, firearms: the slow-turning cog of innovation that has changed the face of warfare. To follow, we will go over the use, definition, and practicalities of firearms. Then we will go into the difficulties of engineering firearms and look at the economies of them.

USING FIREARMS

Firearms, in terms of game mechanics, are overly complicated in some aspects so to represent their utility and somewhat overpowering nature in the game world. Unlike all other weapons available for characters to use in Xadune, firearms require an ability to be able to properly operate and maintain. Without the firearms ability a character is only allowed to point and pull the trigger on a firearm; nothing else. Let's look over a few points and suggestions before you decide if a firearm is the type of weapon you want with you in combat.

As with other weapons, firearms not made for Fae creatures cannot be used by them. Alternatively, Fae firearms cannot be used by a non-Fae character. Like their disadvantage with Fae melee weapons but not as substantial, Fae firearms inflict one less damage than their normal sized counterpart.

FIREARM TYPES

At Xadune firearms are represented by fully functional combat safe foam projectile launching representation of firearms. They must fit the criteria of the firearm you are using. As such all firearms have a limited capacity in their abilities to fire ammunition. Most firearms are still single shot weapons, requiring them to be reloaded after every use, but repeaters are becoming more common, though prone to misfires.

Real Life Limitations & Firearms Allowed: All blasters should be presented at check in for approval. Because the real-world physical limitations of the blaster is representative of the in-play physical limitations of the weapon, all modifications of the blaster should be declared and may disqualify the blaster for the given tag.

At Xadune, the following manufactured toy firearms will be allowed without question. This doesn't mean that other blasters are not allowed in game.

Small Arms:

The NERF® Spectre, Element, Reflex, Maverick, Nite Finder, Sidestrike, Strongarm, Jolt, & Scout, the BuzzBee® Mustang 6 Shooter & Pirate Pistol.

Carbine:

NERF® Crossfire Bow, Firefly, the BuzzBee® Hawk, and Hunter

Long Arm:

BuzzBee® Rapid Fire Western Blaster, Predator, and Range Master

Scattergun:

NERF® Barrel Break, Sledgefire, the Lanard® Sawed-Off Shot gun, the BuzzBee® Double Shot Blaster (both styles), and Gunsmoke

Any other toy firearms need to be cleared with Staff first. Remember that though the setting is Victorian Gaslamp, and as such one should take time to paint and dress up their firearm to make it fit into the game setting. Nonpainted firearms will be

permitted at game, but only for a player's first three events, after which they are expected to have a period dressed firearm or they will not be allowed to use the weapon. Lastly, firearms may not always be available for players to borrow from game if they do not bring one to the event.

There are three basic sizes of firearms available for starting players, two different types of firing mechanics, and two different categories for accepted ammunition types (cased or caseless). All new firearms brought to the game will use caseless ammunition of the appropriate firearm.

Small arms are firearms that are no longer than 560mm in total length. Small arms can be handled with just one free hand.

Long arms are firearms that are no shorter than 561mm and upwards of 1200mm in length. Long arms typically require two hands to use effectively. Firing a long arm with one hand of use reduces the damage called by half.

Scatterguns are firearms that are no shorter than 460mm and have a larger bore than the stock phys rep for the firearm (with the exception of the Lanard® Sawed-Off Shotgun & BuzzBee® Double Shot Blaster). Like long arms, scatterguns need to be handled with two hands for the most controlled use. Firing a scattergun with one hand of use reduces the damage called by half.

In other words, if you want to have a firearm be a shotgun and it is not one of the two above mentioned firearms, you need to physically alter the gun so that the barrel is much larger in size. This increase in size must be at least a 50% increase in diameter. On your standard NERF® gun that would mean having to make the barrel by at least one inch in diameter. Note that this does not mean you have to switch out the barrel of the firearm, just cover it to be the appropriate size. Most people might want to ask Staff for ideas or input before butchering a weapon to make a scattergun.

Single shot firearms are firearms that require reloading after every shot. The NERF® NiteFinder is a good example of this. On a side note, for you gun freaks, you will get your best range and accuracy out of these types mostly.

Repeater firearms can be loaded with multiple ammunition at once but require cocking between each shot. The NERF® Maverick is an example of this. Repeaters have many sub categories depending on the magazine type employed in it. It is a safe bet that a cylinder style repeater will be allowed for new player but magazine style repeaters are not a starting option.

MAINTAINING A FIREARM

Firearms are not free of burden, nor do they have unlimited ammunition. Firearms work differently and have special rules; here are their differences.

Jams: Newer repeaters style firearms comes with the advantage of having more firepower, but the trade off is unreliability. A misfire occurs when ammunition for the firearm is loaded but does not fire when it is supposed too. With the real world commonly marketed mass made firearm physical representation this can happen often. Single shot firearms tend to not have this problem. Regardless, if this occurs then in-game it is considered a jam. Jammed firearms require thirty seconds to clear before they can be used again in combat.

Broken Firearms: Most weapons have a tolerance in game that

is far beyond most damage amounts when utilized in combat. In normal words if you use a sword as a sword it typically does not break. The same is true with firearms, save they are not made to be used as a blocking instrument or the like. As such most common place firearms have a tolerance of 4; meaning if they get hit with 5 or more points of damage they become broken. Broken firearms are not a lost cause, but do become useless until fixed. Talented gunsmiths can sometimes repair broken firearms for less than it would cost to buy a new one. It is, however, in your best interests not to bring a firearm to a toe to toe sword fight unless you are willing to take the chance.

Ammunition: Each size of firearm has their own ammunition type. Different sized ammunition cannot be used in different sized firearms. Outside of that specification there are two categories of ammunitions that firearms use: *cased*, which is a projectile incased in a metal housing along with its propellant and primer, and *caseless*, which is a projectile incased in paper housing with its propellant. Firearms made to fire caseless rounds cannot fire cased round, nor vise versa. Caseless ammunition has been around longer, while cased ammunition is just recently coming into major play. Caseless ammunition is prone to failure when exposed to water directly and is generally less powerful; however, it is cheaper and caseless firearms are vastly cheaper in comparison to cased firearms.

Shot is the term used for scattergun ammunition. They come in cased and caseless form, though both can be used in any scattergun. Due to the cost of cased ammunition for scatterguns verses the only slightly increased power to the round most stick to what they can afford. Scatterguns have a common assortment of different types of ammunition due to the hobby of using the firearm for hunting. Each of these different ammunitions has their own purpose based on the need of the prey.

Firearms are more than just a point and click affair. Thankfully, the allowable out-of-play representations for firearms tend to be as reliable as their real world counterparts were. These factors must be taken into account when using them. As such firearms are treated differently than any other weapon.

PRODUCTION SKILLS

The Production Skills are a classification of Skills that allow the character to create items using materials and a formula or schematic. These Skills are broken into three categories: Alchemy, Engineering, and Smithing. The mechanics of how you produce tags with these skills are all the same: they require a formula or schematic, the appropriate Skills to use the schematic, the Skill Point cost, and the materials dictated by the schematic. Additionally, some formulas and schematics will have a time component in which the player must spend either roleplaying the crafting, or out-of-play.

PRODUCTION EXPIRATION

Do production items last forever? No, for the most part. Armor, weapons, and some engineered things do, but all alchemies including bullets have a shelf life of about a year. So, the most you can stock pile things is a year. It should be noted that this will go also for materials. Materials have a shelf life of one year.

Formulas are also limited, but based on uses rather than time. Each formula has a number of events it can be used. Once all the uses have been, well, used, the formula is no longer valid. A use is defined as an event where the formula is utilized to make items. You can make multiple items for the cost of one use, it just has to all be in one sitting. Think of it as wear and tear. Additionally, a



formula or schematic can only be used by one person per event.

SMITHING

One of the oldest arts, smithing first and foremost requires the character to have the Blacksmithing skill. Though this skill does not allow the character to make anything grand or of practical importance it is the base skill needed to advance in the art. In order to make something with the smithing skills, the character must know how to work a material, and then know how to create a type of item, and lastly have a formula to follow and tools to work with.

Smithing skills are broken down as such: Skills to utilize different materials, Skills to create different items, the items. If a character wanted to make a breastplate, they would need Blacksmithing R1 as well as an "Armor, Heavy" Skill. Once you have these Skills, you will need to find a schematic in-play.

Smithing schematics also allow you to repair broken weapon or armor pieces, and some allow you to hone a weapon, sharpening the edge. All weapons with increased damage will need to be maintained; see the Weapon Damage section previously in this chapter.

ALCHEMY

Alchemy is the popular art of mixing things to make different things. The skill Alchemy must be taken by all characters, which opens up the options of the different types of alchemy. In order to craft an alchemy, the character must have the Skills to craft the alchemy, a formula, the Skill Point cost, and the materials dictated in the formula. Characters that start with at least one Alchemical production Skill will get one formula for the appropriate type of alchemy. This is not the Alchemy Skill, it is one of the skills listed below.

There are several different types of alchemy, each one with its own specialty. You can learn as many or as few as you like, but you will need formula for each.

Tonics, Elixirs, and Bandages: Widely known as the healing art of alchemy, these students become versed in many forms of solutions that can save a person's life. These tonics are world renown as life savers, in many senses. But they are not limited to just healing people, different elixirs can change a person. Alter them just slightly to benefit their needs. Rumors of invisibility tonics along with serums that can boost strength are not unheard of. With the rise of science, many doctors learn these formulas to help aid them. Injections of solutions into a patient are known to give these new formed miracle workers a double look.

Tonics & Elixirs are special in the fact that their tags must be kept in pristine shape. It is the player's responsibility to make sure they receive tags for these items that are not questionable. If a tonic or elixir tag is bent, crushed, ripped, or damaged in any way it is considered broken or used.

Pastes, Powders, Oils, and Solvents: This is the most common art form within alchemy. Artisans of this school learn to make different types of oils (including blade oils) and other amazing substances that can, for example: do quick field repairs on armor. This is also the art form that gave birth to gun powder. Without an alchemist skilled in this field, one could never make the bullets that firearms use. It should also be noted that if an alchemist ever wishes to learn psychoactives or acids, orbs, & pitches they must at a minimum know the base arts in this school.

Pitches, Orbs, and Globes: The more offensive form of

alchemy, these students become skilled in forms of alchemy that allow them to stand up to the most armored combatant and be a force to reckon with. Though acid vials and flaming bombs are the most common things learned, it has been reported that orbs of lightning and other more science-induced things have been seen leaving the hands of these artisans. The Globe Handling skill is still required to use these items in the field as well as being a prerequisite (along with Pastes, Powders, Oils, & Solvents Rank 1) for this production.

Psychoactives: The deadly art of alchemy. This highly hushed, and often illegal, form of alchemy requires great discipline and a very careful hand. Each time the alchemist learns more into this art they become deadlier. It is said that the best can form a psychoactive that can utterly dust a person upon contact. The Psychoactive Handling skill is still required to use these items in the field as well as being a prerequisite (along with PPO&S R1) for this production.

Handling acids, explosives, pastes, powders, psychoactives, and other similar dangerous alchemies is a difficult thing, and not everyone can do it. Alchemists normally learn these arts as they become skilled in creating them (i.e.: learn the handling skill along with the production skill). Any character attempting to use one of these alchemies without the handling skills will take upon them the full effect of the tagline.

Acids, poison gases, flame globes, explosives, and all your other forms of combat alchemies were covered in the combat section, but we will give you a reminder here as well: Acids, gases, explosives, and other similar attacks are often represented by a packet or foam phys-rep. Green packets will be the only representation for these types of attacks. All these attack's vessels will be labeled somewhere on the phys-rep to help in identifying their effects. When throwing these types of attacks, the tagline will reflect the accompanying attacks. For example, a vial of acid that deals 10 points of damage will be called out as "10 Acid," as a bomb of rather large size might be called out as "25 explosive." For the most part, any contact with these types of attacks will count as a hit, requiring the opponent to take full damage and effect of the attack. Use of a shield to block these effects will vary in usefulness from effect to effect, but for the most part will only constitute a hit. It should go without saying that all items on a character should be represented. If you are ever asked by a Staff member to display the items on you and their phys-rep and you are lacking said phys-reps, the items will be stripped from you. Repeated violations of this will result in some type of disciplinary action. Along those lines, unlike arrows and bolts, vials, gases, and explosives are fully in-play and as such unused ones can be stolen in-play. However, it is asked that used phys-reps be returned to the original owner just like you would an arrow or bolt.

Lastly it should be restated that in order to use acids and explosives, a character needs the correct skill (which costs Skill Points to use), unless they can create them, in which case they learn with the Creation skill how to handle and use them (without the use of Skill Points). Psychoactives, however, always require the handler to know how to make said poison before they can use it properly. Lastly, all alchemies require the Identify Alchemy skill (which costs Skill Points to use), in order to determine what an alchemical substance is, though it is rumored that your more advanced alchemists can do this easily.

Alchemy, at the end of the day, is your healing potions, your deadly poisons, and all your fun little concoctions that are not magical by nature. Characters will start with a chosen selection of formulas based on their starting skills. These will include 2 formulas from rank one of a learned skill, and 1 formula from rank two of a learned skill.

ENGINEERING

The newest and more complicated art of Xadune is engineering, or tinkering as some like to refer to it. Like the other production skills, the first thing a future engineer needs to learn is the engineering skill. Once one starts down the path of engineering, the next thing they need is a log in which to record their inventions. These logs vary from person to person but in essence all contain the same things: directions for creating something, its materials list, and any other particulars that pertained to the invention.

The next three types of engineering are very open ended in what they can create, but each function and work in a similar way. Clock working, steam engineering, and electrical engineering are the cutting edge of technology. Each has six ranks for the engineer to learn. The higher the rank, the more extravagant and intricate the device can be. The amount of Skill required for each invention is dependent on a few things: what rank the item lies in, how complex it is, and how much more the creator wants to put into it. Inventions per group can be anything from a simple clockwork guardian to protect the home, to a steam power source used to power an airship. Most electrical and steam inventions are power sources, but there are a few inventions also used for war purposes.

All forms of engineering require some sort of material to make into things. Most likely a smith will be required to perform things such as the armor for a golem or parts for a power source. Engineers often must work very closely with Staff to determine what they can and cannot do. The route of an engineer is often tough and sometimes only has an invention that is useful within a lifetime, but a rare few have a cornucopia of inventions that are useful forever.

A popular question a few people might have is: "how do I make ammunition?" The answer is sort of complex, but only if you think of it that way. A person needs the powder for the cartridge (alchemy), and the casing (varying blacksmithing arts) in order to make a complete cartridge. Both blacksmiths and gunsmiths can then make a cartridge from a casing and powder at a small Skill Point cost.

Engineering is the largely open-ended production that lets players mostly pave the way to invention. But, be forewarned, simply attempting to backwards engineer items from the 20th and 21st century will get you nowhere fast. If you feel you don't have a bright and inventive mind you might find the engineering skills to be a waste of XP. Though formulas do exist for them, players will start with no starting formulas and most engineers are very much shut-in by nature.

GUNSMITHING

Gunsmithing, like all other production skills, requires formulas. To make a gun, you need to combine two or more formulas to achieve the results desired. So, for a quick easy example, to make a NiteFinder style firearm you would need the Single Shot formula and the Small Arms formula, along with having the required skills. All gunsmiths have the base formulas for the skill they bought. So if you have the above mentioned skills, you started off with the formulas. These will be provided to you in your envelope next event, or upon character creation. Or if you had them already in a book it should have been signed and stamped.

Making a firearm then requires materials and Skill Points. For the sake of simplification and what not we made it easy; the first event requires only an amount of GEMs equal to Skill Points used. Future formulas will be close to the same, but will require a different set amount of GEMs, one or two SEMs depending on the

formulas, and a set amount GBMs (General Blacksmith Materials). GBMs can be found, or easily made by a blacksmith.

By easily made, we mean it costs 1 Skill per 5 units to make along with a small amount of materials. In the case of firearms, it would be some type of ore. Blacksmiths will be provided with a formula for GBMs so they will know how it works if they need to make said items.

Repairing broken firearms is fairly the same. The process will be fully described on the formulas, and the gunsmith will need the formula, skill, and Skill Points to fix said weapon. In addition, some extra materials will be required along with the broken firearm or at least a tag for said broken firearm.

Bullets work in the same fashion. First you will need the black powder that is made by an alchemist. Once you have the black powder, you will need the casings. These can be made by blacksmiths. Lastly you need either the blacksmith or the gunsmith to combine the two into a bullet. Much like the creation of GBMs for blacksmiths, the said smiths will be provided with a formula to do so. It is simple and requires a small set amount of Skill for a larger set value of bullets.

Complicated? Yes, but that's how it is. Bullets do not grow on trees. Neither do guns. They are not like swords that have been made for the past 1000+ years. And even a skilled real life smith will tell you that making a quality sword is not easy. Ask a skilled gunsmith how hard it is to make a good firearm and you will get a long strung out answer.

Regardless of whether you have them in a book penned by your hand or on a sheet we gave you, the formula needs to be stamped, signed, and dated. This goes for all formulas for production skills.

MAKING TRAPS AND LOCKS

Making locks and traps works like other production skills: it requires the appropriate Skill, formula, materials, Skill Points, and time. Furthermore, a character needs to have the appropriate skill to be able to study a lock or trap and be able to fully comprehend the dexterity and luck to pick or disarm it, otherwise they will be working in the dark as to the difficulty of what they are trying to accomplish.

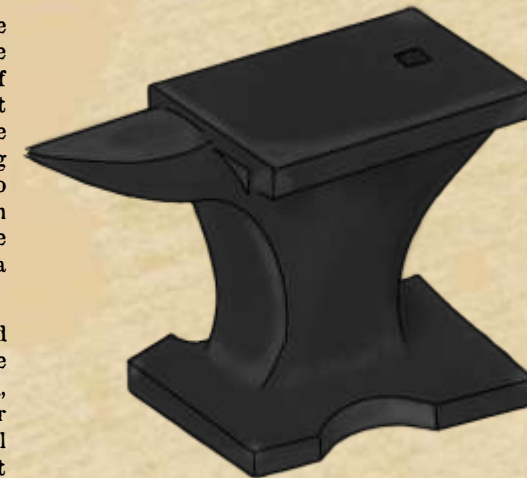
These skills are split into ranks, with each rank serving as a higher level of difficulty. Additionally, each rank allows the engineer to pool more effort into making the device more difficult to pick or disarm.

The first rank allows the engineer to create the appropriate apparatus and spend up to 20 additional skill points in making them. The more Skill put into a trap or lock, the more dangerous or difficult they become. The second rank allows up to 40 more skill points to be used. The third rank allows up to 60 extra skill points to be used in the production of a trap or lock.

Creating a trap will normally require a wide variety of materials depending on what the engineer is attempting to create and what the formulas requires, while a lock might necessitate fewer materials to create but be more expensive in origin as to reflect added strength, traits, and advantages to the lock.

Locks:

Locks created by player characters can only be used as Cabin Defenses. Once you have the base formula to make a lock, the materials used inside and outside of the lock effect the locks



overall toughness.

When making a lock, the formula always includes the corresponding. Duplicate keys cost 25% of the locks total skill cost to make.

Not all locks are created equal. In addition to the material used and the rank of the lock, add-on formulas can be used to give a multitude of effects when creating a lock. This might be a unique way of unlocking the lock, or to add complexity or toughness to the lock. Locks can also be trapped with the proper add-on formula, thus adding an even greater element to picking it.

Though representing a lock with an actual physical representation does give a rogue a slight advantage if they can really pick it, it also gives the locksmith the advantage of increasing the difficulty of the lock. It's a give and take situation which the locksmith should consider when making a lock. Base lock formulas have a chart of the advantages of actually representing said lock included in their descriptions.

Traps:

As with locks, each trap requires a formula and the character needs the appropriate rank of create traps along with the required material. Most traps can also become more complex with the addition of add-on formulas. Like locks, traps with a higher rating are tougher to disarm, but are also more dangerous. The more skill put into a trap, beyond its required amount, the tougher it is to disarm.

The more elaborate or hidden the trigger is the more costly and/or intricate the trap is to make. In relation, the more dangerous, large, or elaborate the consequence effect is the more difficult and/or expensive it is to make a trap.

Add-on formulas, like with locks, give certain advantages to traps such as longer disarm times, a higher difficulty in detecting, and options of adding secondary triggers or consequences. The possibilities are almost endless.

Formulas are going to be a trigger, a consequence effect, or an add-on. Trigger formulas are for the part of the trap that triggers the effect, as the title entails. This could be as easy as a trip wire, as involved as a pressure sensitive foot plate, or as complicated as a sound sensitive device. Each require certain components to make the trigger and a base skill amount as well as additional skill for how concealed you wish the trigger to be. The consequence formula is the business end of the trap. These range from your simple sword swinging from over head, to a volley of crossbows going off, to a room locking itself and filling with water. As with triggers, consequence formulas require a base skill point amount as well as the components to make said device. Added skill options are available for concealing the device better. As one might imagine some traps can take a long time to make and become very costly, but their job typically gets done.

Magical traps are made by a very unique subset of smiths that can weave spells and use them in combination with a trigger, be it magical or mechanical, to start the onset of the desired effect. This is a highly advanced and specialized profession for a trap smith and is not learned easily or overnight.

Each formula has a time requirement for making the specific part of the trap. Those requirements must be met along with the expenditure of the appropriate skill points for the part to be made. Of course, one is also expected to have the material components for the part. Using add-ons will also give an allotted time for introduction into a part of the trap. Some

FAQ: Can multiple people work on a single project? In short: no. Not unless the formula requires it. If you do not have the Skill Points needed to complete a formula in one sitting, then you cannot successfully attempt that formula. Additionally, if the formula does call for extra assistance (which would require the same level of Skill to work on anyway), no further development in the project will/can occur unless the assistant has enough Skill to fully complete the project. Different parts of large formulas can be made by different crafters (for example a small arm can have its two different pieces made by different crafters), but to put them together requires one crafter to be able to do so. But, with smaller projects, extra hands often just get in the way. Additionally, think of it as if someone else was helping in a small project that they would have to look back over everything to make sure your work was correct (in essence doing the whole thing themselves), and thus still requiring the full Skill to complete the project. In in-game mechanic terms, if two or more people attempt to "pool" their Skill to complete a project when the formula does not allow for it, the attempt will fail due to too many people being involved in the project and an inevitable mistake happening.

formulas require time beyond a typical event and have outlines on allowed certain amounts of skill points to be pooled into the part at a time. Regardless of the time to make the parts, once a smith has the parts, and presuming the smith is of the appropriate rank to use each part, she can assemble the parts and set the trap. The time it takes to do so is determined by the set time of the formulas used. The combined set times equal the required amount of time to assemble and set a trap. It should be noted that some traps are made up of parts that are not mobile and where they are made they are also set up. These special stipulations are also covered on the formulas.

Though representing a trap with an actual physical representation does give a rogue a slight advantage if they can spot and or disarm the trap, it also gives the trap smith the advantage of increasing the difficulty of the trap to disarm and the damage it can do. It's a give take situation which the trap smith should consider when making a trap. Base formulas have a chart of the advantages of actually representing said lock included in their descriptions.



MERCHANTING AND CRAFTING

Crafting is the #1 way to bring tagged items into your possession. A crafted item can be made for much cheaper than it can be purchased. Utilizing Production Skills—and finding others with said Skills—will absolutely make the economy of the game the strongest.

Items can be crafted at the beginning of the event. Players present the formula and/or schematics they wish to use and the components needed to craft the item to the Crafting Marshal during Check-In. The Crafting Marshal will mark the Skill Point Usage on your Character Card, and provide the tags for the items. Note: A Player should have phys reps presented for crafted items at this time.

MERCHANTING

People love to buy things. What else are you to do with your loot? But some people are better at buying things than others.

Most anyone can purchase items with units at the beginning of the event, although this list of items is small and may be considered overpriced. Players with appropriate Skills, such as Craft Skill: Merchant, will have access to a much larger selection, and with Skills like Barter and Haggling, they will be able to secure a discount on said selection. It is, more often than not, cheaper to go through a player merchant than to attempt to purchase items on your own.

Merchant characters can purchase items at Check-In with the Crafting Marshal. Merchants will present the list of Skills they wish to use to find an appropriate seller, and will trade units for the tag.

CRAFTING & MERCHANTING AFTER GAME ON

In special circumstances, it may be necessary to create or purchase an item after Game On has been called. Perhaps the only way to defeat the Golem is with an Acid Globe, which the Alchemist neglected to create, or other such emergency. In these instances, the character must find a Staff Member to act as a Crafting Marshal, and otherwise present their formulae and components appropriately. Be warned, crafting takes time. If you craft during an event, you will be expected to be out of play for a certain amount of time before returning with the item.



BARDIC SONGS

Music moves us, it inspires us, and can even negatively affect us. There are those who have mastered this skill and can do incredible things with their voice. These Bards can make or break a battle.

The gateway to Bard Songs is Artistic Skill: Singing. This mundane skill trains the Bard to hone their voice and is the beginning to become a force to be reckoned with. Bard Songs can only be sung; playing a musical instrument, while awesome, will not be sufficient at this time.

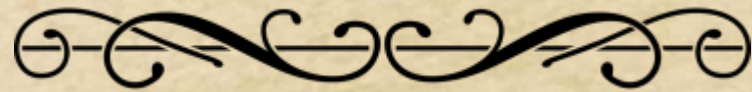
HOW DO BARDIC SONGS WORK?

Well, they do two things: They affect the listener's mind, inspiring or discouraging them. And additionally, these Songs are so powerful, they can affect your physiology; your heart quickens or slows, your muscles relax. As such, **Bardic Songs are both a Mental and Metabolic force.** Hearing one is the equivalent of taking both a Mental and a Metabolic tagline, and it requires defenses against both to be unaffected.

Using a Bardic Song is relatively easy. A Bard simply expends the Skill Point cost of the Song and begins singing. For Songs that affect your allies, all allies that can hear your voice gain the boon associated with that Song. Same for Songs which affect enemies – anyone who can hear the Song is affected.

Chapter 8

The World of Xadune



Xadune, a vast and seemingly ever-changing world; over a century ago events of an unknown nature ripped the lands asunder. Darkness ruled over the entire planet, and almost all thought they would perish. Then, as quickly as it occurred, the light came back and life went on.

Here, we discuss the setting of Xadune—the world as it is today, the history, and the people who populate it. Everything in this section is considered common in-play knowledge, so read it to your heart's content.

THE PLANET

Xadune orbits around one star, while a larger star lies off her southern horizon. Because of this, the southern hemisphere of Xadune is always in the light, while the northern most portion sits in darkness. For the most part, central Xadune is like your ordinary world: night, day, and a turn of seasons. Most of your habitable areas lay in this region.

In this section, we are going to give you a general idea about Xadune and the areas that make it up. We will also talk about laws, currency, money, and the other little things that make a world turn. Lastly, we will address the most important thing in this section, XA0024, or The Island. That would happen to be the place on the map where the game itself will take place. So, regardless of where on the world you are from, this is where you will end up.

The setting of Xadune is broadly defined as Victorian Gaslamp Fantasy. There is steampunk technology, magic, fantastic alchemies; terrifying fantasy creatures and space elves; advanced automatons and horse-drawn carriages. The world has a long described history dating back thousands of years, and as such has a rich lore which can be discovered for years to come.

Some areas of Xadune will be more technologically advanced than others, but as a baseline, most places have technology similar to at least 1860's Europe and North America.

This is a world ripe for exploration, perfect for the adventurer who likes to dig deep into lore—even before we get to the portals. There will always be something to discover about the planet, whether it is the favorite food of the Halflings or the detailed history of Sky Pirates.

TIME AND MONEY

Everyone likes money, and Xadune is no exception. Precious metals and stones are the core set of trade when it comes to the universal denomination. Each nation normally does have their own mint of coin, but thanks to a World Law all nations must mint their coins in proper world denomination. The currency of Xadune is the Unit. The Unit is a coin based currency that has a set amount of precious metal amounts in it. Each denomination has a different combination of these metals to give it its worth. Thus, each nation can mint their own style coin, but each coin still has the same value no matter where you go in Xadune.

Units come in a few different sizes: 1 Unit, 5 Units, 25 Units, 100 Units, & 500 Units. Sometimes amongst the lower class and peasants 1 Unit coins are broken up into bits, but this is frowned upon and only done when money is in short demand. Some nations have taken to printed notes also as a form of currency. This is still fairly new across the world, and though normally approved for trade, and the home banks can use such forms for debt consolidation, a few merchants and independents do not accept this form of currency. Some people wish to only play it safe with hard currency. Universal Notes printed by Veltome is the only fully accepted paper Unit and note of debt. These paper currencies come in 1 Unit (Revrent make), 5 Unit (Barboroy make), 8 Unit (Veltome make), 15 Unit (Kanada make), 50 Unit (Kinsley make), 100 Unit (Greachen), and the 250 Unit (New Zeal make) notes.

For the most part, players need to earn their spending money in-play. It's important to note that you will not be given money for any "job" you say you have between events. The money you might earn from these jobs is used to support your character's cost of living. This goes for all PCs, including military personal. The higher the rank just means you eat better and live a little more easily. But regardless of what you say your character has or does, it cannot help you monetarily in-play unless Staff or Plot directly does something.

But how much is a Unit worth? Well, it depends. While it is the commonly accepted currency across Xadune, different areas have different values associated with a single coin or bill. Think of it like the US Dollar; while accepted across the entirety of the country, how far it will get you depends on the area you are

spending it.

That said, as the majority of the game takes place on XA0024, the economy of the Island is strong and diversified. Money changes hands more on the Island than any other place in the world—except for Veltome. There is an abundance of cash, and subsequently it drives the cost of living up. Think of it as similar boom town in the American West, when eggs were a dollar apiece and people paid it. 100 units might be more than a village in Barboroy ever sees in their lives, but it's the cost of business on XA0024.

Time in Xadune is fairly straight forward: there are 365 days in a year, 12 months in a year, from 28 to 31 days in a month, and 24 hours in a day. These are all rough estimates, but for the common man, the numbers do. A day is about 24 hours long, 60 minutes in an hour, and 60 seconds in a minute.

The current calendar for Xadune is rated by AFS, or After Fallen Star. It notes the first day of the last major cataclysm. Since then, the calendar clicks forward. All dates before are referred to as BFS, or Before Fallen Star. As of October 31st 2008 in the real world, it was AFS 128. Before the cataclysm the calendar, was tracking an almost lost event: the last World War. The year was 1497AW (After War) when the cataclysm occurred. Many have theorized that civilization has existed for thousands of years before that as well, and many archeological finds back this up. However, the lack of written documents makes it hard to really pinpoint true dates or timelines.

THE STATE OF THE ART

A good thing to know is how the technological state of the world stands. Consumer technology and private industry are similar in most nations to that of the real world in the late 19th century. The primary fuels are animal oils and other biofuels for lighting and heat, although the new engineers can create power from the strangest sources. Most families cook on a wood burning stove, light their homes with oil lamps and candles, and warm themselves by the fireplace.

Firearms do exist, and have for hundreds of years. BUT, not until recently have people been able to accurately work metal in order to start making their own. So, back to the beginning: Firearms have existed for hundreds of years and they were very rare until recently when people learned the proper techniques to forge their own firearms. They are in their infancy for the most part. Smiths have just within the past 35 years been able to mold brass into fixed cartridge rounds. Semi-automatic and full automatic firearms are used by various militaries, but is not in the common man's hand. Offensive technologies have been advancing quickly over the past decade, as the world has been at war in some capacity almost constantly.

The primary transportation methods across the planet are walking on foot, horses or horse-drawn carriages (where horses are available), sea ships, and airships. You may notice the distinct lack of trains—in the ever-shifting political and geographical terrain, trains never became a valid option on Xadune. Modes of transportation that could, quite literally, go off the rails are reliable and safer. And with innovations in airship technology, the military has little need for ground movement of troops.

Amazing things can be made with the new sciences of Engineering, and the older science of Alchemy. Things that were once only open to the long-studied mages are now bottled and sold at the corner pharmacy. While the world fights battle after battle, there is hope that, one day, they will understand the workings of the universe, and be better for it.

Chapter 8: The World of Xadune

UNIVERSAL LAWS

Most countries have the same sets of wrongs, though how they treat and deal with these may vary from place to place. Here is a list of crimes that are almost universal across Xadune:

Aggravated Assault: Assault upon a person with a deadly weapon.

Battery: Is a form of assault, normally in some physical means.

Arson: The act of deliberately setting fire to an area or location.

Burglary: Entering into a building for the purposes of committing an offense.

Illegal Substance Sales: The sale of items that are considered illegal by the government. Consult your local government for a list of all illegal substances.

Theft: The act of taking something unlawfully that is not yours.

Treason: Is acts of disloyalty to one's sovereign or nation.

Espionage: Is obtaining information that is considered secret or confidential without permission.

Robbery: Is the crime of seizing property through violence or intimidation.

Murder: The act of killing someone, directly or indirectly.

Rape: Having sexual intercourse with someone without consent.

Kidnapping: Taking someone and holding them against their will.

Fraud: Deception made for personal gain or to damage another individual.

THE WORLD COUNCIL

The countries of Xadune might not always get along, but the leaders at least accept the need to agree on a few things. The World council, made up of representatives from every country on Xadune, will occasionally meet in times of crisis in order to make decisions for the benefit of the Xadunian people. Obviously, the Vichese Invasion was one of these times.

However, they will also gather to discuss other things. One of these things is the World Laws. Not to be confused with the Universal Laws, which are laws that are common to most countries of Xadune, World Laws are put down by the World Council and enforced across the planet. These laws are often complex and pertaining to large bodies, but can often also affect the little man. The two most common World Laws are:

Bombs: This law prohibits the use of high yield explosive weapons both on small and large scales. In general terms, if it goes boom and destroys things, it is not legal. It should be noted this does not include the use of firearms and artillery.

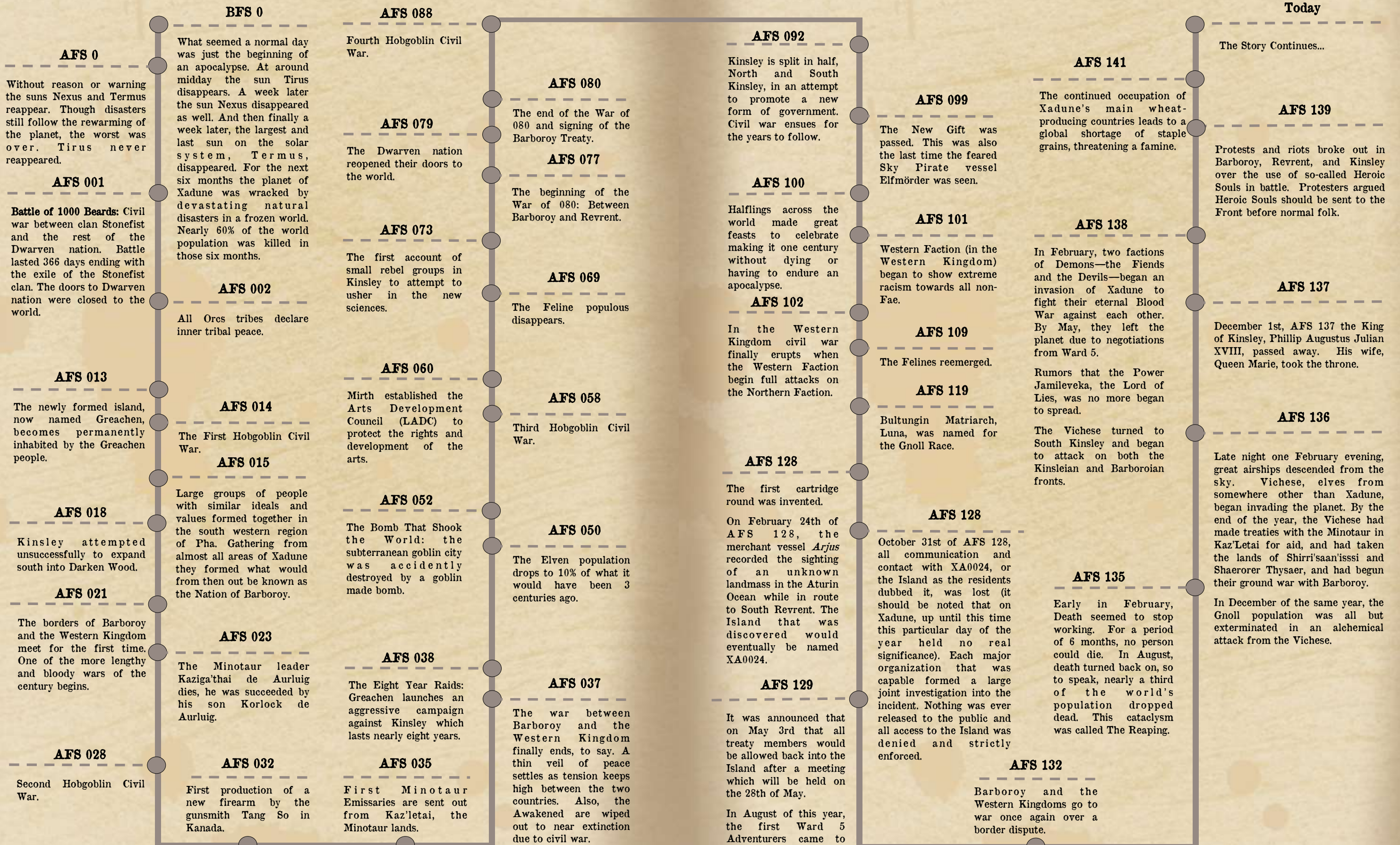
Piracy: This is when crime-like acts are committed by a non-state people, especially robbery or criminal violence, in open waters or air. Punishment is death.

HOMELANDS

Listed in this section are the Homelands—the places from which a new character can be from. There are more countries and locales on Xadune outside of these areas, but these are the places people are most commonly from.



A BRIEF HISTORY OF XADUNE AFTER FALLEN STAR





Xelian Ocean

Xelian Ocean

*A Real
Dante*

Pha

Espen Ocean

Greachen

Hailnot

Kanada

*Alurin
Ocean*

*Seion
Islands*

Veltome

Jarr

XAC021

Mirth

Alurin Ocean

Inferna

Espen Ocean

Raspin Ocean

New Zeal

New Zeal

THE CONTINENT OF JARR

Jarr, the smallest continent. Throughout time, Jarr has been one of the more advanced continents of Xadune. The kingdom of Revrent is the only nation on the main continent of Jarr, but doesn't cover the entire continent. Jarr, itself, is mainly rolling fields. With few mountain ranges, and scattered small forests, agriculture was Jarr's main form of profit. As time progressed, valuable mines were found under the soil, thus giving boon to the lead source of income for the nation of Revrent: valuable minerals. Almost all forms of ore are found in the rich soils of Jarr, along with gold and many precious gems.

Summer temperatures can reach as high as 100°F in the south and normally 80° in the north. In the winter the north can get frigid with temps dropping easily below freezing while the south sees about 20°F as a low point. Summer days tend to be long and humid, while the winters are normally much shorter and unfortunately still humid.

The only real mountains are more like foothills on the northwestern coastline of Jarr. The Rosso Colline, as they are often called, are about the only non-flat and rolling part of Jarr. They are noted to have a deep red coloration in the stones that make them and are likely remnants of what is believed to be the oldest mountains on Xadune. Other than Revrent, Jarr is also home to two City-States of New Starport and the Tri-Gates. Kanada was once attached to the main continent of Jarr, but was split off in Fallen Star. The island now rests to the north of Jarr proper.



THE VIREEN

The Vireen are not a country with a stable boundary; they are a nomadic culture of people on the continent of Jarr. These wandering folk have been around since anyone in Jarr can remember. Mostly composed of humans, these nomads are often cheery and embrace both the magic arts and science. Never staying in one place for long, they often camp near cities for trade purposes from their goods; goods that often seem hard to believe that a group of nomads can produce.

GEOGRAPHY

The Vireen have no specific plot of land they call home, but rather, they travel across the continent of Jarr as they see fit. Their caravans can be populated with as little as a single family, or extended to dozens. That said, the Vireen rarely feel at home inside city walls, and their camps can often be seen just outside the gates.

THE VIREEN PEOPLE

These are an optimistic people; they are upbeat and happy during the day. They will see the bright side of things no matter what, even if they have to stretch the reality just a tad to do so. Come nightfall, however, they may become moodier. It is also an almost inherent trait that all Vireen tend to never really tell the truth, but rather embellish a story or issue.

They are known for also having ancient knowledge and sight into the future. Additionally, it is said the Vireen will curse those who wrong them. However, it does not seem as though their talents can be used on themselves—it is incredibly difficult to use astrology, fortune telling, prophecy, or séance arts on a Vireen.

No Vireen will be caught near a follower of one of the “Dark Gods” unless they absolutely have to, and subsequently you will not find a follower of Goddama, Echpen, Grim, Regality, or Jamileveka amongst them. And even then, they are sure to make a scene. They also view “Dark Necromancers” in the same light.

COMMON CHARACTER NAMES

Surnames

Albescu, Bogdan, Cojocaru, Dalca, Enache, Funar, Gheata, Hofer, Lupus, Mitrea, Nicolescu, Pichler, Reiter, Sala, Vulpe, Zamfir

Given Names

Female: Adela, Bianca, Catalina, Daria, Emilia, Felva, Gavrila, Ilinca, Lavinia, Maricea, Natalia, Oana, Petronela, Rodica, Sanda, Tereza, Vasilica

Male: Adi, Bogdan, Ciprian, Darius, Emanoil, Felix, Grigore, Horea, Iacob, Lucian, Marius, Neculai, Octavian, Petrut, Remus, Sandu, Tiberiu, Valeriu

FASHION OF THE VIREEN

The Vireen tend to wear an eclectic mix of old-fashioned (read: medieval) clothing with dashes of more modern garb. They love bright colors and flowing fabrics, and will often be seen as less modest than their Jarr neighbors.

MILITARY, TECHNOLOGY, AND LAWS

The Vireen are not a warring people. As nomads, they stay out of the affairs of other governments and militaries, often playing the neutral side of things to continue their travels unhindered.

Technology is not frowned upon in Vireen camps, but it certainly isn't a priority either. They will enjoy the benefits that technology has brought to the continent, but rarely will you find a Vireen tinkerer.

As for Laws, there is no governing body of the Vireen, but caravans will often have a head of family who makes the decisions and enforces civility.

OPTIONAL RACIAL CULTURE: THE VIREEN

The Vireen are a mystical, and often enigmatic, culture of wandering people. It is well known they will read fortunes to guide their way. At character creation, the Vireen can choose one of the following at no cost: Astrology, Fortune Telling, Prophecy, or Séance. Additionally, they receive Survival: Plains at no cost.

In addition to these benefits, the Vireen have the option to purchase the *Curse* ability for 10XP.

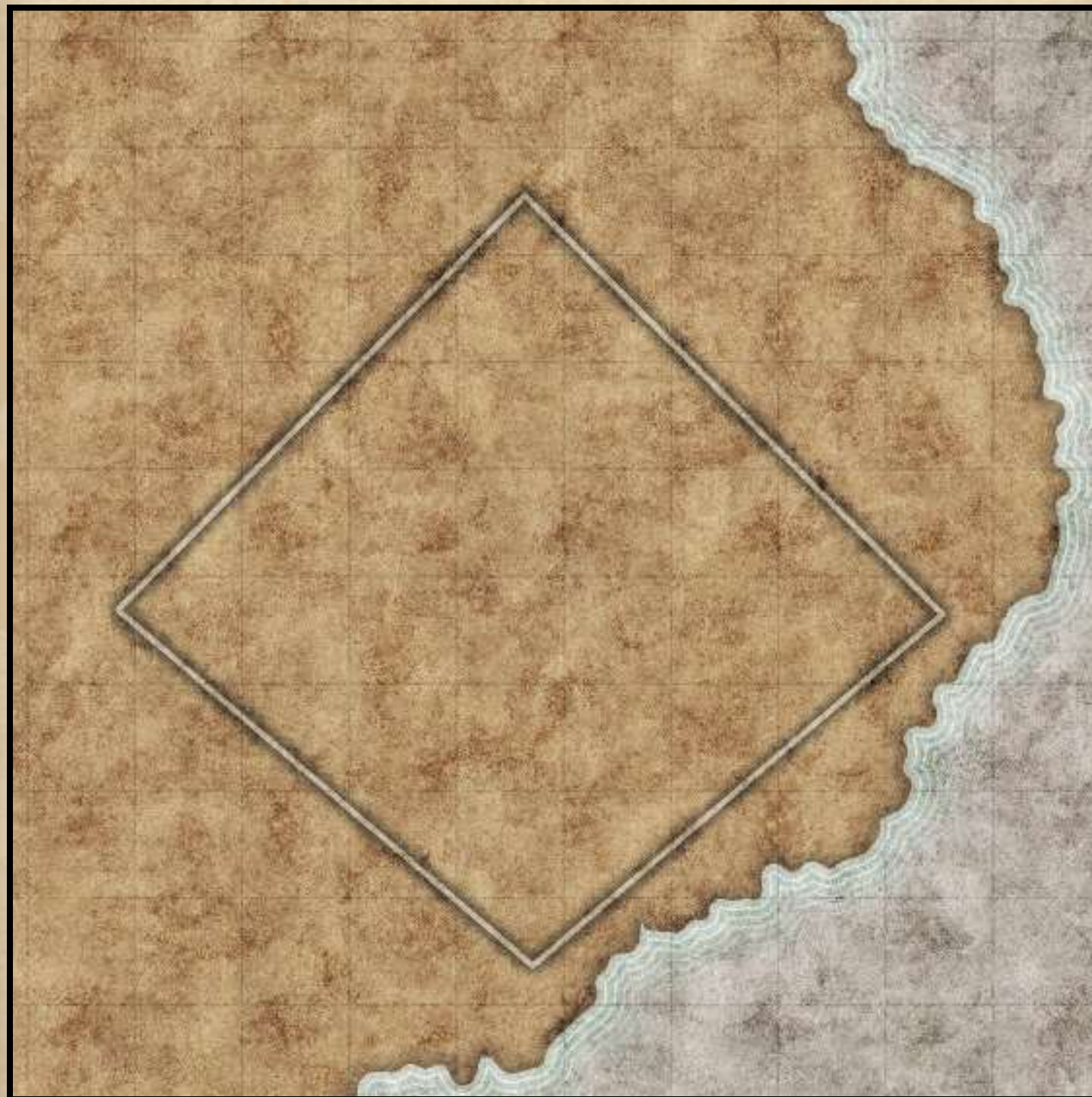
However, these people cannot learn any Production Skills (Blacksmithing, Alchemy, Engineering, etc.). They do not have time for it, nor the attention span.

They have all the aforementioned restrictions on following “Dark Gods”, an inability to read their own fortunes, and also must make camp at a new location at least once a week. The Vireen cannot cast from the Necromancy school.



THE KINGDOM OF REVRENT

The Jewel of Jarr and leading nation of Xadune for thousands of years, Revrent is the ideal Kingdom. Often called the renaissance nation and heralded some of the oldest standing structures in the world.



GEOGRAPHY

Revrent is made primarily of the Capital City of Revrent, and the four border cities (North, South, East, & West Revrent). Within the walls of Revrent is mainly rolling hills with spots of forest no larger than a few acres. The coastline nicely meets the ocean and most of the beaches share the coloration of a lovely, off-white sand. The most notable landmark within the nation is the dormant volcano in which the Capital is built on and around, Mt. Raven. Standing at nearly 6,000 feet it is the tallest point on the continent.

The climate of Revrent is mostly temperate. It can get as warm as 95°F in the summer months and can freeze in the winter months, although they don't often see much snow outside of Mt. Raven.

HISTORY

The history of Revrent is long and well documented. Fallen Star did not affect Revrent as it did the rest of Jarr, partially due to the geography, and partially due to their impervious attitude.

Revrent went to war with the Nation of Barboroy in AFS 077, beginning the War of 080. This was ended in 080 with the Treaty of Barboroy. While the War has been over for more than 60 years, tensions between the two counties often spark.

In AFS 139, when the Blood War came to Xadune, the battlefield was chosen just outside of West Revrent. As such, the country took it upon themselves to do battle against the invading force.

On a cold night in December of AFS 142, the Vichese unveiled their massive Grand Cannon, which shot and destroyed Mount Raven and the surrounding Revrent City. The seat of the government was moved to West Revrent.

THE REVREAN PEOPLE

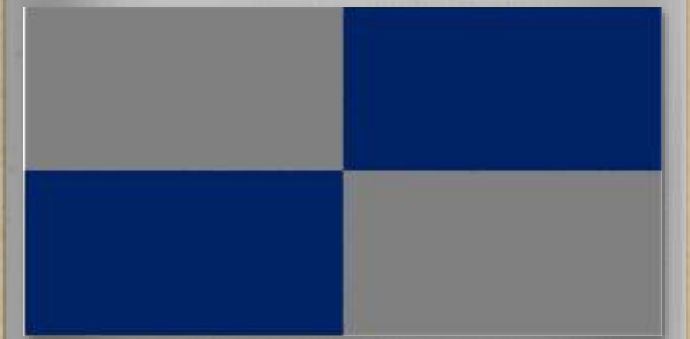
Revrent law dictates a mandatory 2-year military service for all its citizens. As such, its citizens are readily able to defend themselves.

The nation's language is Common, but most citizens also know one other language. All of Revrent enjoys a fairly adequate schooling system giving the nation a literacy level of about 95%, and most citizens are well versed in common mathematics, simple science, the history of magic, national history, and world history. Even the people that do not live in one of the five main cities enjoy these skills and teachings of life. With all of this advancement in civilization comes a sacrifice: most of the Revrent people have never had to fare in a forested environment.

The Revrent people have a high level of nationalism and feel very strongly that their country is the greatest in the world. They do take threats seriously, but the country as a whole has a laid-back view of imminent destruction: their country has weathered the worst that Xadune has to offer and become stronger for it. While they are not currently at war with any country, many still remember the War of 080 with Barboroy and there are slight tensions between the two countries. They are long known allies of Kanada and often aid New Zeal without hesitation.

Recently, in AFS 139 Revrent was at the head of the battle against the invading Demons. This has led to two consequences: the Revrean people are vehemently against anything remotely demonic (more so than most), and there has been an uptick in Farborn children dotting the countryside. This has caused some strain on racial tensions between the Farborn and the rest of the population.

As with the rest of the world, Revreans are not kind to Elves. Prior to the Invasion, Elves and Half-Elves were disliked; now they are treated with mistrust at best and loathing at worse. Revrent has played a large role in the Vichese War, and not even common civilians will risk the safety of the planet by trusting a possible spy.



REVRENT AT A GLANCE

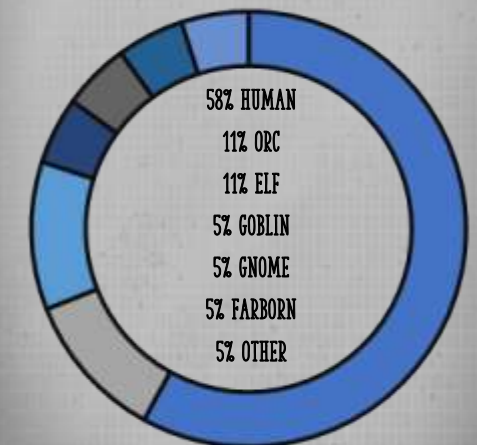
Government Type
Constitutional Monarchy

Technology
Advanced

Population
High

Languages
Common

Geography
Urban; Countryside



COMMON CHARACTER NAMES

Surnames

Allen, Bell, Campbell, Corbyn, Evans, Davis, Green, Hill, Martin, Scott, Turner, Ward, Williams, Young.

Given Names

Female: Ada, Agatha, Alice, Bertha, Blanche, Clara, Cora, Edith, Eleanor, Elizabeth, Emily, Florence, Harriet, Hazel, Isabella, Jane, Lilian, Lucy, Mabel, Martha, Nora, Ruth, Sylvia, Violet, Wilhelmina.

Male: Abraham, Alfred, Bert, Clarence, Douglas, Edgar, Edmund, Fletcher, Franklin, Harold, Henry, Hugo, Jack, Jules, Louis, Martin, Oliver, Oscar, Otto, Phineas, Silas, Sterling, Thaddeus, Victor, Warren.

FASHION OF REVRENT

Revrent women wear long bustled skirts and blouses or long bustled dresses, although wearing men's pants is not unheard of. Women often wear corsets under or above their base wear, both as a fashion statement and to give themselves a small waistline. Hats are popular, particularly the top hat, but are not necessary.

Revrent men wear slim-fitted, un-pleated pants and fitted button-down shirts, broken at the natural waistline above the belly button. The waistcoat, or vest, is a popular accessory, but is not necessary. Often, men will wear a military-style jacket or coat, and many display their ranks from when they were in the military. Tailed coats are also popular, particularly in the upper class.

MILITARY

Revrent has a large standing army, a well-trained navy, one of the largest sky fleets, and, until recently, was among the best in magical research.

All citizens must serve a mandatory 2-year military term. Many choose to stay longer and develop their career in the military, and as such, Revrent has a very powerful force. Their army is known and battle proven. Though they still have a strong standing infantry, their musketeers are very formidable. Additionally, there are the Revrent Ravens: an elite force of skilled pilots. Revrent also has one of the largest mixed Sky Fleets, including normal and magical vessels. Though their normal air ships are not up to par with Barboroy, their magical ships surpass them in many ways.

TECHNOLOGY

A leader in the development of electrical and steam machinations, Revrent boasts a high level of advancement in their technologies. Weapons and transportation have been their focus for many decades now, exacerbated by the Vichese and Demon Wars. While they have made great strides in military technologies, there are fewer advancements in consumer technologies.

Revrent is both traditional and new. They have a large sky fleet including normal and magical vessels. Though their normal air ships are not up to par with Barboroy, their magical ships surpass them in many ways.

LAWS

The laws of Revrent are the common for the world. Most felonies, such as murder, are dealt with swiftly with capital punishment. Most people are expected to be responsible for themselves by age 7. It is at age 7 that one can be charged with a felony. By age 9 you are eligible for receiving the death penalty, and age 10 allows you to be put up for transportation (moved from the country into an offsite correctional facility).

Smaller crimes are punishable by time served, public example, or simply a fine. Repeat offenders, though, often have their crimes wracked together which places them as a felony offender on their third repeated offence. High-profile cases often end at the end of a noose in a public square.

That said, Revrent is a fairly progressive country. For instance, prostitution is legal in Revrent and is regulated by the government.

OPTIONAL AREA CULTURES

In general, Revrent citizens hold themselves much higher than everyone else and thus are sort of looked down on by the rest of Xadune; on top of that most other nations of Xadune fear Revrent for their large power base. Characters should RP in regards to other cultures with the attitude of "why don't you do it our way, it's better", or in a similar fashion.

The following Optional Area Cultures come with the blanket benefit of gaining one Speak: Language (not Common) at no cost.

OPTIONAL AREA CULTURE: REVREAN SCHOLAR

Revrent is renowned for its universities and nationwide education. This has bred a number of highly-educated citizens. As a Revrean Scholar, you may choose one of the following benefits:

Bureaucrat: Gain Bureaucracy R1: Revrent, Law R1: Revrent, and Statecraft R1: Revrent at no cost.

Educated Mage: Gain Read Magic and Arcane R1 at no cost.

Engineer: Choose two Engineering Knack R1 Skills to gain at no cost, and additionally gain Craft Skill R1: Engineering Drafting.

However, the Revrean Scholar is not a fighter by nature. All Combat Abilities and Combat Talents cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.

OPTIONAL AREA CULTURE: UPSTANDING CIVILIAN

Often seen as the backbone of Revrent, these working-class individuals literally grease the wheels of the machinations which make Revrent move. As an Upstanding Civilian, you may choose one of the following benefits:

Neighborhood Alchemist: Gain Alchemy R1, Identify Alchemy, Pastes, Powders, Oils, and Solvents R1, and Tonics, Elixirs, and Bandages R1 at no cost.

Factory Worker: Choose one of the styles of Engineering (Clockwork, Electrical, or Steam). You gain Engineering Knack R1 and Construct R1 in this style at no cost.

However, the Upstanding Civilian is not skilled at breaking the law. All Nefarious Skills cost 30% more XP (fractions rounded up), to a limit of 16 extra XP spent.

OPTIONAL AREA CULTURE: BACK ALLEY CIVILIAN

While Revrent loves to show off its glowing lights, they also try to drown out the shadowy parts of their country. Not everyone has the same opportunities as each other, and some turn to a life of crime. A Back Alley Civilian may choose one of the following benefits:

Street Urchin: Gain Lock Picking R1, Stealth R1, and any Craft Skill R1 at no cost.

Thug: Gain Waylay R1 and Endurance R1 at no cost.

These are the people society left behind. As such, all Knowledge Lores cost 30% more XP (fractions rounded up), to a limit of 17 extra XP spent.

OPTIONAL AREA CULTURE: MILITARY

Revrent requires military service to become a citizen, and as such most residents complete two years of service. However, there are those who stick around a bit longer and become entrenched in the culture. A Military member can choose one of the following benefits:

Infantry: Gain Weapon Proficiency R1 in a weapon of choice and Endurance R1 at no cost.

Sharpshooter: Gain Firearms and Trick Shot at no cost.

Field Surgeon: Gain Diagnostic and Healing R1 at no cost.

When the military is your career, it can be difficult to learn skillsets outside of your training. As such, for Military members Customary and Nefarious Skills cost 30% extra XP (fractions rounded up) to a limit of 17 extra XP spent.

Chapter 8: The World of Xadune

They don't call it the Jewel of Jarr for nothing. Revrent City glows—literally with street lamps, and metaphorically with hope and history of civilization and organized progress. There is something sturdy in the old stone buildings, older than anyone could remember, that promises a safe, secure home within which one could grow to their greatest potential. Revrent is the Present, in that is it where the Past and the Future greet each other warmly.



NEW STARPORT

One of the most famous and well-known cities of Xadune. If Revrent is the city of renaissance, then New Starport is the melting pot. New Starport also boasts the most diverse population on Xadune. She is truly the city that never sleeps.

MAP COMING SOON

GEOGRAPHY

New Starport is a large port city on the west coast of Jarr. Much like the Tri-Gates, it is comprised mostly of a large urban sprawl, with countryside and farmland on the outskirts. The upper class tends to live farther inland, while the lower class live and work close to the docks and sky docks.

HISTORY

New Starport, as the name suggests, was once simply Starport. During Fallen Star, the city is said to have slipped into the Espen Ocean. Those who survived rebuilt on the shores of their fallen city and created New Starport.

THE PEOPLE OF NEW STARPORT

These are some of the most diverse and accepting people in the world. She is truly the city that never sleeps. Most residents of New Starport are very open to new people they meet, and very friendly. Because it is common to encounter a little of everything in New Starport, the people are often surprised and curious to meet someone completely new. Xenophobia is rare and everyone can find a place in the city.

The people make their income of sea goods, imports, and some light farming in the surrounding area. Many residents are in some way involved in commerce or navigating, which is apparent in their education system, which takes interest in these skills.

COMMON CHARACTER NAMES

Surnames

Brown, Baker, Campbell, Clarke, Jones, Lewis, Moore, Roberts, Saylor, Scott, Smith, Taylor, Thompson, Williams

Given Names

Female: Abigail, Alexandra, Aurelia, Beatrice, Blanche, Carmela, Cordelia, Dolores, Dorothy, Edith, Elizabeth, Emma, Esme, Georgina, Halsey, Hannah, Jane, Jennette, Judith, Katherine, Lavinia, Lucy, Mary, Masie, Matilda, Millie, Nancy, Nicole, Nora, Olivia, Pamela, Patience, Polly, Quinn, Rachael, Rhea, Rose, Ruth, Sally, Shiloh, Tabitha, Velma, Victoria, Willia, Winona

Male: Albert, Alexander, Arthur, Benjamin, Bernard, Calvin, Charles, Daniel, Dorian, Eben, Edgar, Edward, Frank, Fredrick, George, Gilbert, Harry, Hugh, Horace, Isaac, James, John, Lewis, Mark, Michael, Nicholas, Nelson, Oliver, Oscar, Patrick, Percy, Peter, Richard, Ross, Samuel, Simon, Stanley, Thaddeus, Theodore, Thomas, Walter, William.

THE FASHION OF NEW STARPORT

As with many things, New Starport follows the fashion trends of the rest of Jarr, and namely Revrent.

Women wear long skirts, gathered or bustled in the back, with blouses and jackets in a variety of colors and prints. Hats are popular, although thin-brimmed, as the sea breeze can whisk away a bonnet.

Men wear long, un-pleated pants and fitted shirts, although the working class makes a style of loose-fitting garb. Suspenders are popular among all classes, and waistcoats are a must.

MILITARY

New Starport has never had issues raising troops. Even with a purely volunteer force, they boast one of the largest sky fleets in the world. A large portion of people from New Starport have enlisted at some point in their lives, although few make it into a career. Veterans and active military alike are treated with respect by the civilians.

TECHNOLOGY

The level of technology in New Starport is on par with the rest of the modern world; they are neither cutting edge nor falling behind. The majority of the research done in New Starport is to benefit the sky fleet, and as such some of the brightest engineers flock to the city-state to make a name for themselves.

LAWS

New Starport is known for being open-minded, and as such the laws reflect this. World Law is followed fairly; there are few laws that are unheard of in the majority of the civilized world. Most felonies are subject to capital punishment; for small crimes and during due process, New Starport does have a prison system. Laws are kept by Peace Keepers, and a criminal is subject to due process by the judicial system.



NEW STARPORT AT A GLANCE

Government Type

Oligarchic Republic of Merchant Houses

Technology

Advanced

Population

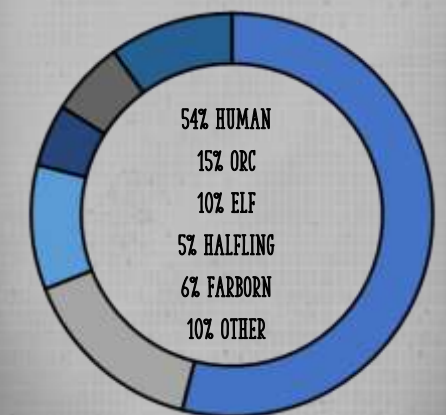
High

Languages

Common

Geography

Seaside City with Farmland Countryside



OPTIONAL AREA CULTURES

New Starport is a vast, diverse city, and as such, almost anyone can take a New Starport Area Culture. The people of New Starport genuinely feel their city-state is the most fair, unbiased, and best place to live. They stand strongly behind the might of their Sky Fleet, openly support their allies, and generally are as patriotic as anyone.

Much in the way of commerce happens in New Starport. Goods come in from the seas, in through the city, and out to the rest of Jarr - and the world. Sailors, merchants, and of course, politicians all call this city home

The citizens seem to get along with everyone. So much so, however, most residents of New Starport are very open to new people they meet and very friendly. Most, if not all residents are so used to seeing so many different races that they are not thrown off by the mix, and when they do meet something they have never encountered, they normally are surprised and very open to try to learn more about said creature. This can be seen as a roleplay disadvantage, should it come into play.

All citizens of New Starport are allowed one Speak: ___ language at 0XP. This must be a language listed in this book.

OPTIONAL AREA CULTURE: SKY NAVY

The city-state is well known for its Sky Navy, which is one of the most bolstered and impressive in the world. They may not hold a technological advantage over their counterparts, but they make up for it in numbers and gusto.

As such, members of the Sky Navy—that is to say, New Starport's military—gain the following Skills at no cost: Boating R1; Airships; Airship Lore R1; and Firearms.

However, life on an airship doesn't leave much time for tinkering or creating. As such, all Production Skills cost 30% more XP to purchase (fractions rounded up) to a limit of 17 extra XP spent.

OPTIONAL AREA CULTURE: SAILOR

Not everyone takes to the skies, and not everyone takes up arms. New Starport is well known for moving goods across the seas, bringing imports from across the world and sending Jarr's wares back. Sailors are an integral part of the New Starport economy. They receive the following Skills at no cost: Boating R1; Sea Ships; Seamanship; Celestial Navigation; and Semaphore.

Much like their Sky Navy brethren, Sailors have no time for producing. As such, all Production Skills cost 30% more XP to purchase (fractions rounded up) to a limit of 17 extra XP spent.

OPTIONAL AREA CULTURE: MERCHANT

A merchant city—and one ruled by the merchant guilds—raises the craft of merchanting from schoolyard to grave. These people are excellent at getting goods where they need to go, and for the best profit. Merchants gain the following Skills at no cost: Craft Skill R1: Merchant; Barter R1; Hagglng; Commerce R1: New Starport.

The merchant is not a fighter nor a sellsword. All Combat Abilities and Combat Talents cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.

OPTIONAL AREA CULTURE: STREET URCHIN

As with most major cities, there are the ones who slip into the alleyways and are often forgotten. They forge their own way through the world, often without the aide of anyone. Street Urchins gain the following Skills at no cost: Scavenging R1; Bluff R1; and the first rank of an Artistic or Craft Skill of their choosing.

That said, no Street Urchin can start with a Read/Write Skill, nor can they receive one for free. All Knowledge Lore Skills cost 30% more XP (fractions rounded up) to a limit of 17 extra XP spent.

OPTIONAL AREA CULTURE: ARISTOCRAT

On the opposite end of the spectrum are the people that society made and continues to raise: the merchant guild families, the 'old money'. Raised in society, the Aristocrat gets the following Skills at no cost: Etiquette R1; Info Gathering; and Heraldry.

These are proud people with legacies. As such, an Aristocrat can never learn a Divine Skill. Taking positions in the church would mean a devotion away from their business of family, and it is simply something they would not do.

Visiting New Starport always reminded him of his time in the Seion Islands, where he had seen a slurry of large, colorful birds prance around in beautiful homes made by the natives. Much like that tropical paradise, New Starport was home to a variety of colorful people living in beautiful, modern homes. There were even birds flying above him, great mechanical ones landing at the sky docks.

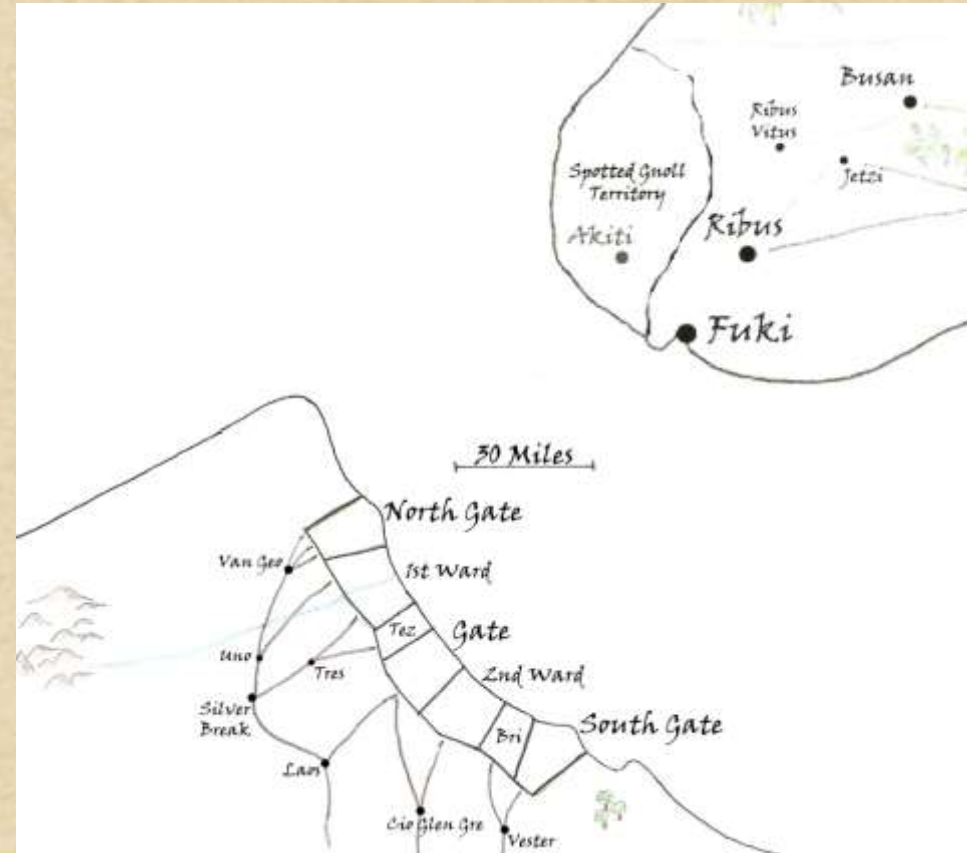
It was the one place in the entire world he felt normal. Barely anyone took a second glance at his horns, and those who did usually had horns or wings or some oddity of their own to compare them too. It was late at night and the gas lamps were burning bright, but he pushed his cart just the same. One day, he thought, he'd like to live here. Peddle his wares and not have to worry he'd lose his head. A civilized place, perhaps the only one in the world.

COMING SOON



THE TRI-GATES

Tri-Gates is a huge port City-State and the center of a large amount of trade for the world. If you are looking to purchase anything, you can find it in the Tri-Gates. They serve as the official customs passage between the continent of Jarr and the country of Kanada.



GEOGRAPHY

The Tri-Gates are a huge expanse of city scape covering almost 85 miles of coastline. There is little in the way of 'nature' in terms of forest or plains, just city and coastline. The Tri-Gates are some of the coldest cities on Jarr, with temperatures dipping below freezing in the winter.

HISTORY

Once, when Jarr and Kanada were connected, the three cities of North Gate, Gate Town, and South Gate spanned the land bridge in between the two nations and served as the main toll ways into either nation. After time and growth, the three cities that were once separated by many miles—North Gate, Gate Town, and South Gate—grew to meet each other and became one huge city space, now known as the Tri-Gates.

THE TRIGATION PEOPLE

Together they have a combined population of about 420,000. Due to the nature of living in a giant city, the people of Tri-Gates are often out of place in a forest. They tend to be isolationist and are wary of new people until they get to know them; however, they are not used to being alone and have some

anxieties about being alone.

This being said, inside their established setting, the Tri-Gation people are some of the most open and socially progressive people on the planet.

COMMON CHARACTER NAMES

Surnames

Chen, Ho, Hui, Lee, Li, Ma, Sun, Tsu, Wang

Given Names

Female: Ann, Biyu, Chen, Cate, Hong, Io, Ju, Kelly, Koko, Lee, Lan, Meili, Suki, Zoe.

Male: Brian, Chan, Davi, Hon, Iam, Jacky, Ki, Liu, Lo, Luke, Marco, Sam, Tom, Yu.

FASHION OF THE TRI-GATES

The humidity and sun of Tri-Gates have created a very distinct fashion. Wide-legged pants and wide-sleeved shirts are very popular, having center frog-style closures. Large brimmed, pointed hats are in high demand. Still, there are distinct influences from both its Northernly and Southernly neighbors.

For a real-world analog, look to eastern Asian fashion in the late 1870's and throw in a bit of Western European influences.

However; this is only for fashion reference purposes: Tri-Gates does not reflect any real-world country, past or present.

MILITARY

The Tri-Gates have a small standing military, and most of its force is Naval. However, they are not known for their military prowess; often more so acting as a neutral party in fights

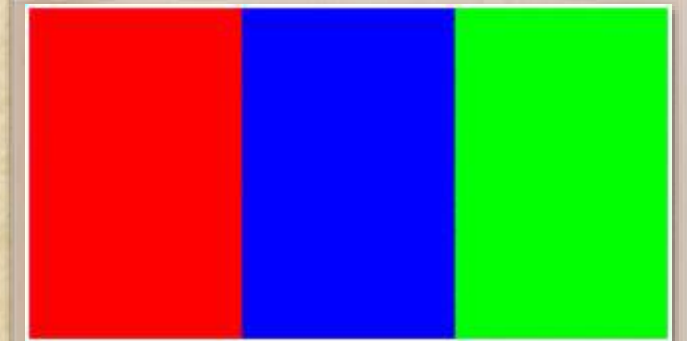
TECHNOLOGY

A center for trade and travel, the Tri-Gates have some of the best gunsmiths in the world. While not considered a center for technological advancement, the Tri-Gates has something every engineer or craftsman wants: readily available materials.

Tri-Gates also has the benefits of being a continuous city, meaning its infrastructure is both vast and well-maintained. Running water, electricity, and gas lines are common in households across the city.

LAWS

While the Universal and World laws are upheld in the Tri-Gates, they have fewer social regulations. Sumptuary laws have never existed in the Tri-Gates, and other social restrictions are lax here as well. Often seen as a truly capitalist city-state, most things in Tri-Gates are legal so long as they don't cause harm. Prostitution, for instance, is a large and cultured business.



TRI-GATES AT A GLANCE

Government Type

Oligarchic Republic of Merchant Houses

Technology

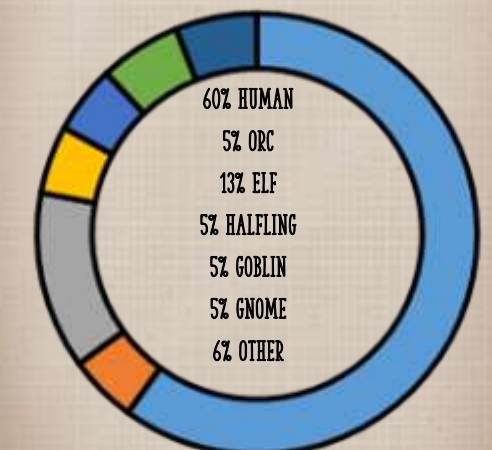
Advanced

Population

High

Languages

Common, Trigation



OPTIONAL AREA CULTURE: TRIGATION

Trigations are, in many ways, a progressive people. They find their culture superior to their southernly neighbors in Jarr, and often express this. Moreover, the people have a general distain for the Kanadian people, although this does not go so far as commerce with them.

Trigations are more accepting of the traditionally taboo, and some of their numbers would be considered on the fringe of society anywhere else in the world.

All citizens of Trigates are allowed Speak: Trigation at 0XP.

Multi-Lingual

The TriGation people are at the cusp of several distinct cultures, and operating in the city means having a wide variety of languages around them. All Trigations get Read/Write: Common, Trigation, and Kanadian for free.

Merchants of Wares

Above all, the Tri-Gates are a merchant city. Wares are created, imported, and exported from this port city. As such, a Trigation can choose two from the following list of Skills to gain for free at Character Creation: Arms Appraising R1, Appraising R1, Alchemy R1, Blacksmithing R1, Basic Engineering, Boating R1, Commerce R1, and Haggling.

City Folk

80 miles of coastline and an enormous city doesn't leave much room for wilderness. The TriGation people feel incredibly out of place outside of an urban environment. As such, any Lores, Skills, and Traits used outside of an urban environment costs twice as many Skill Points to use; if it does not innately have a Skill Point cost, it now costs 5SP. This must be roleplayed.

The swirl of lights, sounds, and smells, the sea breeze on the skin, and even the salty-sweet taste of the air confronts you when you step off an airship in the Tri-Gates. The city seems like it doesn't care for you, but its collective apathy is more towards your faults than your successes. People here are busy, bustling people who don't have time to judge you. It feels like a safe haven for the socially outcast... As long as you pull your weight.

A late-night noodle shop, lit by a series of electric lights, seats a number of men at its counter. The chef narrows his eyes at passers-by, as if daring them to try a bowl. One such passerby takes him up on the offer, tossing a bill to the counter before sitting at the last seat.

An old woman hunches underneath her shawls and beckons a new bride into her den, behind a curtain of thick fabric. The bride looks around nervously before following her in. She kneels politely and waits for her fortune to be told.

The gas lamps burning every few feet, sounds of carts clattering down the cobblestone streets, the smell of noodles and incense and sea. The thick air on your skin, and the taste of the city on your tongue. The Tri-Gates are the place to be.

COMING SOON



THE EMPIRE OF KANADA

Of all modern nations, Kanada is by far the oldest and most influential. The birthplace of firearms and claimed father of invention, Kanada has always been current with the technology of today. They are a very disciplined and developed society. Here, everyone has a purpose and meaning. Most are taught from birth in their trade or art, and all hold closely to their traditions and ways.



GEOGRAPHY

Until the recent cataclysmic events, Kanada was connected to Jarr via land bridge; but even during these times Kanada kept very much to itself. Since the separation, Kanada has been enjoying a more peaceful solitude. The events of the past have caused Kanada to be slightly smaller than it was two centuries ago, but this in no way has stopped it from being just as mesmerizing.

Visitors to these lands return often speaking of paradise and tranquility. Lush mountainsides, waterfalls, and green valleys cover this volcanically formed island. A large mountain range maxing out at about 3,000 feet stretches across the landmass, with the north side being mostly mountains and forest and uninhabited. The western rim dips low and is mostly like a large plateau leveling off at sea level.

Kanada has a much colder climate than Jarr, but regardless still holds a full green landscape. Summers average about 80°F but can sometime reach higher depending on the winds that blow in from the Aturin Ocean. Winters can get very cool, normally dipping to freezing. Oddly, a strange phenomenon from the north causes warm air to come in which Kanada soaks up; this often lets them enjoy a warmer winter than northern Jarr. This winter breeze also helps the greenery make it through the cold winter.

The months of June and July are normally spent in a constant rainfall. Villages and towns dot the countryside. Cities are very symmetrical, with obvious signs that they were built with a well thought out plan.

Also unique to Kanada is their architecture which mainly emphasizes on articulation and bilateral symmetry. The small island to the south of Kanada is one of the flattest and most urbanized areas in Kanada. Most of the vegetation has been removed except

for a few farmlands to help feed the island. This is where the Capital of Kanada lays. It's said that most residents of the Empire do not even see the Capital within their lifetime. Very few foreigners have seen it as well.

HISTORY

Historically, this has been a very xenophobic people, and much of their history is kept to themselves. Notably, the first production of a new firearm by the gunsmith Tang So was in AFS 032.

In AFS 136, following the extinction of the Gnolls, Kanada closed the borders of the Gnoll city Akiti to any non-Gnoll visitors. It was rumored that the borders were guarded by the Kanadian Samurai.

THE KANADIAN PEOPLE

Kanadians live by honor and tradition. They are raised to always fight a fair fight; because of this a Kanadian would never attack someone from behind or take advantage of them if they are unarmed during combat. Kanadians are very reserved, yet hold themselves with great pride. When it comes to their area of specialty, they are the best or striving to be it. In so, most also feel their opinions in matters of their field are that of an expert, and often feel very insulted when looked over or ignored in the matter.

These are a xenophobic people who do not welcome immigrants or tourists. Visitors are treated as the lowest class. Kanadians also tend to be somewhat gullible in the ways of others outside of Kanada, and sometimes their sense of honor can be their downfall.

Due to recent raids and attacks from the country of Greachen, most Kanadians loathe the nation as a whole.

COMMON CHARACTER NAMES

Surnames

Abe, Domen, Endo, Fujita, Hata, Ito, Jo, Kon, Matsuura, Nagata, Sato, Tanaka, Umeda, Yoshiro

Given Names

Female: Aki, Chiyo, Fuyo, Hana, Ima, Kaoru, Mai, Nami, Oki, Rei, Saki, Tazu, Yoko

Male: Akira, Daisuke, Genko, Jomei, Kane, Masato, Ronin, Seiko, Shiro, Takashi, Washi

THE FASHION OF KANADA

Kanadian fashion is a delightful mix of traditionally-Kanadian pieces typically worn by the older generation, with a dash of more modern stylings of the continent Jarr.

Women wear kimono; long robes tied with a wide obi. In the short summer months, a yukata can be worn instead. Shoes are typically sandals.

Men also wear kimono and yukata, although often in more demure colors. Men also wear Hakama—long, pleated trousers.

For a real-world analog, look to eastern Asian fashion in the late 1700's. However; this is only for fashion reference purposes: Kanada does not reflect any real-world country, past or present.

MILITARY

Kanada's army is small, but one of the most feared. Many claim that a lone warrior can count for a hundred on the battle field. They also have a large sea fleet and a quickly growing sky fleet.



KANADA AT A GLANCE

Government Type

Hereditary Empire with Parliament

Technology

Accepted; also respect Arcane

Population

Medium

Languages

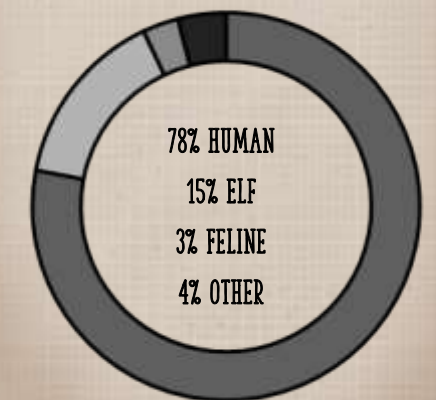
Common, Kanadian

Geography

Urban; Countryside; Mountains

Real-World Analog

Victorian Japan



TECHNOLOGY

Like Revrent, Kanada is well versed in the new sciences as well as magic. If it was not for the skilled craftsman of Kanada, one questions if firearms or even the whole technology race would even exist. It was Kanada that was able to produce the first firearm that would not explode upon firing, and it was Kanada that perfected the cartridge round. Despite all these advancements, they are very reluctant to use them. Though they have the potential to match everyone else, in terms of a Sky Fleet, they choose not to.

LAWS

Kanada's laws are much like Revrent and the rest of the world. Though they are often much hastier to punish people more strictly and use someone to set examples. Capital punishment is often highly favored over transportation. One of the most striking differences is that the peasant class is not allowed to have firearms, though they are allowed to have weapons to defend themselves.

OPTIONAL AREA CULTURES

Stoic, often demure, and honorable, the Kandian people are unlike any other on the planet. Perhaps it is due to their secluded country, but the Kanadian people are dedicated. All Kanadian Cultures receive Speak: Kanadian at no cost, in addition to Speak: Common. However, they also receive the following negatives:

Masters of their Craft: The Kanadian people are masters of their craft, or on their way to it. Perfection and mastery is valued incredibly highly. As such, 75% of XP spent must go towards their current field of mastery. This field is declared and cannot be changed until the character has reached 'Mastery' - typically the highest level in that field. For instance, a character with an Arcane mastery must spend 75% of their XP on Arcane Skills until they have achieved Archmage.

Honorable: Honor is the highest virtue in Kandian culture. No Kanadian would ever attack an unarmed person, and certainly never from behind. Kanadians will not learn the *Backstab* Skill.

OPTIONAL AREA CULTURE: KANADIAN ARTISANS

More than simply crafters, Kanadians strive to be artisans of their field. It might take decades, but they master their art and will teach it to up-and-coming apprentices. Kanadian Artisans can choose one of the following benefits:

Smith: Gain Blacksmithing R1, Armor, Light R1 and Weapons, Small R1 at no cost. Smithing is considered your declared mastery.

Engineer: Gain one Engineering Knack and associated Construct Skill at no cost. This branch of Engineering is considered your declared mastery.

Alchemist: gain Alchemy R1, Identify Alchemy, PPOS R1 and TEB R1 at no cost. Alchemy is considered your declared mastery.

Gunsmithing: Gain one Engineering Knack and a Construct Firearm Skill at no cost. Gunsmithing is considered your declared mastery.

Carpenter: Gain Craft Skill R1: Carpentry and Clockwork Engineering Knack R1 at no cost. Carpentry is considered your declared mastery.

OPTIONAL AREA CULTURE: KANADIAN FIGHTER

Much like Artisans, Fighters look to master their weapon and weapon styles. Kanadian Fighters can choose one of the following benefits:

Traditional Fighter: Gain Favored Weapon and Weapon Parry at no cost. Must choose a melee weapon; this is considered your declared mastery.

Gunslinger: Gain Firearms and Trick Shot at no cost. You must choose a style of Firearm; this is considered your declared mastery.

While there is a definitive end to most crafts; there is not one for fighters. As such, the *Masters of their Craft* negative has no end for the Kanadian fighter; they must continue to learn Combat Abilities and Talents throughout their lives.

OPTIONAL AREA CULTURE: KANADIAN SCHOLAR

Knowledge and learning is a treasured thing in Kanada, and there are those who dedicate their lives to it. The Kanadian Scholars can choose one of the following benefits:

Mage: Gain Read Magic and Arcane R1 at no cost. Arcane is considered their declared mastery.

Professor: Gain three rank 1 Knowledge Lore Skills at no cost. They must be related in an understandable fashion, and said fashion is considered your declared mastery.

COMING SOON

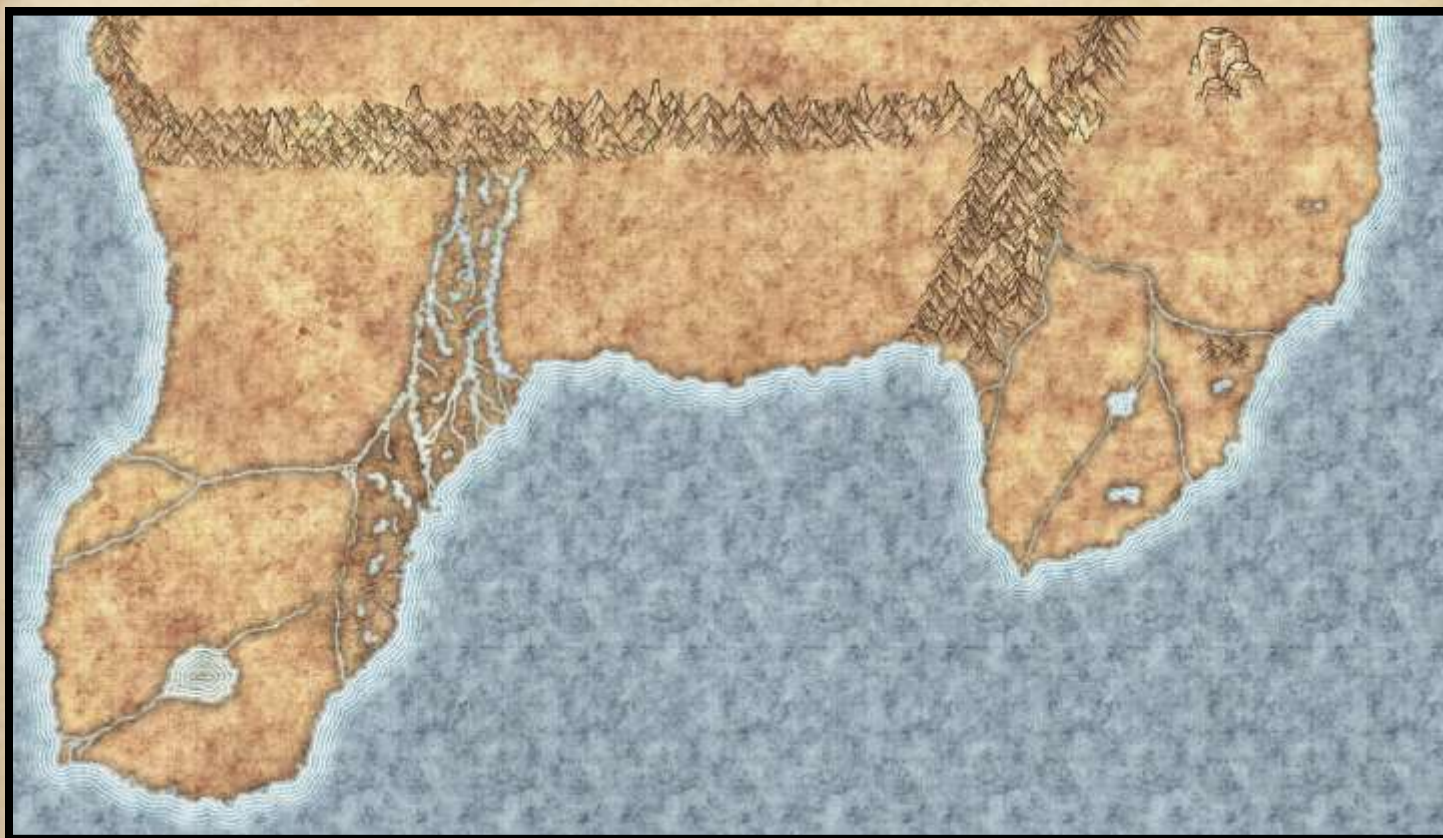


THE CONTINENT OF PHA

The largest of all the continents on Xadune and also the most diverse in geography; Pha is the mystical homeland to many creatures, a safe haven to the near extinct, and prison to the lost. The largest land mountain on Xadune lies on Pha, along with the largest forest and fresh water lake. She is separated into nine different regions; some at war, others at peace. Temperatures vary heavily, with the north seeing freezing conditions almost half of the year, while the southern tips have almost twenty hours of daylight and heat in the summertime.

Due to the valleys and mountains, Pha also almost receives more rainfall per year than any other landmass. Heavy fogs are common across the continent. Villages, towns, and even large cities dot almost every area of Pha. Countries on Pha include: Kinsley in the northeast, Barboroy in the southwest, the Northern Frontier in the northwest, and the Western Kingdoms in the west. Other regions which are defined by borders, although not necessarily governments, include Darken Wood in the southeast, Shaerorer Thysaer in the south, Shirri'san'issi between Barboroy and Shaerorer Thysaer, and Kaz'Letai in the southeast.

It is also home to the Nigean Mountains. These mountains stretch south from the Raspin Ocean to the Xelian Ocean at the top of Pha, and about in the middle of Pha it cuts almost straight across the continent to the Aturin Ocean. This is the home to the Dwarven nations. Dotted the entire range one can find populations of Dwarven cities, along with the occasional Gnome city. Of course, if you want to see any of this you have to go below the earth, and survive. One of the most notable features of the mountains is the anti-magic zones that seem to follow the entirety of the range, making crossing these barriers even more treacherous. This, grouped together with the treacherous rock surfaces and what seem to a layman as an almost impassable set of mountains, makes the Nigean one of the largest claimers of life on the planet. At least a hundred people die every year trying to cross the range. None has been successful to date.



THE NELOT KACKERTO

Not a nation nor a region, the Nelots are the wandering people of Pha. Their name means “to never settle”. They do not call one place their home, or rather, they call many places their home; the Nelots travel over the Nigean Mountains, through Darken Wood, across the Swamps, through Shaerorer Thysaer, or wherever else they would like.

GEOGRAPHY

The Nelot Kackertoe make their homes in Pha. All of it. These nomadic people travel the continent, enjoying what it has to offer. It is said they are the only people who can get in and out of the Northern Frontier, and they spend a good bit of time traveling through the Nigean Mountains.

THE NELOTS

Records of them can be found as far back as anyone on Pha can find. They are known to be distant and often not trusted amongst city dwellers. They are the few and only people that seem to be able to cross through Darken Woods and the Nigean Mountains seemingly with no consequences. Like their Jarr cousins, they are rumored to be well versed in both astrological arts and are amongst the best survivors on Xadune.

Nelots acknowledge all the Gods, but you will not find one that worships Trom, Ashton, Filter, or Nelteveve. Moreover, you will not find one that studies the arcane arts of Alteration, Warding, Elements, or Necromancy.

These are somber people; passive yet stubborn. Rare is it that a Nelot will just up and do something someone else recommends. In so, they are also extremely passive. Sometimes great amount of coercing must partake in order to get them to do something that was not their idea. Rare is it that a Nelot will just up and do something someone else recommends. Nelots also suffer from Moon Sickness: On the three nights of a full moon the Nelot's wandering urges reach a peak. Almost nothing can keep them focused during these times for too long (thirty minutes max). Often they wander to spend the time quietly under the stars.

COMMON CHARACTER NAMES

Surnames

Albescu, Bogdan, Cojocar, Dalca, Enache, Funar, Gheata, Hofer, Lupus, Mitrea, Nicolescu, Pichler, Reiter, Sala, Vulpe, Zamfir

Given Names

Female: Adela, Bianca, Catalina, Daria, Emilia, Felva, Gavrila, Ilinca, Lavinia, Maricica, Natalia, Oana, Petronela, Rodica, Sanda, Tereza, Vasilica

Male: Adi, Bogdan, Ciprian, Darius, Emanoil, Felix, Grigore, Horea, Iacob, Lucian, Marius, Neculai, Octavian, Petrut, Remus, Sandu, Tiberiu, Valeriu

FASHION OF THE NELOT KACKERTO

Nelot fashion is similar to that of the Vireen, although much less flamboyant. They wear old-fashioned (medieval) garments with a healthy mix of modern. Layers is the name of the game, although they favor more muted colors.

Nelots will almost always have a warm coat and boots, as their travels across the Nigean Mountains can be treacherous without the proper garb. It is said that Nelots value scarves more than gold,

although that may be an exaggeration.

MILITARY, TECHNOLOGY, AND LAWS

The Nelot Kackertoe are not a warring people. They do not involve themselves in large-scale conflict (although they can protect their caravans), and in many cases, they disregard all national boundaries, regardless of conflict over them.

While the Nelots certainly don't shun technology, they also aren't known for their tinkering. Generally, if it is useful to a Nelot, they will make use of it; if they can't find a use for it, or is too large to move, it isn't worth the time.

There aren't any laws specific to the Nelots; however, there is a strong sense of family across all Nelots. Harming one of the Family is frowned upon and will result in retribution of some sort. This applies for both Nelots and outsiders.

OPTIONAL AREA CULTURE THE NELOT KACKERTO

The Nelots are a mystical, and often enigmatic, culture of wandering people. It is well known they will read fortunes to guide their way. At character creation, the Nelot can choose one of the following at no cost: Astrology, Fortune Telling, Prophecy, or Séance. Additionally, they receive Survival: Mountains at no cost.

In addition to these benefits, the Nelot Kackertoe have the option to purchase the *Curse* ability for 10XP.

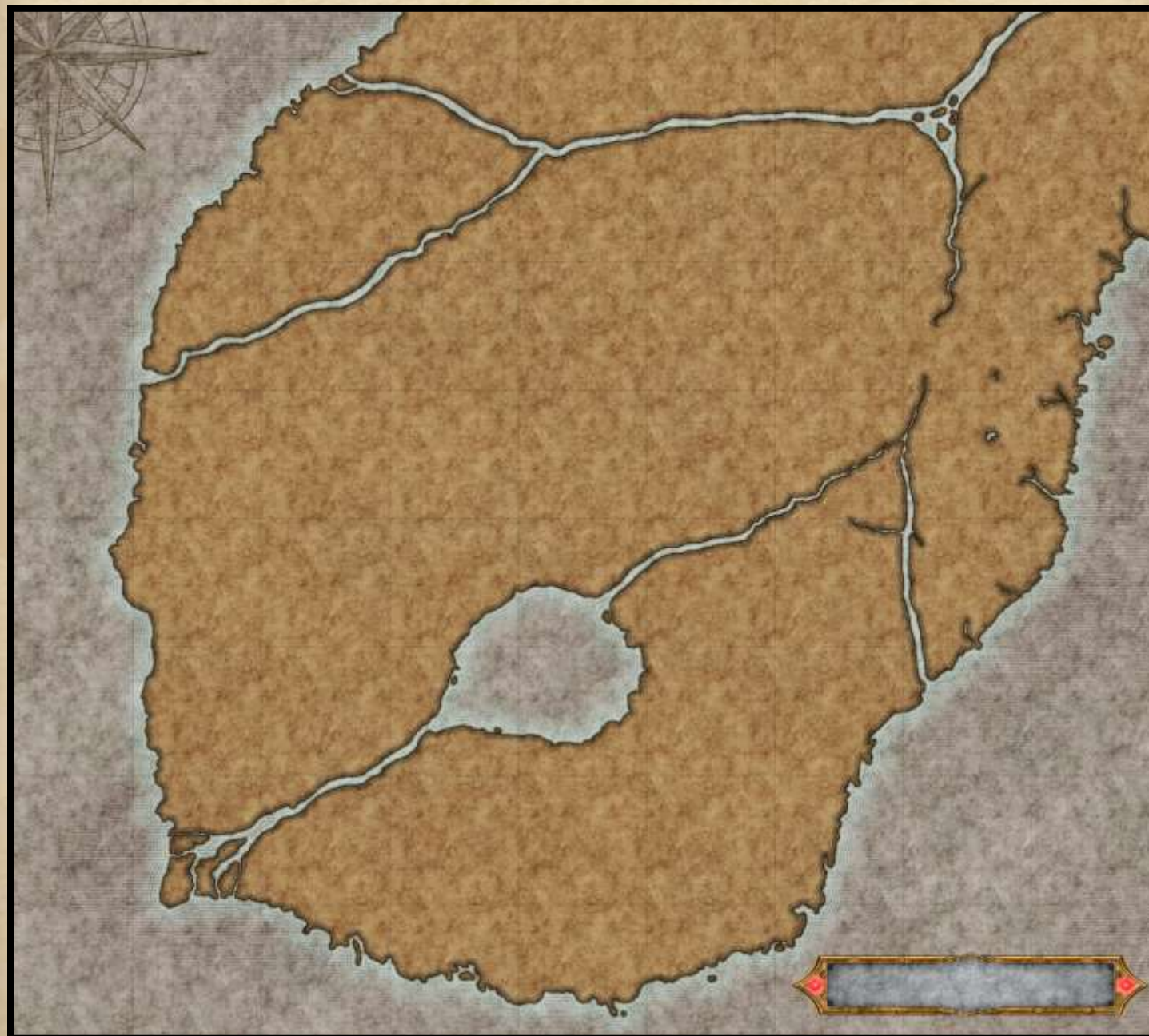
However, these people cannot learn any Production Skills (Blacksmithing, Alchemy, Engineering, etc.). They do not have time for it, nor the attention span.

They have all the aforementioned restrictions on following “Light Gods”, an inability to read their own fortunes, and also must sleep in a different location every night. Each night spent in the same bed will cause the Nelot to suffer -50% to their max body and Skill. This continues for a week until it kills the Nelot, dusting their body. Moreover, Nelots can only cast from the schools of Enchantment, Illusion, Divination, or Sigils.



THE NATION OF BARBOROY

Loyal, patriotic, and firmly held in their beliefs, the Nation of Barboroy is home to some of the most industrialized cities in the world. It sits in a mild climate and is often seen as the last bastion of civilization before with wilds of the Fae Forest and the Swamplands. It is truly a frontier of Pha.



GEOGRAPHY

The nation of Barboroy lies on the southern peninsula of Pha, and subsequently has a large amount of coastline. A few large forests still stand to mark where nature once ruled, but for the most part, the sights to see here are the sprawling cities. Winter is typically the rainy season, and it tends to be warmer than the rest of the continent.

HISTORY

Barboroy was founded in AFS 015 by a group of similarly-minded individuals who had flocked to southwestern Barboroy after Fallen Star. As they spread their borders, they came into conflict with their established neighbors. In AFS 021, the border reached that of the Western Kingdoms, and a war broke out that would last for the next 17 years. It was one of the longest and bloodiest conflicts of the century. The peace that was signed was a strained one.

In AFS 077, Barboroy went to war with the Kingdom of Revrent, which would last three years and end in AFS 080 with the signing of the Barboroy Treaty. Another strained peace, the Barboroy people often blame Revrent for their lack of progress in the coming years.

In AFS 133, Barboroy again found itself at war with the people of the Western Kingdoms, a war that would last until the Invasion of 136, when arms were thrown aside and the peoples of both nations worked together to battle the Invaders.

Since 136, Barboroy has been fighting along its eastern border against the Vichese. As the first major front of the War, Barboroy has ramped up its military production to a volume never seen in living memory.

THE BARBOROIAN PEOPLE

The Barboroian people value technology and progress above all other things. Here, the sciences flourish and everything which benefits from them follow suit.

The Barboroian people have long since denounced the arcane arts in their pursuit of scientific advancement; the few who still believe it to be something other than children's tales denounce it as evil. You will not find an Arcanist within the borders who is doing more than visiting.

Education is a primary concern for the people of Barboroy, and their mass-education system is second only to Revrent. Barboroy boasts some of the best universities in the world.

These are a very patriotic people; they often feel their country is the greatest in the world. They are a very head-strong people and are not receptive to foreign mannerisms or customs. This has, in part, contributed to the bloody nature of the nation.

It seems that, perhaps due to the last war, the people of Barboroy as a whole detest the people of Revrent.

COMMON CHARACTER NAMES

Surnames

Brown, Clark, Davis, Jones, Johnson, Miller, Smith, Taylor, Wilson, Williams

Given Names:

Female: Ann, Catherine, Eliza, Elizabeth, Jane, Margaret, Martha, Mary, Nancy, Sarah

Male: Charles, David, George, Henry, James, John, Joseph, Samuel, Thomas, William



BARBOROY AT A GLANCE

Government Type

Districted Democracy

Technology

High; Industrial and Military Focused

Population

Large

Languages

Common

Geography

Urban; Countryside; Desert



THE FASHION OF BARBOROY

The stylings of the Barboroian people vary from rural to urban. The urban elite model their fashions after Jarr and Kinsley, with formalwear often being imported.

The urban working class and the rural population wear clothing more suitable to the warm climate.

MILITARY

Barboroy boasts a well-trained army, a solid navy, and a formidable sky fleet. Some of the best sky pilots were born and trained in Barboroy, and their military benefits from it. The technological pursuits have also assisted the military greatly.

TECHNOLOGY

Science is by far the driving force of progress here. A nation which has sworn off magic, they embody the true nature of invention. Though Kanada is the father of firearms, Barboroy is the nurturing mother that has brought them and all other children of science up and further than they could have ever gone.

It is said that modern medicine was invented in Barboroy, as well as the electrical sciences. What isn't questioned is the massive industrial complex Barboroy has built in the past decades; factories are one of the major employers in Barboroy. They line the rivers, dot the cities, and it isn't unusual to see one amidst the southern farmlands. Innovation and Production are Barboroy's true strengths.

LAWS

Laws are among the most lenient on the planet. Most nations feel Barboroy offers too many second chances and is nothing more than a breeding ground for mistakes. Barboroy is also the only nation that feels children are not fully responsible for their actions. They also do not endorse transportation but instead prefer to use their own penal system.

OPTIONAL AREA CULTURES

Barboroians are a proud people and tend to be self-sufficient. Because Barboroy was founded on the principles of individualism, Barboroians follow this tradition.

All Barboroian Area Cultures come with a blanket disadvantage:

Distaste for Magic: It can be an awe inspiring thing and also something that most just disbelieve in. Regardless, magic is never something that a person from Barboroy just looks over. It is often something that either scares them, intrigues them, or enrages them. No Barborian can learn Read Magic or any Arcane Skill.

OPTIONAL AREA CULTURE: BARBOROY

DOCTOR

There is nowhere on the planet that knows more about the new medical sciences than the collective of doctors in Barboroy. Advancements in medical technology and surgical techniques are invented and refined in the country's universities and hospitals. As such, the Barboroy Doctor gets both Diagnostic and Healing R1 for free.

However, being on the bleeding edge of the field has its disadvantages. The Barborian Doctor has little time to study other

subjects. With the exception of Anatomy, all Knowledge Skills cost 30% more XP (fractions rounded up), to a maximum of 15 additional XP spent.

OPTIONAL AREA CULTURE: BARBOROY ENGINEER

Many countries embrace engineering, but few live and breath it like Barboroy does. Barboroy Engineers learn an Engineering Knack R1 and the associated Construct R1 Skill at no cost at character creation.

While the Engineer understands the ins and outs of machinery, the body is something else entirely. Engineers learn all Doctorial Skills at a 30% increased cost, up to 17 extra XP spent.

OPTIONAL AREA CULTURE: RANCHER

You can take my love, take my land, take me where I cannot stand; the Rancher is the iconic cowboy of Barboroy. Growing up mainly in South Barboroy, Ranchers work the cattle and horse farms which feed the country and provide a great number of exports. The Rancher gets the following Skills at no cost: Riding R1: Horse; Firearms; and Rope Use R1. Chaps aren't a requirement.

Ranchers grow up in their own world. Rarely do they travel outside their town. As such, diplomacy is not a tactic often used. Diplomacy, Statecraft, and Bureaucracy all come at a 30% increased cost, up to 10 extra XP spent.

OPTIONAL AREA CULTURE: MILITARY

Barboroy does not have mandatory military service, but their armed forces have never lacked volunteers. A Military member can choose one of the following benefits:

Infantry: Gain Weapon Proficiency R1 in a weapon of choice and Endurance R1 at no cost.

Sky Navy: Boating R1: Airships, Airship Lore R1, and Firearms at no cost.

When the military is your career, it can be difficult to learn skillsets outside of your training. As such, for Military members Customary and Nefarious Skills cost 30% extra XP (fractions rounded up) to a limit of 17 extra XP spent.



DARKEN WOOD

Darken Wood is not strictly a nation, as it has no central form of government, but it is worth noting as it is a populated area on Pha many call home. Known as the Rogue's Forest, it is a breeding ground of thugs and thieves.



GEOGRAPHY

Darken Wood is the large forest in the southeast of Pha. The forest is a dense thing with a tight knit canopy, blocking all light from reaching the forest floor and giving the region its name. The brush is thick and nigh impassable.

On top of the geographic difficulties, it is said the southern forest is haunted by a slew of ghosts, either those fallen in a cataclysm or the elves who used to reside here, or the victims of the murders and thieves who live here.

There are some towns to be had, notably port towns which tend to harbor the lowlife of the world. Pirates frequently visit as it is a lawless land free of worry.

HISTORY

There is very little recorded history of Darken Wood. It is said the Elves once lived here among the trees, although in light of the recent Invasion this may not be accurate. In AFS 018, Kinsley attempted to conquer the wild lands, but the native population held their ground.

THE PEOPLE OF DARKEN WOOD

There is no polite way to say it—the people of Darken Wood are thieves, murderers, felons. The nature of the survivalist life style of these people have left them without morals. Literacy is not a common trait of these people, and any art which requires proper education seems to be lost on these people. However, in lieu of all of this, these people are proud and pitiful of those who grew up in a 'lavish' society.

Those that come from this part rarely speak of it, but it is a cut throat place. Survival is a way of life, as is the way of the sword. People with grudges all the way down to people just born in the wrong stop are from here. There is no law, no help, and no mercy.

COMMON CHARACTER NAMES

Surnames

Surnames are not common in Darken Wood.

Given Names

Female: Adalei, Bella, Clementine, Delia, Ether, Henrietta, Judith, Tabitha,

Male: Absalom, Barnabas, Elijah, Isaac, Hiram, John, Levi, Micah, Obadiah, Philo, Rufus, Seth, Thaddeus, Zachariah

FASHION OF DARKEN WOOD

Fashion has not been a concern of the people who inhabit the interior of Darken Wood for some time. Most wear rough-woven garments, often made at home, or leather. Protecting yourself from the sun is not as important as protecting yourself in a fight.

Towards the coasts of Darken Wood, the influence of piracy and sailors becomes much more apparent. The coastal cities flaunt garments from all over the globe—stolen, mostly—and the people have developed their own sense of fashion and style from it.

MILITARY, TECHNOLOGY, AND LAWS

Darken Wood simply has none of these things. A lawless land with no central government and a people too focused on survival to think about progress has no need for these things.

The port towns in Darken Wood are generally pirate havens, which leads to a complicated, if alien, set of rules and regulations.

DARKEN WOOD AT A GLANCE

Government Type

None

Technology

None

Population

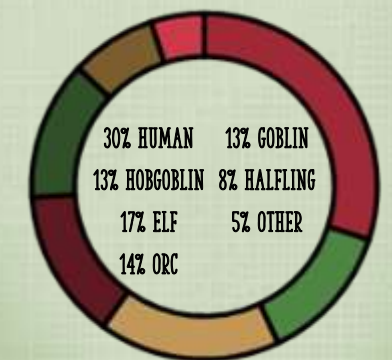
Sparsely

Languages

Common

Geography

Dense Forest with Port Cities



enforced by the residents and visitors indiscriminately. Ignorance of these rules is never an excuse; disrespecting the wrong person can easily get you killed. Most anyone who has reason to go to these cities will need someone to go with them, and show them the ropes, pun fully intended.

OPTIONAL AREA CULTURES

As expected, those from Darken Wood are thieves thugs, and general ne'er-do-wells. Characters should reflect this in all ways. To add, residents of Darken Wood have a HUGE chip on their shoulder when it comes to anyone not of their stature; which is pretty much the rest of the world. This doesn't mean they cannot deal with them, but someone from Darken Wood would certainly give them a large amount of grief about it. They had it hard growing up, and those who didn't have these same life experiences aren't qualified to talk about hardship or to have earned their wealth, in the eyes of these people.

No citizen of Darken Wood can start with a Read/Write skill, and none get it for free, regardless of race.

OPTIONAL AREA CULTURE: DARKEN WOOD THUGS

Its no secret that the majority of Darken Wood residents are... less than moral. Many make their living by relieving wealth from those who they deem have more than their fair share.

As such, the Thug gains Stealth R1 and Endurance R1 at no cost. However, all Knowledge Lores cost 30% more XP (fractions rounded up), to a limit of 17 extra XP spent.

OPTIONAL AREA CULTURE: PIRATE

There's nothing like the freedom of the open sea (or sky) and a cozy pirate-friendly port to come home to. Darken Wood has long been a haven for pirates, and the Vichese next door won't stop that. Pirates make their home here and secret their wealth into the trees.

The Pirate receives Boating R1: Sea Ships, Looting, and Rope Use at no cost. However, all that time away from land doesn't lend to a productive crew. All Production Skills (Alchemy, Backsmithing, Engineering) cost 30% more XP to purchase (fractions rounded up) to a limit of 14 extra XP spent.

Chapter 8: The World of Kadune

Once called the Wilds of Kinsley, and still officially the royal hunting grounds for the Kinsleian Royalty, Darken Wood has become a force of its own, and one to reckon with.

Due to the dense canopy, the dangerous native creatures, and the fact that Kinsley has had bigger fish to fry than the wild lands to their south, Darken Wood is not a place where people intend to visit, unless they aren't intending to return. It is known as haven for outcasts, a hideaway for criminals, and the unofficial center for piracy.

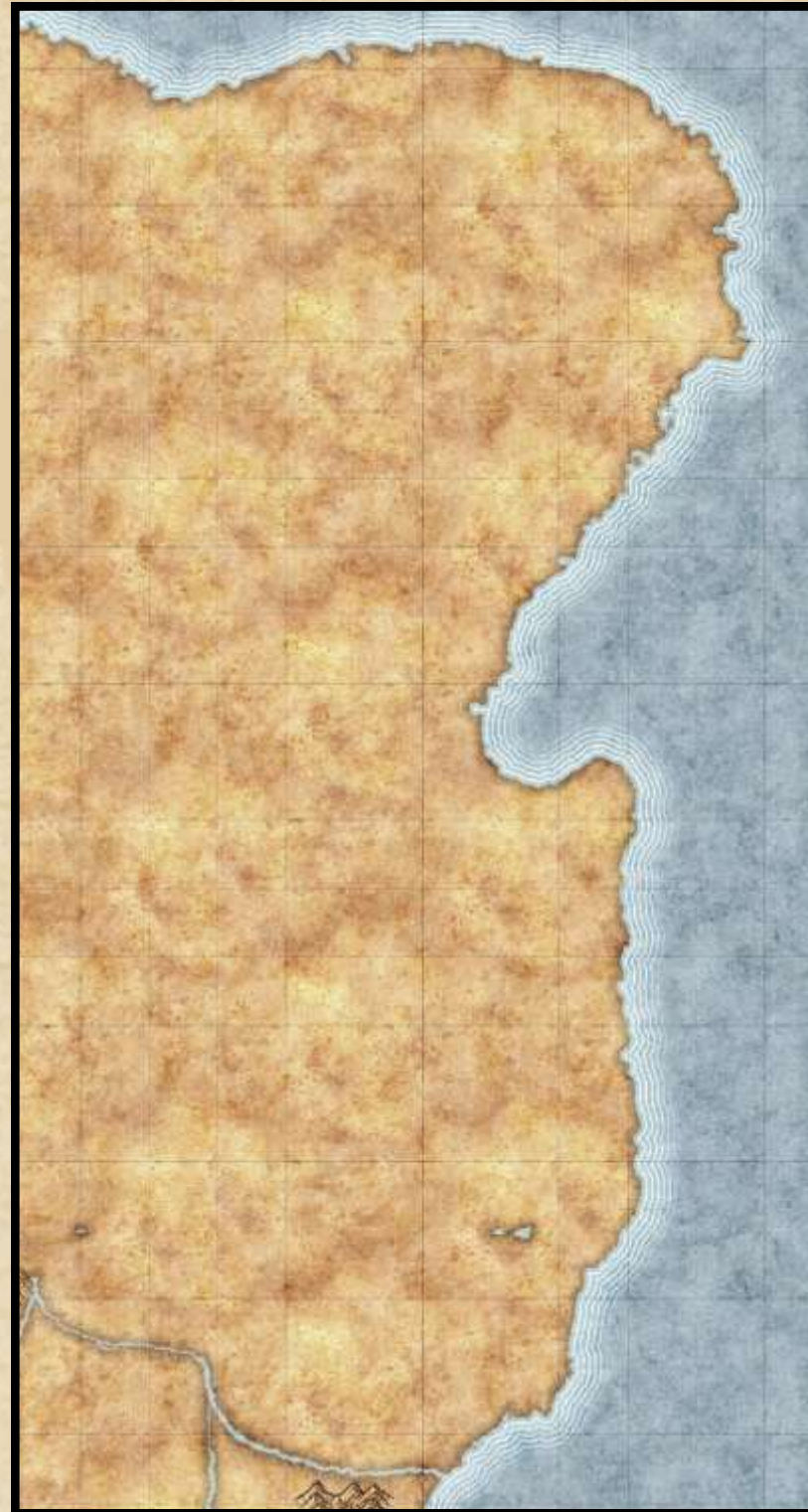
While the rest of the world views Darken Wood and particularly its port cities as lawless lands where anything can happen, there is honor amongst thieves. Strong Men gain power in a city and rule over it mostly justly, lest they face the wrath of their constituents. Tyrants are quickly killed or run out into the forests, which few are ever heard from again.

There are rumors that the most vile of people build homes in the trees: dark necromancers, mad scientists, war criminals, murderers and other felons. If true, they must mostly keep to themselves.



THE KINSLEY NATION

A nation of traditional values, high fashion, and long-standing civil unrest. Kinsley stands strong against so-called progress, which they feel is doomed to cause their downfall. Beautiful countryside and gorgeous cities, Kinsley is not a place to forget.



GEOGRAPHY

In the northeast corner of Pha, from the Nigean Mountains to the sea, lies the Nation of Kinsley. One of the more challenged areas on the globe due to civil war and unrest, Kinsley is one of the oldest areas on the globe. Structures of old populate the rolling foot hills and forest of this area. Fields have been cleared out for farming and even a Halfling village or two can be found hidden in this still untouched environment. The green grasslands and forest give way to open beaches that line all of their east coast, while they are protected on the west by the Nigean Mountains. The North struggles with a harsher, colder climate whereas the South is more temperate. It is split into two regions: North and South, and they are each very different from one another.

HISTORY

Kinsley is a very old nation with a rich history. The relatively recent split between North Kinsley and South Kinsley in AFS 092 presses on the mind of its residents rather heavily. Since the split there have been decades of civil war and civil unrest. The Northerners feel it is time to adopt a new system of government, whereas the Southerners hold dearly to their Monarchy.

On December 1st, AFS 137 the King of Kinsley, Phillip Augustus Julian XVIII, passed away. It is unknown what effect this will have on the civil disputes in the country.

In AFS 139, the Vichese turned their focus strictly from Barboroy, and attacked the South Kinsley border with Kaz'Letai. While the animosity of the Kinsleian people towards each other has not evaporated, the rebellion has quieted while both sides of the country send troops to the Southern border.

THE KINSLEIAN PEOPLE

Much as the people of Barboroy shy away from the arcane arts, the people of Kinsley shy away from technology. They believe that technology will bring the world to ruin, and have varying levels of hatred towards it.

It is not likely one will find an engineer in Kinsley, nor a marksman. They seem to have difficulty comprehending new technologies or medical practices, due to lack of exposure. Unlike Fairies, it is not as if these people cannot use technology, they just vehemently oppose it. Some even go so far as to spend their lives dedicated to eradicating it across the globe.

The harsher environment of the northern part of Kinsley forges the people into a rougher crowd. The main home of the rebellion is here. This area also seems to birth more fighters than mages, though it's just a statistical fact. The civil war with the South is not against the people, but against the government, and almost all in the North have a strong sense that there is a need for a change of government, and they will stand behind that and the cause until death.

The southern half has a more temperate climate and people alike. Though they are ruled by a monarch, rebellions still break out in a fight for a more diplomatic form of government. Regardless, they have a formidable land and sea army and some of the more grass root mages in the world. Despite its new arrival in the world, it is often referred to as the Old Kingdom. The civil war with the North is unfortunately against the people and their views that the monarchy should be dissolved. In the South, they are hopeful that in time the North's views will change and until then they have to bolster their defenses, and at times use force, to halt the rebels' attacks. For most, it's a sad affair that most wish could be solved without violence. Only a handful wishes to take the war to the North.

COMMON CHARACTER NAMES

Surnames



KINSLEY AT A GLANCE

Government Type

Monarchy

Technology

Very Little; Only Military Technology

Population

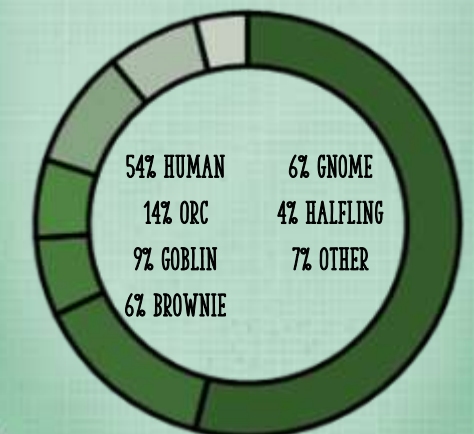
Medium

Languages

Common, Kinsleian

Geography

Light Forests, Rolling Hills, Mountains in the West.



OPTIONAL AREA CULTURES

Kinsleians are proud, stubborn, and fiercely civil. For years, the Civil War split their culture down the proverbial middle, (although they were more alike than they liked to admit), but the War has brought them together.

All citizens of Kinsley gain the Speak: Kinsleian Skill for free. However, none can start with any of the Engineering Knack Skills or the Firearms Skill.

OPTIONAL AREA CULTURE: MAGE

Outside of the Western Kingdoms, Kinsley has the highest population of mages on the planet. In fact, some are *Born Sorcerers*. The Mage has the option to purchase the *Born Sorcerer* trait at character creation for 10XP.

Moreover, the Mage gains the Read Magic and Arcane Magic R1 skills at no cost. However, Combat Abilities and Combat Talents cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent. Magic is their combat.

OPTIONAL AREA CULTURE: REBEL

While the Civil War is no longer an active front, the Northern rebels certainly didn't die out. After decades of hot and cold warfare, many have taken to the Vichese Front. The Rebel will fight against the Monarchy of Kinsley when the Vichese have been defeated, but until then, they have their priorities.

The Rebel gains one Weapon Proficiency R1 and Endurance R1 at no cost. However, Doctorial Skills (including Diagnose) cost 50% more XP (fractions rounded up) to a limit of 16 extra XP spent.

OPTIONAL AREA CULTURE: ARISTOCRAT

The backbone of the Kinsleian government is the tenuously-held Monarchy, and the queen certainly has a court. Aristocrats are both born into and made by their families, which have generations of tradition to uphold.

The Aristocrat gains Etiquette R1, Info Gathering, and Heraldry at no cost, but cannot gain any Divine Skills, ever. Their families put so much into raising the next generation, for a member to renounce their family and go into the church would be a scandal.

The crowd murmured as the man unveiled his machine. It was all gears and fittings, with the odd belt here or there. The man waved his hand with a flourish. "With this, we can produce twice the number of casings in a third of the time, compared to the average smith," he announced to the room, his accented voice rising above the clatter. "No longer will we be limited by supply – only by how quickly we can use them."

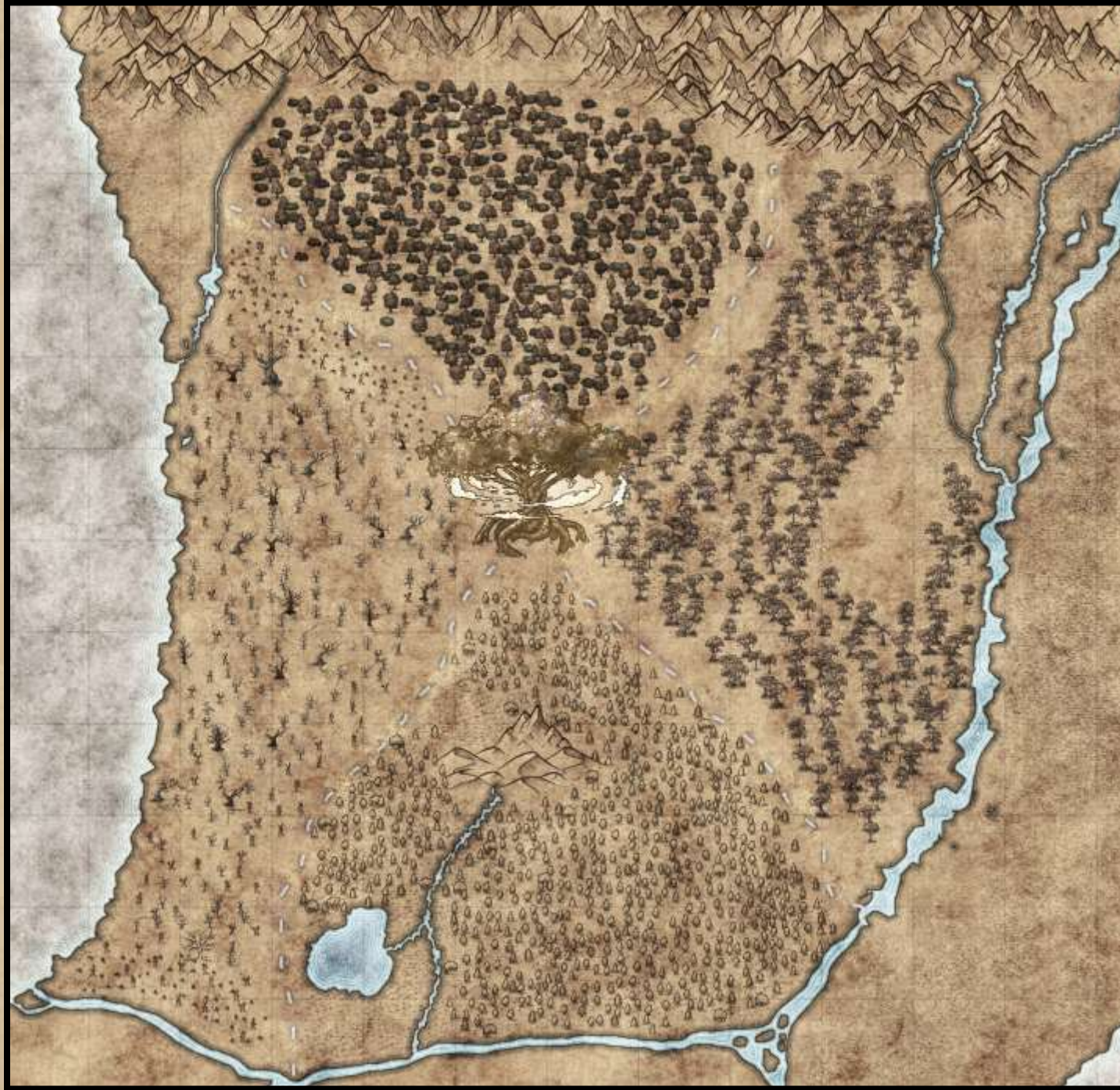
The man looked very proud of his creation, but the crowd had its hesitations. "What if it breaks?" someone called out. "How does it work?" another, near the front, demanded. As the man stumbled to answer the crowd's questions, a few began to leave the room, shaking their heads. "It might win us the war, but it will ruin us in the end," an older gentleman with a large top hat muttered to his companion as they exited.

COMING SOON



THE WESTERN KINGDOMS

This is an entire kingdom made up of a dense, magical forest, home to the Fae race and all naturally magical creatures. The Western Kingdom is also known as The Great Forest. In the Center of the Forest stands a large tree, also known as the Grand Tree, meant for gathering but also viewed as a place for answers and more.



GEOGRAPHY

The Western Kingdoms sit between Barboroy in the south and the Nigean Mountains in the north.

HISTORY

Not much is known about the Western Kingdoms outside of the Fae. As Barboroy spread their borders, they came into conflict with their established neighbors. In AFS 021, the border reached that of the Western Kingdoms, and a war broke out that would last for the next 17 years. It was one of the longest and bloodiest conflicts of the century. The peace that was signed was a strained one.

In AFS 133, Barboroy again found itself at war with the people of the Western Kingdoms, a war that would last until the Invasion of 136, when arms were thrown aside and the peoples of both nations worked together to battle the Invaders.

The Fae People

The Western Kingdoms is home to primarily the fae: Fairies and Brownies. Very few people of other races wander into the forests and are welcome; even fewer stay.

FASHION OF THE WESTERN KINGDOMS

The one place on the planet in which old-fashioned clothing is still in fashion, the clothing of the Western Kingdoms often has natural themes such as leaves or vines.

MILITARY

The Fae have one of the most powerful militaries in the world, although they don't often fight for anything other than their own borders. Known for their battle mages and their lack of artillery, they have a strict hierarchical structure.

TECHNOLOGY

Fairies can't use technology, although the Brownies have been dabbling. The Western Kingdoms is not somewhere you will find modern technology of any sort.

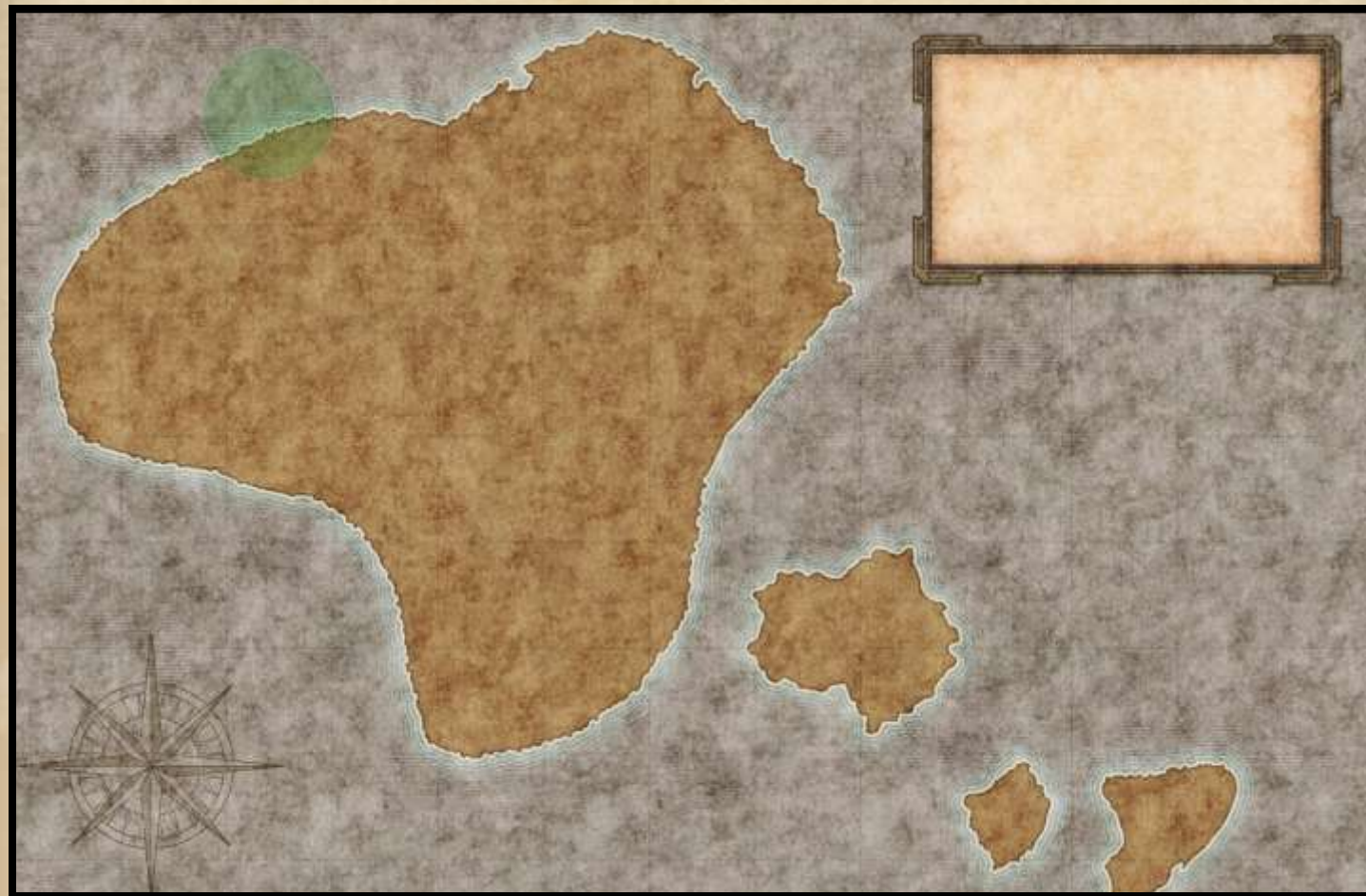
LAWS

The Laws of the Western Kingdom differ by the are, although they all center around the safety and protection of the Grand Tree.



GREACHEN

The seafaring people of Greachen are some of the hardest working and loyal people you will ever meet.



GEOGRAPHY

Greachen, formed during Fallen Star, is a fairly large island in the northern Espen Ocean with a ring of coastal mountains surrounding the low central plains. The island has lush vegetation. The least arable land lies in the south-western and western areas. These areas are largely mountainous and rocky, with green panoramic vistas. The climate is a mild but changeable oceanic climate with few extremes and frequent rainfalls.

HISTORY

The island chain was created in the tectonic upheavals of Fallen Star. It became inhabited in AFS 013 by a previously nomadic society, making it a very new nation.

In AFS 038, Greachen launched an aggressive campaign against Kinsley which lasted nearly eight years, and subsequently became known as the Eight Year Raids. The Kinsleian people have not forgotten this.

Greachen also launched a series of raids on Kanada, their neighbors across the ocean. While the details of this is hazy, the effect of the attacks have lasted years: Kanadians will rarely work with Greachens without great cause, and even then, they won't like it.

THE GREACHEN PEOPLE

Greachen's a land aspiring to be part of the civilized world; adopting the ways of Revrent and Kinsley, this monarchical society is trying to usher in the new age of science while still embracing the ancient arts of magic. Once a more savage and nomadic scavenger society, the old blood runs strong in the people.

Greachen lacks a strong public education program and many Greachens are illiterate. However, within their few larger cities they do hold some good universities which specialize in both magic and science. Greachen is very strong rooted in oral tradition and the old ways and are one of the few surviving civilizations to do so.

As a culture, Greachens prefer to die in battle and will almost never give up or surrender. A very proud people, centuries of war have given them a reputation of being very forceful and physical. Additionally, the Greachen people are very religious from a young age and through adulthood.

Greachen has held a number of raids on the country of Kanada, and as such, tensions are high between the two cultures.

COMMON CHARACTER NAMES

Surnames

Andersen, Basse, Collin, Duer, Egeberg, Fiske, Holme, Johannessen, Krebs, Laxson, Nielsen, Olsen, Skov

Given Names

Female: Agnes, Birgitte, Dagmar, Elena, Falka, Greta, Hilde, Ingrith, Johanna, Katharina, Lisbeth, Merte, Renva, Sofie, Tove, Ursula, Yrsa

Male: Adam, Barth, Cornelius, Erik, Felix, Gerulf, Herman, Iadrik, Jakob, Konrad, Lars, Mads, Nicolaus, Oliver, Poul, Rikard, Samuel, Thermund, Tyge, Ulrik, Viggo

FASHION OF GREACHEN

Greachens follow similar trends to their westerly neighbors in North Kinsley, although with a bit more color. Men wear slim cut outfits or sailing outfits as their job dictates, but often in bright colors. Women wear long, pillar-like dresses, although they have more form than their westerly neighbors.

MILITARY

Greachen is a sea-faring nation, and as such they boast a powerful sea navy. Over the years, they added a small sky fleet to their ranks, but their sea navy is still their primary strength. One of the best naval fleets Xadune has seen belongs to Greachen; though its land army is no laughing matter either.

TECHNOLOGY

Their sciences are often acquired more than made, though they have been making good progress the past decade due to their rather good set of universities. They do have a small Sky Fleet, but possess a very powerful sea navy. Something to mention in the area of technology is that a Greachen naval ship is by far the best made in the world.

LAWS

Greachen's laws are much like the rest of the world's, and somewhat modeled off of the Revrent system. Though, some will find their rules to often not be so forgiving. As with most nations, they do not favor the outsider.

OPTIONAL AREA CULTURES

Greachens are a loyal, diligent Island people. They are deeply religious, amazing sailors, and will fight for their ideals to the end.

Something drastically different than other cultures is the oral tradition of Greachen. Very little of their history is written down, not because of a lack of ability to read or write, but because of the strength of their stories and the physical "body language" aspect of their verbal language. Learning the Greachen language from a book is nigh impossible; it must be learned from another person to fully grasp the nuances.

All Greachen citizens gain Speak: Greachen at no cost, but the Read/Write skill costs 2XP more.

OPTIONAL AREA CULTURE: ACOLYTE

Whereas the aristocracy of other cultures frowns on sending their children into the Church, for a Greachen, it is a proud moment in a parent's life. Children are often encouraged to become an acolyte for their preferred Power at the age of 6, and it is seen as a part of their

GREACHEN AT A GLANCE

Government Type

Monarchy

Technology

Some, although mostly 'acquired'

Population

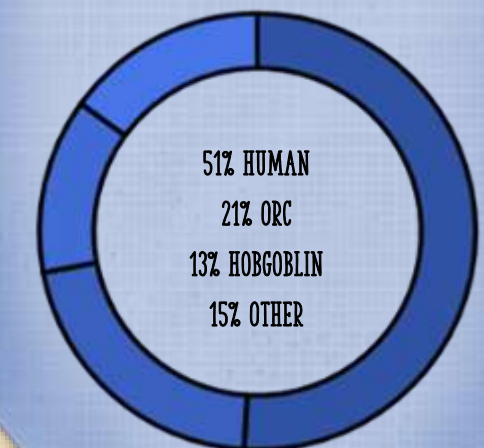
Medium

Languages

Common, Greachen

Geography

Mountainous Island Chain



education.

In addition to learning Greachen culture, these Acolytes learn the way of the Church. They gain the Read/Write: Common and Religion R1 Skills at no cost. Religion R1 can be taken for any of the individual Powers; or for the Greater Seven, Five Sisters, or Thirteen Lesser Powers; or as a General Knowledge Lore.

However, the Acolyte is busy with books and tending to the needs of the Temple; moreover, they need to remain in good standing with the Church. All Nefarious Skills cost 30% more XP (fractions rounded up), to a limit of 10 extra XP spent.

OPTIONAL AREA CULTURE: SAILOR

Greachen's strength is on the sea, without a doubt. While the country doesn't seem to care much for airships, their Sea Navy is one of the strongest on the planet. The Sailor gets Boating R1: Sea Ships, Seamanship, Celestial Navigation, and Semaphore at no cost at character creation.

However, all Production Skills (Alchemy, Backsmithing, Engineering) cost 30% more XP to purchase (fractions rounded up) to a limit of 17 extra XP spent.

OPTIONAL AREA CULTURE: FARMER

Being an Island people means creating your own wealth and feeding your own people. Farmers of Greachen are of a higher rank than most other places; their job is seen as Divine and—of course—necessary to the survival of their people.

Farmers gain Riding R1: Horse, Farming R1, and Rose Use at no cost. However, rarely do they travel outside their town. As such, diplomacy is not a tactic often used. Diplomacy, Statecraft, and Bureaucracy all come at a 30% increased cost, up to 10 extra XP spent.

OPTIONAL AREA CULTURE: FIGHTER

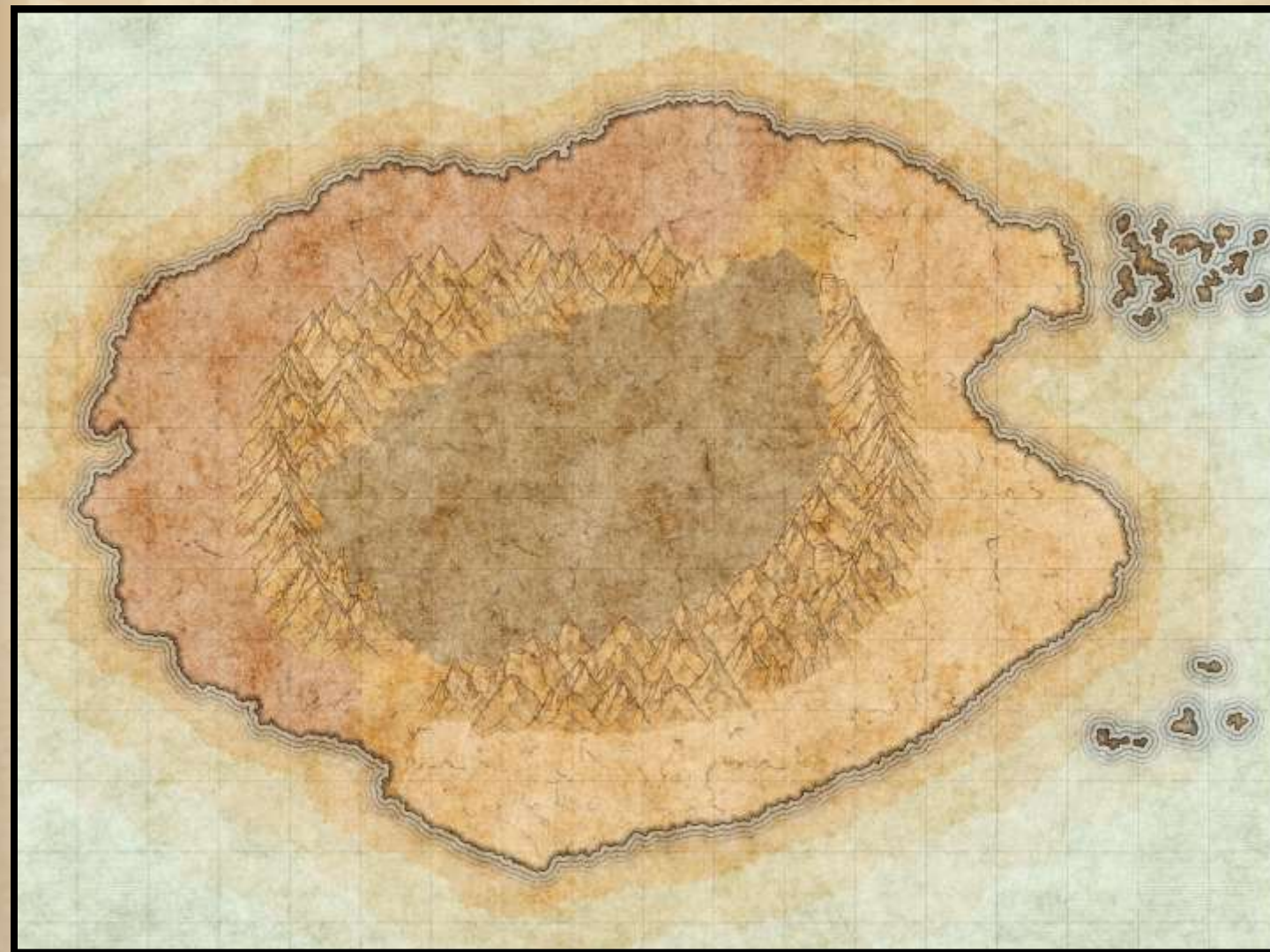
You don't get known for raiding without a few good fighters. Greachen Fighters gain one Weapon Proficiency R1 in a melee weapon at no cost, as well as Endurance R1. However, As such, all Knowledge Lores cost 30% more XP (fractions rounded up), to a limit of 17 extra XP spent.

COMING SOON



NEW ZEAL: THE KINGDOM AND CONTINENT

New Zeal, the land where a sun literally never sets, where the sands are harsh and unforgiving. One of the most exotic places on Xadune, those from New Zeal rarely decide to leave it; and those who aren't rarely decide to stay. New Zeal is the second largest landmass and the largest single country on Xadune. It faces the blue sun Nexus constantly, and subsequently water is scarce.



GEOGRAPHY

Second largest continent on the planet and second most dangerous area, New Zeal offers a landscape all its own. Known to many as the Land of the Unsetting Sun, it is mainly covered by vast and open desert. Truly the land where only the strongest survive, it always has one of the Sun's light, if not both, beating down on it.

Surrounded by silt seas, getting to New Zeal is difficult. The constantly shifting sands and almost infinite desert offer an insight deep into the past. Many venture here in attempts to learn more about time forgotten, never to return.

Two large mountain ranges tear across the New Zeal deserts—the Zeo Mountain Ranges. Both rocky and treacherous masses mirror each other. Few but the Wanderers dare crossing them. Most just deal with the extra days of peril to go around them. It's said that from the peak of one range you can clearly view the other, despite the almost 750 miles that separate them.

New Zeal boasts an average temperature of over 100°F. The seasons are summer, followed by hot summer, then summer again. It's not rare for the temps to reach almost 131°F.

Natives recognize three different deserts covering the lands. Each has a distinct feature to set it apart: the color of sand. East of the center is white sand, to the west are the red sands, and at the bottom of the planet are the fabled black sands of New Zeal.

HISTORY

New Zeal has been a nation for as long as history can remember. Cities have risen and fallen around oases over the years, and ruins around dry wells are common. For as long as anyone can remember New Zeal has lived under a monarch, normally one of the best of the gladiator fighters that made his way into freedom, who watches over numerous city-states.

THE ZEALIAN PEOPLE

The people of New Zeal grow up in a world that resembles nothing else on Xadune. Harsh and untamed, the land has forged the people into much harder and often more realistic images of their Northern and cushier cousins. Water is an incredibly precious resource to the people of New Zeal. They simply do not waste water. It is a pillar of their very being.

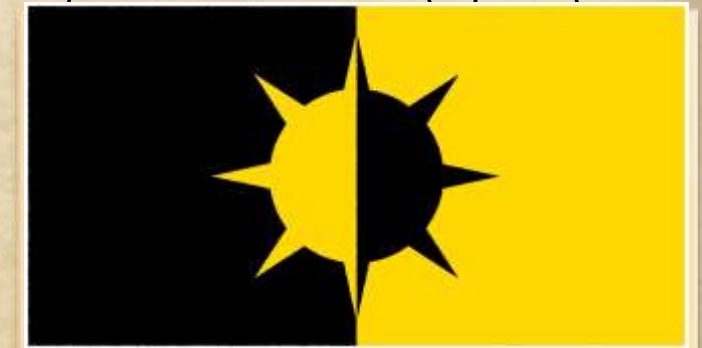
Despite these horrible conditions, life still moves forward on New Zeal. Rarely do visitors ever choose to call this place home. Whole cities develop around oasis that in some cases can get as large as hundreds of acres. Buildings are normally formed from a sand/clay composition or from stone from either of the Zeo mountain ranges. The Capital city of New Zeal sits almost at the bottom of the world, which also holds the richest oasis on the continent. There one can find remnants of civilizations long past.

Zealian culture is a very superstitious one. Most people believe in the power of envy, magic (mental, arcane, and divine), genies, etc. to affect them and inflict harm upon them. It is not uncommon to hear someone saying that they are ill or that their kids are ill because they have been envied or affected by the evil eye. It is less common to find people saying that they have been suffering from magic, but it exists. The advice, heeding, and words of prophets and the like are always hung on as if they are solid fact.

COMMON CHARACTER NAMES

Surnames

The concept of surnames is relatively new to New Zeal. Some have taken on northern surnames, and some will use their



NEW ZEAL AT A GLANCE

Government Type

Feudal Empire

Technology

Common

Population

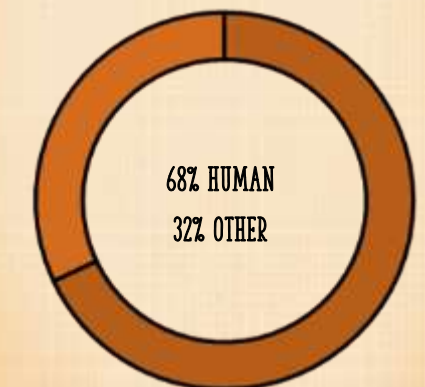
Low and sparse outside of cities

Languages

Common, Zealian

Geography

Desert and Mountains



OPTIONAL AREA CULTURES

There is nowhere on the planet quite like New Zeal. The harsh environment of New Zeal has a huge effect on the culture, of course, but the location of where one was raised has an effect as well.

All Zealians gain the Speak: Zealian Skill at no cost, as well as Survival R1: Desert. However, they cannot operate well in cold climates. Anytime the temperature falls below 65°F, the maximum Skill Points of all Zealians cuts in half (rounded down).

No Zealian will ever waste water, ever. Moisture is precious in a land of two suns, and it is not easily replaceable.

INLANDERS

These are the people who live in the cities of New Zeal. Compared to the Outlanders, they live cushioned lives within the city walls, often protected by the military. The Inlanders can chose one of the following:

Desert Mage: Gain Read Magic and Arcane R1 at no cost. However, Combat Abilities and Combat Talents cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.

Aristocrat: The Empire has its inner machinations which keep the country together and civil. The Aristocrat gains Etiquette R1, Info Gathering, Read/Write: Zealian, and Heraldry at no cost. However, the Aristocrat can never go into the Church and can never gain any Divine Skills.

Gladiator: The Fighting Pits are where you win glory and fame—and work your way up in the castes. The Gladiator gains Weapon Proficiency R1 in a melee weapon of choice and Endurance R1 at no cost. Nefarious Skills cost 30% more XP (fractions rounded up) to a limit of 16 extra XP spent.

Sky Navy: Gain Boating R1: Airships, Airship Lore R1, and Firearms at no cost. However, all Production Skills cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.

Infantry: New Zeal's power extends beyond their air strength; their infantry is something frightful. Infantry members gain Firearms and Law: New Zeal at no cost. However, Customary and Nefarious Skills cost 30% extra XP (fractions rounded up) to a limit of 13 extra XP spent.

OUTLANDERS

The Outlanders are alien to most of the planet. They live in some of the harshest conditions, with the fewest resources, and with some of the richest culture. All Outlanders gain *Sandborne*, which allows them to resist environmental heat. They can chose one of the following:

Dew Farmer: Well, someone has to maintain the oases and harvest water. The Dew Farmer gains Riding R1: Beetle, Firearms, and Rose Use at no cost. However, all other Combat Abilities and Combat Talents cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.

Landed Gentry: Similar in ways to the Aristocracy, the Landed Gentry own land and take care of their serfs, run the day-to-day and year-to-year business, and generally are the backbone of the Zealian economy. They gain Commerce R1, Read/Write: Zealian, Mathematics R1, and Law: New Zeal at no cost. However, the Landed Gentry can never go into the Church and can never gain any Divine Skills.

Mercenary: Sometimes these are untrained warriors hoping to join the Fighting Pits, and sometimes they are just jerks with

nothing better to do. The Mercenary gains Weapon Proficiency +1 in a weapon of their choice and Foraging R1 at no cost. However, no race can gain Read/Write for free, and all Production Skills cost 30% more XP (fractions rounded up) to a limit of 15 extra XP spent.



XA0024

A curious island in the Aturin sea, XA0024 is not only home to a diverse population but it is the only place in the entire world that is not planar-locked. Perhaps even more fascinating, the Island has portals to seemingly everywhere in the world—and some not on the world. The stable portals have been mostly mapped, but the Island seems to create randomly opening portals as well. It is a place where any archway could take you to a new land—and you may not always find your way back. Most portals which worked on an inner-world level to a major Treaty group were tagged. Though new ones were still being discovered, all the major ones seemed to have been recorded. Only pure accident would lead one through a new unmarked inner-world portal via XA0024.

Note: XA0024 is not a Homeland, but rather, the main setting of the game.

GEOGRAPHY

The Island is just as such, and is covered completely in a cityscape. It is divided into 6 Wards, each with its own distinct government. The Island itself covers 26 square miles, roughly.

HISTORY

On February 24th of AFS 127 the merchant vessel Arjus recorded the sighting of an unknown landmass in the Aturin Ocean while in route to South Revrent.

This sighting was then confirmed by the RRAS Alexandria on the 29th of February of the same year. It was confirmed that the island was a new landmass which was fully covered in ruins. The Island was labeled XA0024. Within a week, almost every Nation of Xadune had gotten word about island and the city on it. After a global meeting with almost every major nation, faction, and group of Xadune it was declared that the Island is a neutral ground which was to be acknowledged by all groups present and be studied equally by any and all that were a part of the treaty signed that day. Over 57 parties are on the Peace Treaty of XA0024. The Treaty consists of all 15 major nations, the 26 churches, 7 merchant houses, 5 scientific factions separate from the nations, 3 guild groups, and the sky pirate Sylvia Angel who claimed to represent all pirates of Xadune.

Within days of the signing, almost every group was represented on the XA0024. It was discovered the Island is completely unique in that it is home to an infinite number of doorways, or portals, to nearly everywhere—even places not on Xadune. For the next year, XA0024 was studied extensively. Though most of the populous of XA0024 was purely government and faction followers, it did not stop the immigration of the curious populous and explorers.

Then catastrophe hit. On October 31st of AFS 128 all communication and contact with XA0024 was lost. Each major organization that was capable formed a large joint investigation into the incident. It became clear every living soul in on the Island disappeared, never to be heard from again. To this day, it is still unknown what occurred, or where the people went.

Nothing was ever released to the public and all access to the Island was denied and strictly enforced. Patrolling all the portals all the time was impossible which gave root to many stories about groups of people sneaking in.

It was announced that on May 3rd of AFS 129 that all treaty members would be allowed back onto the Island after a meeting which was to be held on the 28th of May. Afterwards, the Island was broken into 6 Wards, and new governments began to form.

THE PEOPLE OF XA0024

Between travelers, curious explorers, random portallers, and diplomatic entities, the Island is perhaps the most diverse place in the entire world. For the most part, travel and commerce between Wards is free and open, but there are distinct classes represented in each Ward, with Ward 1 being the most upper-class, and Ward 5 being the lowest class.

TECHNOLOGY

XA0024 is home to many scientific factions and guilds, including Transcended Science; Intuitive Medicine; the Faction of Gilded Gnomes; the Faction of Archeological Research and Development; and Tanners, Smiths, and Gears. Some of the best scientific research comes from the Island due to the plethora of people and resources available.

MILITARY

There is no set military on the Island. However, many invasions have been fought off by the various Adventurer groups of the Island, each hailing from one of the Wards.

LAWS

Each of the Ward Governments have their own set of laws, each of which follow the basic template of World Law. Enforcement is different per ward, but each ward has a local Mercy Bringer, who can be the judge, jury, and executioner. There may be local law enforcement below the Mercy Bringer, who deals with more misdemeanor crimes.

WARD 5

Of each of the six wards, Ward 5 is generally considered to be the least well-off. It is also the place the majority of the Xadune gameplay takes place in, so there are plenty of opportunities for the Adventurers to improve upon their surroundings.

Ward 5, as pictured on the next page, has four main districts: Upper Ward 5, Temple Row, Lower Ward 5, and Eastern Ward 5. Each of these districts are represented by different camp sites the game of Xadune is played at.

The Ward boasts a series of sea docks covering most of the shore, as well as a set of Sky Docks for airships. A large amount of commerce done in Ward 5 is around the shipping of goods and people, as the Island is a hub for items from around the multiverse.

WARD 5 COUNCIL

The Ward 5 Council consists of three elected officials: Aleksander Rayko, Elaine Morgan, and Justin du Morne, as of



March of AFS 140. The council is responsible for the day-to-day maintenance of the Ward, and they have several established services which are intended to aid the residents of the Ward. This includes Public Housing, in which anyone who finds themselves in the Ward—typically by accident, due to portals—can apply and live in. The Council also encourages Ward 5 Residents to reach out to the Adventurers for help in their struggle, and will occasionally ask the Adventurers for help with a sticky, typically un-political problem. They also created the Department of Public Safety.

DEPARTMENT OF PUBLIC SAFETY

Unlike the other five wards, Ward 5 does not use Mercy Bringers as the primary peacekeepers, and instead has the Department of Public Safety. This department houses the jail and employs a number of peace officers and detectives who keep the peace for day-to-day crimes, like shoplifting or the occasional murder. The Department will sometimes reach out to the Adventurers—who are typically more battle-ready and hardened—for aid in solving mysteries or dealing with criminals.

The Department of Public Safety does occasionally have interactions with the Adventurers in a less co-operative tone. The laws of Ward 5 do allow them to fine or jail a criminal—even an Adventurer—for breaking the law. Unlike the Mercy Bringer Guild, who act as judge, jury, and executioner, the Peace Officers will typically allow the Adventurers to settle their own disputes, and only act as a mediator when requested.

TEMPLE ROW

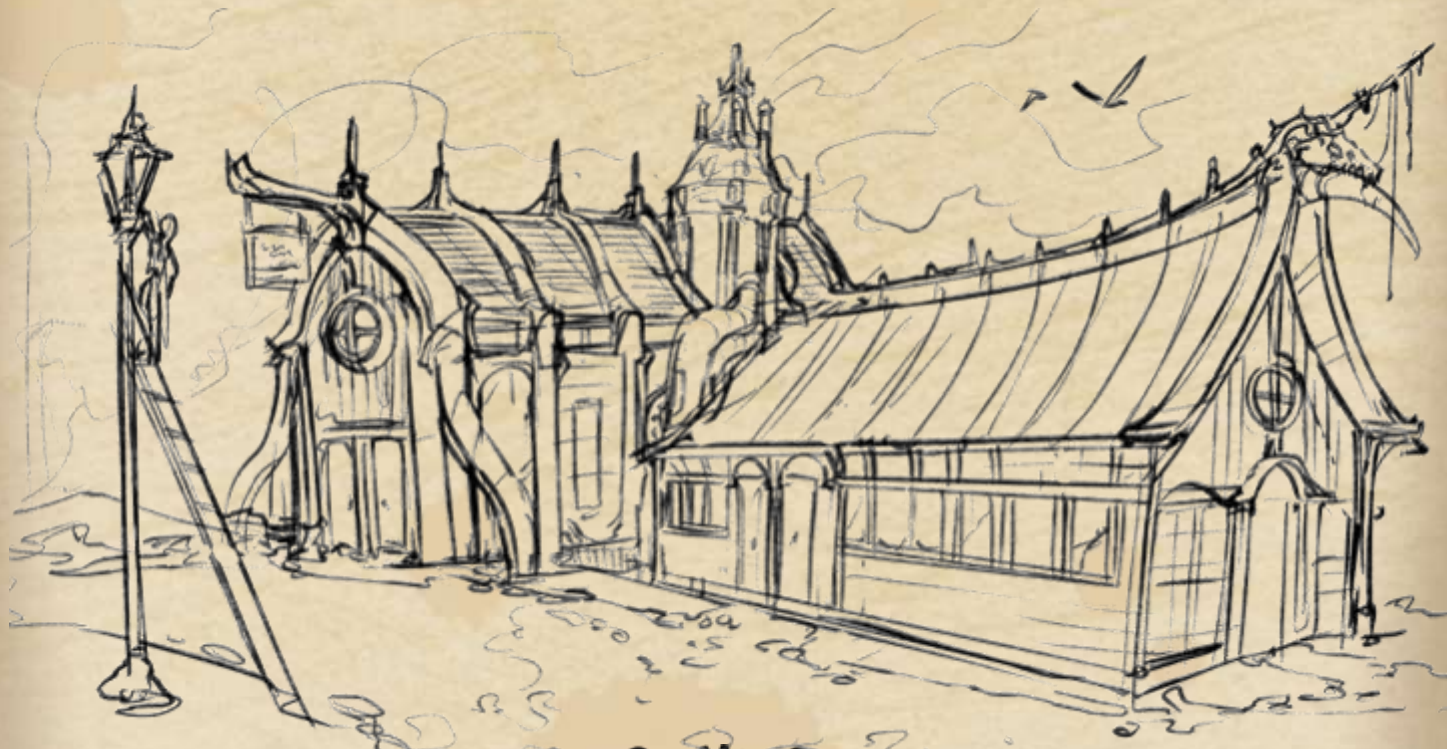
In roughly the center of Ward 5 is a district known as Temple Row. There are currently 12 temples here: Ashton, Armadel, Cheva, Cobanoglu, Gallo, Latansee, Relangi, Riot, Selita, Sev, Supralitize, and Trom. There is also a shrine to Filter and the beginnings of a temple to Goddamas. The Temple of Selita has a new addition as of AFS 143 which acts as a soup kitchen to feed the hungry.

Each of the Temples is manned by at least one priest, although those priests may be a part of the Ward 5 Adventurers. They will typically help those in need, but it may not be in the way you expect.

THE BROKEN RABBIT INN

A franchise across the Island, there are no less than three Broken Rabbits across Ward 5. The proprietors are more or less friendly to Adventurers, and will often employ some during a Gather to help with the increased demand.

The Broken Rabbit, in addition being known for being the home-away-from-home for the Ward 5 Adventurers, is known for its fantastic food and its terrifying Chefs.



... a shuffling noise is heard accompanied by the grunts of an elderly man as he sets up a small tripod contraption in the back of the Broken Rabbit Inn. This should come as a surprise of many due to the fact no one really saw him enter. The man is dressed in what looks to be heavy flowing robes shaded in deep blues, has a neatly trimmed beard, but wildly overgrown hair. Astute observers would notice the small name tag he wears which reads, "MagCon 129, Kinsley: Hello my name is Archmage Grindill". After setting up the tripod he opens a small hand bag and pulls out a rather large sized billboard and puts it on the stand.

The sign reads:

The Magical Wonders of Portals.

SEMINAR STARTS IN 5 MINUTES.

He then starts to pull out many small metal contraptions which he assembles into what eventually resembles a Bunsen burner with a pot on top. He rudely and seemingly carelessly ignores all questions or people in the tavern, seeming to be completely entranced in what he is doing. He seems to add a few ingredients to the pot and including some liquid from a small jug. All these items he pulls from his bag which can in no possible way hold all these items. After a few moments he pulls a small cup from his bag and then pours what many can recognize from smell as coffee from the pot.

After what is almost exactly five minutes from when he set up the sign he takes a sip from his coffee and seemingly enjoying it greatly, pulls a wand from his sleeve and taps it on the closest table. Upon doing so all the lights in the pub dims so that only a few lights around him are at full power. With a confidence and an authoritative teaching tone he begins his speech:

"A portal is *ANY* thing that can make an archway or portal. This includes, but is not limited to, doorways, arches, windows, rubble that has fallen over to make an archway of some sort, or pretty much anything that could be considered a fully encased opening you can fit through. Portals are not limited by their size however; a portal can appear in the largest known opening to a hole the size of a pin prick. As long as it makes an area that is surrounded on all side but one can walk, crawl, or fit through it can be a portal. Portals do not appear out of thin air out in the middle of a field. They appear in the forms I just mentioned."

The words from the sign fade and give way to a whimsical stick figure with arrows showing a man walking through a doorway and entering a different environment. The elderly scholar takes a sip from his slightly steaming cup, and then continues on.

"Okay, moving on: so to open a portal you need a port key or keys, and these can be anything. For example: a cup of cold coffee and something blue. It doesn't matter if the person was trying to open it or not, if they have the keys on them it opens unless it is magically locked. Keys can also be none tangible things such as sadness or a child's laughter."

The pictures change to different scenarios where a person walks by a opening but nothing happens, then another walks through with a certain item that active the portal and they pop out in a different place.

"Port keys can be one time uses meaning they disappear or get 'used' once it works, or can be used infinite times. It all depends on the portal. Portals can also be set or random. This means that a known portal could lead anywhere at almost any given time, or it could always lead to the same place all the time. One time portals happen, but very rarely. Normally if you find a portal and it goes to place X, it will go back there again if all the stipulation of the portal opening back to that place is met."

Once again the pictures change to help represent that some port keys get "used" while others do not. There is also an example where a figure has to wait for a certain time to open a portal.

"Portals also normally only stay open for a very short time after opening. One would say on average, obbb, maybe 2 to 5 seconds or so. So be careful. Many portals also only allow a certain number of people through at a time. OH, and yes, when a portal opens up here it opens up there as well. SO be careful; sometimes things will come through this side you wish never did."

He once again takes a lengthy pause as he sips from his cup again and mumbles to himself. While doing so the pictures change to show a group walking along and unknowingly opening a portal. While half the party makes it through the portal snaps shut leaving the other half behind. Another example shows a portal opening and people racing to make it through as the attempt to exsample a hideous monster. One doesn't make it in time and meets a grisly demise. He straightens his robes in an aggravated way and looks back to the tavern populous and goes on.

"So, portals go anywhere. What about getting back? Getting back can require the same key or keys, that is if the portal is a two way portal— You can imagine the slight dangers in that. To quickly answer a few common questions: Yes, if you go through a portal from the other direction it could lead somewhere else. Yes if you close a double door it is now a different portal. Yes the possibilities are almost endless."

The images go through almost countless examples of what seems to be endless possibilities to portals, their destinations, and how they can work. He thinks to himself for a moment, seeming to attempt to gather all his thoughts.

"Aw, yes, getting home. There are many known set portals in every Ward that lead back to different nation's home cities. These portals have keys that are 'a person of origin'. Meaning if you were born there you are the key. If you live somewhere that you were not born I suggest you find a buddy that has a key to travel back and forth because the portals only work for said person. These portals are two way portals for the most part, BUT, the key to get back is 'a person from origin that has been during shut down'. Shut down is a time period that happens where these portals do not function. This occurs about once a month and lasts for two to three days on average. We experienced one of these not too long ago. This means new random people tend to not randomly pop in. Other than those portals almost every other portal requires a key of some sort. If you got here without being here before via portal you had or have a key on you. That is an irrefutable fact."

The pictures change to people going up to portals and walking through to what one would assume to be there home land and being happy and joyous.

"If you have any more questions your Charter group can answer any and all your questions, for the most part."

With that his image along with all other things he brought in starts to distort slightly and fade from sight. The sign is the last thing to fade in which it reads: "This message has been brought to you by the Guild of Paranormal Mysticism." And as it finally fades from sight the lights raise back to normal level and it as if he was never there.



A BRIEF HISTORY OF WARD 5, XA0024

AFS 129

In August of this year, the first Ward 5 Adventurers came to the Island. (2009, for those keeping track). In October, the Ward 5 Adventurers disappeared for several hours, returning from the Past—or so they claimed

The so-called Pawn Brother, a possible deity of the Undead, was first recorded.

AFS 130

The Ward 5 Council, a group run by Adventurers, was found embezzling funds. The Adventurer-based council was disbanded and replaced by elected officials.

The Fornax Animae, an extra-planar being which feeds on the souls of mortals, stops in Ward 5 to collect souls for the first time. The Ward 5 Adventurers narrowly escape.

AFS 131

Kul'Vash the Swarm, or more popularly, 'The Maw', attempted to join the Xadune Pantheon through a dark ritual. After many clashes with its zealot followers, the Ward 5 Adventurers took them head-on in October. The Maw was able to trick the Adventurers into murdering hundreds of XA0024 residents.

AFS 132

A trial was held following the Slaughter of 131, a trial was held in which it was judged that Adventurers are, in fact, responsible for needless collateral damage caused while defending the Ward.

After an attack by a cannibalistic airship crew called the Atakapa was redirected to the ship of Sylvia Angel by Ward 5 Adventurers... without forewarning, the Queen of the Pirates brokered a deal in Ward 5: All self-proclaimed pirates gain three pardons from the laws of Ward 5.

AFS 133

After the massacres of the previous years, AFS 133 was relatively calm on the Island. That said, a number of bombings took place across Ward 5, which destroyed a number of provincial buildings, a result of new management in the Island's criminal organizations. A tsunami hit the Island, and an invasion of fish-like people called Sahuagin occurred. Additionally, extra-planar beings from Veroz also appeared on the Island. The Ward was able to rebuild after a time, but the hit set back the progress of the Island a bit.

AFS 134

A new Council was elected for the Ward.

The Maw returned for a second attempt at godhood. After capturing several Adventurers into its mind-collective, it was defeated once and for all.

Following a group of fresh-faced adventurers opening a cursed box, the Ward became plagued by what is known today as 'The Anti-Light'. On Grim's Delight, this Anti-Light went from a threat to a tangible danger, when it encompassed the Ward and brought foreign, terrifying creatures. This lasted around 12 hours.

On November 1st, the Ward 5 Adventurers were hired by the sky pirate Sanda of the Elfmörder, to find her Captain, Feff Angel. The Adventurers traveled to the Northern Frontier to rescue the Captain, only to find he was in no need of rescue.

AFS 135

Early in February, Death seemed to stop working. For a period of 6 months, no person could die. In July, death turned back on, so to speak, nearly a third of the world's population dropped dead. This cataclysm was called The Reaping.

While Death was paying a non-part, a gang of Ne'er-do-wells known as the "L.O.D." began machinations to take over Ward 5. Their plot culminated in September, when a Ward-Wide illusion convinced its inhabitants they lived in a ward controlled by the gang. The gang was foiled by the Ward 5 Adventurers.

AFS 136

Late night one February evening, great airships descended from the sky. Vichese, Elves from somewhere other than Xadune, began invading the planet. The Ward was able to fight off the invaders better than most, with the help of the Angel of Ward 5: Evangeline Daring.

In September, news of a coming attack from a Vichese base ship brought together a fleet of airships from all over the world, including the three airships of old. The Ward 5 Adventurers were able to sneak onto the base ship and release a genocyanide, killing millions of Vichese civilians and soldiers alike. After this genocide, the coordinated fleets were able to take down the base ship, and it sunk to the bottom of the ocean, just off the coast of Ward 5. It is said the infamous sky pirate Feff Angel, Captain of the Elfmörder, died in this attack while killing hundreds of Vichese.

In December of the same year, the Gnoll population was all but exterminated in an alchemical attack from the Vichese.

AFS 137

After years of odd occurrences with the Twilight, the problems finally came to a head. A Demoness, reportedly trapped in the Twilight, began to make plans to escape.

May of AFS 137 was an odd month. A giant whale-like creature, reportedly from the Twilight, showed up on the Island and, in fact, ate a large chunk of Ward 5. Several were captured by the creature, and managed to escape after a day.

In October, the entity known as the Fornax Animae, or the 'Soul Train' returned to Ward 5 for a third time. It collected the Ward 5 Adventurers, before disappearing for 6 months. The same month, the Ward 5 Jail was emptied of prisoners in a bizarre jail break.

AFS 138

In February, two factions of Demons—the Fiends and the Devils—began an invasion of Xadune to fight their eternal Blood War against each other.

By May, the Ward 5 Adventurers returned to the Island, and were able to negotiate with the Demons and encouraged them to leave the planet.

Rumors that the Power Jamileveka, the Lord of Lies, was dead began to fly about the world. The secretive nature of the Church has led to confusion over the state of the Power, although the rumor is a former Power consumed Jamileveka on its failed rise to power.

AFS 139

The Ward 5 Adventurers witnessed and stopped a sacking of the Ward 4 Temple of Everglave.

On May 25th, a very large dome appeared over the entirety of Ward 5. Dubbed, 'The Twilight Dome', the ward seemed to be plunged into a section of the Twilight. Ward 5 Adventurers are said to have put a stop to it.

Throughout the year, and for years past, there had been rumors of a so-called 'Thought Stealer' claiming the minds of residents in Ward 5, even going so far as to kidnap and torture a Ward 5 Adventurer for almost a year. Said Adventurer was returned in July, amid a rash of portals opening to the Underdark—a dangerous labyrinth far beneath the surface of Xadune.

AFS 140

Several trips to the Underdark later, the Adventurers manage to collect a device in which a being such as the Thought Stealer can be captured. It was, and an Elder Brain was defeated in front of the Broken Rabbit Inn.

AFS 141

Nobleman Elias Dahgmar of the Northern Frontier destroys a city block which housed a portal being used by the Vichese.

An extra-dimensional being named Cuebigula was murdered in front of the Ward 5 Adventurers, spawning a year of revenge upon his murderer.

Adventurers from Wards 1 through 6 are asked by various governments of the world to risk their Heroic Souls on a reconnaissance mission to a Vichese fortress off the coast of Pha. This is the first large mission involving Heroic Souls being tasked to battle the Vichese with the one thing they have over any other soldier: the ability to walk the Twilight and return.



Chapter 9

Taglines and Effects

One of the most common things you will hear in the game during combat is a tagline. We already discussed how you say your taglines, now we will talk about what each different tagline means. Most effect taglines last ten minutes unless specified (i.e.: sap, disease, minor curse, and dominate), outside of the fast acting effect in combat like knockdown and stun. Also included below are some very common effects that you will come across during gameplay.

LESSER AND GREATER EFFECTS

Most taglines have a set duration of effect, unless they are an instantaneous effect.

Lesser: This prefix indicates a shortened version of the tagline, which typically lasts 1 minute unless otherwise stated.

Greater: This prefix indicates the full term of the tagline, which typically lasts 10 minutes unless otherwise stated.

If no prefix is called, one should take the Lesser duration of the tagline. It should be noted that death does not remove a tagline; it pauses the effect. If a character was hit with a Greater Berserk tagline, then hit with a Death effect after one minute, the Greater Berserk still has 9 minutes left once they have been brought back to Life. Resurrection, on the other hand, does stop all active taglines.

WEAPON AND PHYSICAL TAGLINES

These are the most common taglines that will occur during melee combat. All the following taglines must go through armor first before causing physical body damage and typically can be blocked by shields.

Acid: Deals x10 damage to armor and shields. Spill over damage (extra damage over the armor) is not normally dealt to the opponent. The acid effect deals normal damage to the body. There are some known acids that can cause body damage as long as the effected armor is still worn; these acids are strictly marshaled. The Acid Dart spell is an example of an acid that deals spill over damage.

Blunt: This crushing common weapon attack is known for causing damage but not spilling blood.

Burst: These attacks have a small burst like effect. Though they cause no extra damage, they are capable of covering a decent area making them effective even against the Avoidance skill. Use of the Avoidance skill does not stop this type of attack from making contact.

Claw: The claw attack should be treated as a slashing attack, but is delivered by the arms or claws of a creatures.

Fire, Ice/Water, Lightning/Gale, or Stone/Earth: An elemental type attack.

Full Effect: This tagline designates that regardless of your defenses (half damage from attacks, no damage, toughness of 3, what have you) you take the full damage amount of the attack. So if something attacks with "5, Slashing, Full Effect", and it makes contact (without being blocked or physically parried) you take that 5 Slashing damage regardless of your defenses or special abilities.

Hellfire: A Twilight piercing attack that is capable of effecting targets in the Twilight as well as effecting targets from in the mortal realm from the Twilight.

Holy: Divine damage; like elemental damage these attacks are brute damage for the most part. They do deal considerably more damage to undead and similar creatures.

Magic: Is damaging to most creatures and represents pure arcane magical energy.

Massive: Massive attacks are so tremendous there is almost no defense against such attacks. If this attack touches the target in any way they take the full damage. Even if the attack is parried or blocked, even via the combat abilities, the target would still take the effects. The only true sure-fire way to avoid the attack is to not let it hit you at all.

Normal: This is your basic attack.

Pain: This effect causes the target to be wracked in pain. During this time all the target can do is defend and crawl. Even speech is difficult to get out while in this state. Lesser duration is 10 seconds; Greater duration is 1 minute.

Sap: Takes the character to unconscious status. Standard duration is 5 minutes.

Slashing: This is your most common weapon effect tagline.

Sunder Armor: Double damage to armor.

Waylay: Takes the character to unconscious status and deals 1 point of body damage. Avoidance cannot normally be used to counter this tagline, as it must be delivered from behind. All characters can Resist: Waylay with an expenditure of 3 Skill Points if they are above 25% max body.



ARMOR AVOIDING AND PHYSICAL TAGLINES

These are also common melee attack taglines; however, these effects bypass both physical and natural armor and cause direct body damage or the called-for effect.

Assassinate: Drops the target straight to "Maimed Dead" status. On some larger creatures this attack deals large amounts of damage based on the core damage dealt.

Bite: A bite attack should be treated as a piercing attack, but is delivered by a creature's mouth.

Body: Body damage surpasses the target's armor and deducts directly from the body pool. Attacks like this could include a poison or environmental effect.

Explosive: Outright destroys all non-protected or magical items on target and deals appropriate damage. This includes your weapons, armor, and vials of whatever.

Fatal Blow: This devastating combat ability rends a target's soul from their body forcing them straight into the Twilight and dusting their body. On some larger creatures this attack deals massive amounts of damage based on the core damage dealt.

Knockdown: Forces you to the ground (or knee) for 5 seconds. You can still defend and attack.

Maim: This attack causes the target to drop directly to Maimed Dead status. Additionally, the target's death count is only one minute instead of the normal five minutes.

Pierce: This attack goes through natural and physical armors and hits the body.

Rend: Rend is a packet delivered attack special to most priests. This attack only affects undead and certain other creatures; for the most part PCs are unaffected by this.

Savage Blow: This effect takes the target directly to "Bleeding to Death" Status. This effect must hit the target and can be blocked with a weapon.

Sever Limb: Through this attack the target suffers loss of a limb. Successful use of this ability renders whatever limb is hit useless in combat, effectively severing the limb from the body. If the limb has been neither re-attached nor regrown within an hour, the character gains a Permanent Wound. Torso hits do 30 points of body damage.

Slay: Drops target straight to Slain Dead status. Only special forms of natural healing can remedy this effect, though most magical means of restoring life will work. On some larger creatures this attack deals large amounts of damage based on the core damage dealt.

The Fatal Blow, Maim, and Slay attack abilities require contact with a targets physical self in order to take effect. However, these abilities normally stay active for a set amount of time or number of swings until such contact is made. Regardless if the target has armor, magical or physical, if contact is made, the effects take place. These taglines are normally accompanied by the full three-part tagline for logistical purposes for creatures that do not take the tagline's effect but instead take an alternative effect. For example: "15, Slay, Magic" against said large imposing creature may not drop them to Slain Dead status but instead cause them to take x5 damage from the attack, thus dealing 75 points of magical damage.

Chapter 9: Taglines and Effects

Stun: This effect temporarily dazes the opponent for 2 seconds. The target can do nothing for those two seconds. Note that 2 seconds is not long enough to killing blow something.

MENTAL EFFECTS

These effects directly affect the mind and thus can be resisted or even not affect characters with the appropriate trait. These effects only have to make contact with the target to take effect.

Amnesia: A devastating effect, when the target is struck it causes them to forget up to a full day in their life. When not specified, the past 24 hours is erased from the targets mind, but when used more sinisterly any area of time up to 24 hours in span can be erased from a target. This effect is permanent and can only be remedied via special means.

Berserk: This effect causes the target to lose all grasp on the difference between friend and foe and attack everyone they can find, starting with closest known, with the best of their ability. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Charm: This effect overtakes the target's will and forces them to do the attacker's bidding without question or discretion. The target should perform flawlessly in all tasks they are asked to do and are capable of doing and not falter or dillydally. Unlike dominate, where subconsciously they know they are being controlled, a charmed character is not aware of the effect and thus will act normally under all situations. Additionally the target will remember nothing of what they did while under this effect, which lasts an hour.

Confuse: This role-play intensive status infects the victim with a disillusion of who is who. Targets affected with the effect should confuse friend from foe, distinct person from one another, and even what direction (both physically and mentally) that they were heading. Lastly, targets under this effect are fully intent that what they think they see, hear, and feel is correct and only hear or see other people's plea that they are confused as something else. In other words, the target does not know they are confused nor can it be explained to them. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Fear: Fear is an effect shared between the attacker and the target. Targets of this spell are ripped in fear of the attacker. They are unable to attack, defend, or do much of anything verses the attacker other than cry and pee their pants. It should be noted that targets are allowed to leave, flee, or run from the attacker which is the normal course of action; however, the target is not required to do so. This effect is only shared between the attacker and target; it does not require the opponent to be effected in this way by anyone else in the combat situation. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Feeblemind: This effect renders the target completely dumbfounded. They are unable to speak logically or make coherent conversation, be it written, mimed, or spoken. They are still fully combat in-effect, but cannot cast any type of Arcane, Divine, or Mental spells for the duration of the effect. The target is fully aware of what is going on, but can do nothing about it at the time. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Forced Truth: This cruel effect renders the target to behave as if they are under the complete scrutiny of an interrogation. While under this effect the target must answer all questions asked in the most truthful, straightforward, and non-misleading manner. Standard duration is 1 minute.

Forget: This much less tragic form of Amnesia causes the target to forget the past hour of their life. Everything last occurred in the past hour is a blank to the target. This effect is permanent and can



only be remedied via special means.

Fracture Mind: This effect temporarily causes the target to lose focus of all mental faculties. This effect is normally accompanied with an added effect such as “Screaming Sorrow” or “Crying Fit” or something of the like. The added tagline should be something that people can interpret and easily role-play. While affected by this status, the target must then role-play the noted emotional or mental breakdown. From a role-play standpoint, this should be a shining star moment for the target. If an effect is not specified upon delivery, the target is allowed to pick their mental disorder and role-play it appropriately. While under these effects the target cannot attack and normally can do nothing to defend one's self, therefore, a Killing Blow does work on the target. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Friendship: This effect makes the target think they are friends with the attacker. They would act toward the attacker just as they would if they were an old, well-known friend on more than good terms. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Horror: Much like fear, but this encompassing effect does require the target to flee the situation of combat and hide in fear of life for the length of the effect. This does not take away the target's ability to operate in combat in any way other than fearing for one's life. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Implant: A rare but devious effect, when hit the target player is required to listen to the opponent's brief description. The said thought is than deeply implanted into the targets head, being near impossible to distinguish from truth. This implanted thought is permanent and can only be removed via special means. Players are encouraged to do their best with the role-play of the situations this could cause.

Example: “Implant” attack makes contact with target, “You killed your best friend.” If the said implant was used, the target would think from that point forward that they truly did kill their best friend at some point. Some might even take it as far as making themselves find a way in their mind as to how it happened. But no matter what, they know and feel that they did do what was implanted. It should also be noted that the implant description, when said, is being told OOP, and is not common knowledge. Many times the implant description will be told secretly to avoid any problems saying it aloud might cause.

Insanity: This is the more permanent and specific form of Fracture Mind. When the target is inflicted with this effect, the effects are permanent until remedied via specific means. Additionally, the insanity induced is almost always specified. Unlike Fracture Mind, this effect can sometimes allow the target to engage in combat, but still be affected by this status. There are many types of Insanities, and all are different.

Laughter: Just as the tagline boasts, this effect causes the target to fall into an uncontrollable laughter. While under this effect the target can defend to some degree (can not use combat abilities) and move slowly (not run due to over consuming laughter). This has a Lesser duration of one minute and a Greater duration of ten minutes.

Mind/Mental: This damage affects the target regardless of the armor or protection they have. Unless something specifically states it blocks mental attacks the victim takes full effect. Mind damage is dealt directly to the body of the character. Some mental effects can mimic existing spells, in which the spell name will be used in addition to this tagline.

Repulse: This effect forces the target ten feet from the caster. This cannot force the target off a cliff or push them back if the effector advances against the effected, but it does require the effected to withdraw at a covenant and safe pace back to the ten foot range. “Covenant and safe place” is defined as immediately out of the melee attack range of the effector but not in such a way as to endanger directly the effected. This effect can last up to ten minutes but to do so require the target to be pointed out during the duration of the effect, either with a pointed finger or extended hand of the caster.

However, the effector can still perform actions with the other hand and still perform in combat (including enduring body damage), but once this indication stops for longer than three seconds the effect ends.

Silence: A mental effecting status that renders the target unable to speak, thus not allowing verbal communication or spell casting. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Trance: A common effect in magic that renders the target unconscious. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Truth: A sometimes useful and baneful effect, truth requires the target to speak only the truth. However, while under the effects of this, the target is not required to speak. This has a Lesser duration of one minute and a Greater duration of ten minutes.

METABOLIC EFFECTS

Metabolic effects directly affect the functions of the body, and so creatures with metabolic resists or immunities can avoid such effects. These effects directly bypass armor if delivered in gaseous or venom form, thus only requiring any contact with the target; however blade poisons that are not piercing do have to go through armor first to take effect. Additionally, these effects do not dissipate on death or unconsciousness; only waiting out the full duration or going to the Twilight will end the effect.

Blindness/Deafness: These effects are purely RP effects. We cannot in good mind require a person to be blindfolded or close their eyes due to safety, but the effects do need to be role-played to the target's best ability. As a side note, these are one of the effects that, when it hits, you are being asked to do one of the hardest things in LARPing, which is act like one of your sensory inputs that we cannot take away is gone. This is where good role-playing comes about, much like the dealing with invisible things and pretending that the person isn't there even though you know very well out-of-play they are. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Disease: This effect inflicts the target with a base disease. Upon contact the target calls only half their normal damage. After one minute of being affected the target cannot exert any extra energy outside of defending oneself or walking slowly. This effect lasts indefinitely or until cured. This effect needs to penetrate or breach armor before taking effect.

Nausea: This causes the target to feel very ill or sick. The target deals (calls) only half damage on all attacks, and must roleplay being physically ill. Targets of the effect can move and drag normally. Packet or spell delivered forms of this attack bypass armor; however melee variants of this effect must bypass armor before taking effect. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Paralyze: Much like Stun this effect stops the target, making them unable to do anything. They are still aware of their surroundings. The effects of this tagline only need to penetrate or breach armor before taking effect when delivered via weapon. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Poison: This causes the target to feel very sickly. They cannot run, lose all strength bonuses, and deal (call) only half their normal melee damage. Packet or spell delivered forms of this attack bypass armor; however melee variants of this effect must bypass armor before taking effect. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Sleep: Like trance, but not affecting the mind but instead the body, this renders the target unconscious. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Toxins, Elixirs, Injections, & Gasses: Alchemically made metabolic attacks which normally come in gaseous form, consumable form, or delivered via syringe. Effects vary by type. A few blade poisons have been known to exist (this only take effect if it bypasses armor).

Venom: This packet delivered attack normally mimics some other type of spell or effect, such as “Death Venom”. It is denoted as coming from the user's mouth, but can also be secreted from someplace different. Counter-effects that would normally stop said mimicked attacks would do the same when delivered in this manner.

DEATH LIKE EFFECTS

The following are effects that cause death in some way or another. When packet delivered, these effects only need to hit the target, but when combined in a combat tagline they need to make body contact with the target to cause the effect, meaning that armor could in fact save one's life.

Death: As the name implies, this effect drops the target to Dead Status.

Destroy/Annihilate Spirit: This devastating attack kills the target instantly, forces the spirit into the Twilight, and causes the immediate loss of a life count. Additionally, the strain of the attack causes the target to lose 2 more life counts, resulting in a grand total of a loss of 3 lives from the attack.

Disintegrate: Rips apart the target's corporeal form and instantly destroys all non-protected items. Contact is all that needs to be made. One's soul is sent directly to the Twilight.

Instant Death: Akin to Fatal Blow, this horrifying effect kills the target instantly and forces the target's spirit into the Twilight, thus instantly causing the loss of a life count, resulting in a grand total of 2 lives lost from the attack.

Instant Killing Blow: This effect delivers normal damage, but if the attack drops the target to zero or less body it instantly killing blows the target, dropping them straight to Dead Status.

Punish Living: This effect kills the target instantly and forces the target's spirit into the Twilight, but is stronger than an Instant Death and causes the target to lose an additional life from the experience, for a total of two lives.

Slow Death: Like Death, Slow Death drops the target to Dead Status, but only after 60 seconds of agonizing pain. Within that time there is an opportunity to relieve the target of the death effect with an appropriate remedy if available.

Snuff/Obliterate Spirit: A much stronger variant of Wrack Spirit. These effects cause the complete loss of 9 life counts in the target, effectively making it impossible for a spirit to reform again.

Wrack/Eliminate Spirit: This upgraded attack kills the target instantly, forces the spirit into the Twilight, and causes the immediate loss of a life count. Additionally, the strain of the attack causes the target to lose 5 more lives, resulting in a grand total of 6 lost lives from the attack.

Chapter 9: Taglines and Effects

NEGATIVE ENERGY EFFECTS

Negative Energy effects leech energy from you in some way or another, be it any form. A good rule of thumb is to remember that “Drain” effects are Negative Energy attacks. Body attacks take directly from your body, while Life takes from your life pool, and so on. So, a Drain Experience attack would do exactly what it states: Drain X amount of experience from the target. Lastly, these effects are permanent and can only be remedied via special means. When packet delivered, these effects only need to hit the target, but when combined in a combat tagline they need to make body contact with the target to cause the effect.

Drain Body: This effect is normally accompanied by a count or number. When a base number is given: “10, Drain Body”, that amount of body is directly lost from the target. No normal armor can block this effect. If delivered via weapon, it can be blocked by a shield or weapon, but if packet delivered the effect takes place regardless if the packet hits you or one of your items, including readied weapons. If the effect is delivered via a count: “Drain Body 3, Drain Body 2, Drain Body 1...” The attacker should give a number at the end of the effect as to the amount drained. This form of the tagline can be resisted if the target is not held captive or restrained.

Drain Experience: This mythically rare effect works just like drain body or life would but instead leaches experience points directly from the target. For example: “10, Drain Experience”, that amount of XP is directly lost from the target. No normal armor can block this effect. Changes in level, body, and skill happen immediately. All purchased skills and abilities remain, but are now in a state of back-pay; meaning that you need to relearn lost XP first before obtaining new skills or abilities. Characters that are reduced to zero or lower XP need to see Staff immediately.

Life Drain: This ravaging effect works similar to Drain Body, but instead drains life-force from the target. Normally this only drains one life from the victim at a time: “1 Drain Life” or “Drain 1 Life”, but in very rare occasions with powerful creatures has been known to take away more. When delivered via count, the effect only takes full effect if the end count is reached. For example: “Draining life 3, Draining Life 2, Draining Life 1, one life has been drained”. If the count is interrupted, the effects are not felt. Though not required, the results of this effect are considered to be extremely painful and the role-play of such is completely understandable and encouraged. This effect does not drop the target to dead status, but does remove a life from their character's life total.

TIME EFFECTS

In general, Diminish effects are Time based attacks. These effects directly affect the time flow of the mortal realm. When packet delivered, these effects only need to hit the target, but when combined in a combat tagline they need to make body contact with the target to cause the effect.

Degenerate Limb: Through this effect, the target's specified limb shrivels and become useless.

Diminish Body/Skill: Similar to the “Drain” effects in delivery; Diminish Body's (or Diminish Skill's) effect causes the target to lose body (or skill) to the appropriate amount as given in the tagline or count. Some Diminish effects will have bulk amount such as “Diminish Half Body”. In such cases the target would lose half their current body points.

Haste: This status allows the target to move at accelerated speeds. They deal twice as much damage, and gain an Avoidance per 10 levels of experience. This has a Lesser duration of one minute and a Greater duration of ten minutes, but has been rumored to have detrimental after-effects.



Slow: This effect slows down the target in which the target must pause 1 second between each swing in combat, cannot run, move or react quickly, use the Avoidance skill, or the like. This does not require the target to talk slowly, nor does it affect spell casting. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Stop Person: This effect stops the target, making them unable to do anything. For all intents and purposes, all functions of the person have stopped, making them unaware of their surroundings. This can be used to stop other effects, time wise, along with halting the death count. This has a Lesser duration of one minute and a Greater duration of ten minutes, and only need to penetrate or breach armor before taking effect when delivered via weapon.

Stop Time: This very rare effect calls for a hold. During that time the people not affected by the effect can still move about freely while everyone else is in a state where time stands still. Anything that happens during the hold will happen without the knowledge of those affected by the effect.

FORCE/CONFINING EFFECTS

These are effects that in some way impede the target in movement of some type. Most of these effects can be broken with a certain amount of strength over a given time. **Only the creature that is confined can break its confinements (meaning no combined strength from other people).** While a creature is breaking a confinement, they can resist killing blows if they so wish. Additionally, if a target of a confining effect has double the strength plus one of what it requires to break an effect they can in turn "Snap" the effect and be free of it instantly.

Bind: This effect causes the target's arms to be tightly bound to their sides. While the target's arms are bound they must hold their arms at their sides and are not able to attack or defend through these means. It should be noted the target's legs are not bound. The Bind effect can be broken by +1 Strength or greater on a 3 count. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Endowed Bind: This effect is a more powerful version of Bind; likewise it causes the targets arms to be tightly bound to their sides. While the target's arms are bound they must hold their arms at their sides and are not able to attack or defend through these means. It should be noted the target's legs are not bound. Greater Binds can be broken by +4 strength or greater on a 6 count. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Endowed Web: Like web but stronger, this effect consumes the target and effectively covers them in a web making them unable to move; alternatively, other people can move them. A person can break from this effect with the help of +6 strength or greater on a 6 count. Unlike normal webs, greater webs cannot be cut. This has a Lesser duration

Freeze: This effect inflicts the "Frozen" status and causes the target to freeze over in an ice sheet. You are still aware and can see and hear what is happening around you. Like being petrified, you have a tolerance of 14 (7 verses blunt) which if surpassed causes your form to shatter instantly sending your soul to the Twilight. This has a Lesser duration of one minute and a Greater duration of ten minutes.

of one minute and a Greater duration of ten minutes.

Immobilize: This effect completely binds the target, essentially paralyzing their body and pinning them to the ground, making them unable to move. This effect does effectively paralyze a fairy and forces them to the ground, pinning them to it as well. People held by this effect are still very aware of their surroundings and what is happening. They can still hear and see everything. This effect can

be broken by +8 strength or greater on a 9 count. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Petrify: This lovely effect turns you to stone. You are unaware of anything happening around you. Additionally you have a tolerance of 14 (7 verses blunt) which if surpassed causes your form to shatter instantly sending your soul to the Twilight. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Snare: With this effect, the target is pinned to the ground by their left foot. While under the effect, they cannot move from the spot but can still attack & defend. The target can break from this effect with +3 strength or greater on a 3 count. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Tether: With this effect, the target is effectively tethered to the plane of existence they are currently on when struck with this effect. This would include the mortal realm or physical realm for those creatures that are phasing. This effect can also prevent a spirit in the Twilight from reentering the mortal realm for a short time. This effect cannot be broken, but instead can only be remedied or waited out. Be it noted as well that this effect has no effect on the Stealth ability. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Trammel: This powerful confining effect completely immobilizes the target, pins them to the ground, and covers them in a barrier that virtually is impenetrable to effects that are not magically piercing in nature; other than that, only the creature that caused the effect can in turn affect the target. The target still can see (though not move their head), but cannot hear what is going on around him. However, targets can attempt to break this effect if they have +10 strength or greater on a 12 count. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Web: This basic effect consumes the target and effectively covers them in a web, be it physical or magical in nature, making them unable to move; alternatively other people can move them. A person can break from this effect with the help of +2 strength or greater on a 3 count. **Physical Webs can be cut which takes an uninterrupted 6 count; however only physical webs may be cut.** This has a Lesser duration of one minute and a Greater duration of ten minutes.

GENERALIZED EFFECTS

General effects have no true category or do not belong in one; as such most creatures have no real immunities or resists to them.

Area of Effect: Area of effects are large encompassing attacks that cover spherical patches of area. These attacks cannot be avoided via the Avoidance skill and deal damage to all caught within the area. This includes people also on the cusp of the area of effect.

Cause: This normally does straight body damage to player characters. These effects only require contact with the target to take effect.

Cure: This is normally something that gives body back to player characters. These effects only require contact with the target to take effect.

Darkness: Sometimes, its dark. In Darkness, characters cannot call damage when they attack, because, well, they can't see.

Disarm/Fumble: By this effect the target is forced to drop their weapon, or specifically noted weapon or item, to the ground. Disarmed or fumbled targets cannot pick up the weapon/item that was dropped for 5 seconds. This effect only requires contact with the target to take effect, though melee combat variants of the effect can be blocked or parried via the appropriate ability (not physically).

Dominate: This effect takes over the character and requires them to perform as directed by the attacker without question or discretion. Dominate is observed by the target as an overwhelming force causing them to do things; they know they are being controlled but can do nothing to stop it. The target should perform flawlessly in all tasks they are asked to do and are capable of doing and not falter or dillydally. This effect is permanent (lasting even through death) when not specified and only requires contact with the target to take effect.

Gaze: This packet delivered attack normally mimics some other type of spell or effect, such as "Charm Gaze". It is denoted as coming from the user's ocular cavities. Eye contact is not required for the effect to be dealt. Spell Shields that would normally stop said type of attack would do the same for them delivered via a Gaze attack. However, magical barriers, walls, or circles will not stop a Gaze attack.

Harm: Like the Cause tagline, this normally does straight body damage to player characters. These effects only require contact with the target to take effect.

Heal: Like the cure tagline, heal is normally a tagline used to denote regaining body points. These effects only require contact with the target to take effect.

Inferno: This tagline causes the target to be engulfed in pain and continue to take the damage and any additional effects in the tagline in the tagline each second for the next 5 seconds unless countered. This effect only requires contact with the target to take effect. This is an elemental effect.

Magical Pierces: Attacks of this nature are when spells have the pierce tagline added to them. These spells are powerful enough to pierce through any and all magical barriers and make contact with the opponent, causing full effect.

Minor Curse: The target of this effect suffers a horrible fate. Their max body, skill, and damage (all forms of dealing damage) are cut in half (fractions rounded down) until this effect is removed. One target can only suffer from one Minor Curse effect at a time (meaning they do not compound). This effect lasts until removed or until death. Additionally, this effect only requires contact with the target to take effect.

Mute: This is a generalized effect that causes the target to not be able to speak in any way, thus making verbal communication and spell casting impossible.

Repel: This effect forces the target ten feet from the caster. This cannot force the target off a cliff or push them back if the effecter advances against the effected, but it does require the effected to withdraw at a covenant and safe pace back to the ten foot range. "Covenant and safe place" is defined as immediately out of the melee attack range of the effecter but not in such a way as to endanger directly the effected. This effect can last up to ten minutes but to do so require the target to be pointed out during the duration of the effect, either with a pointed finger or extended hand of the caster. However the effecter can still perform actions with the other hand and still perform in combat (including enduring body damage), but once this indication stops for longer than three seconds the effect ends.

Slumber: Like Trance & Sleep, but does not affect the mind nor body, this renders the target asleep for ten minutes. This has a Lesser duration of one minute and a Greater duration of ten minutes.

Spellstrike: This add-on effect duplicates the effect of a spell in the form of pure magical energy. Unlike spells it does not require a incantation or components. The effect is exactly as the spell it is duplicating and should be treated the same in the terms of combat rules.

Terror: This tagline is normally used by 'epic' or elder creatures.

Chapter 9: Taglines and Effects

This add-on effect changes the effect of a regular tagline (such as adding "Terror" to "Paralysis" to get "Terror Paralysis") to an effect that cannot be resisted and will affect the target regardless of any protections. It can also affect creatures that are normally immune to such effect.

For example: "Terror Paralysis" or "Paralyzing Terror" will cause the target to suffer the effects of paralysis regardless of whether they could resist the effect, if they were immune to the effect, or had some type of protections against the effect. This would go the same for any effect the "Terror" tagline would accompany, including Death effects.

Wave: The use of this effect is denoted by the attacker announcing, "Wave!" All players within 10 feet of the creature or object are required to back up 10 feet and are forced to the ground as if hit by a knockdown effect. Though some creatures may be immune or be able to resist the knockdown type effect, they are still forced back ten feet. Normally the visual for this effect is a wave of water washing the targets back, but variations such as "Force Wave" are more of an unseen force pushing the targets back. Damage can also be added to this effect by various types of creatures or devices. This is described by adding the amount with the tagline: "10 Wave" forces the targets back ten feet, causes the targets to take a knockdown, and causes 10 points of damage. This damage cannot be blocked via a parry, weapon block, or the like, but can be soaked by armor, both natural and magical. This effect is also considered an area of effect and in such cannot be avoided via the Avoidance or Dodge abilities.

PROTECTIONS, STATES, & BARRIERS

These are the responses one might hear in retort to the above taglines or effects. They are also descriptions of some of the protections or barriers one might see or special states a creature might be in.

Block: The attack was blocked. Any attack that would be expended due to a hit is done so by this tagline.

Caught: This extraordinary retort shows that a thrown or projected weapon/projectile was caught by the target. In so they avoided the effects and damage from the attack.

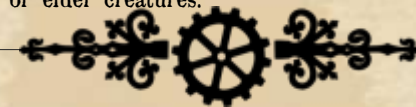
Forced Miss: This tagline also designates that an attack missed, but unlike the Miss tagline, the actual attack was forced out of the way and in a different direction. Any special attack that would be exhausted due to a hit is done so by this tagline (i.e.: it counts as a hit but does not take effect and the skill is spent).

Immune: Some creatures or objects are just plain immune to an attack form. The normal response to attacks or effects that one is immune to should be "Immune". It should be noted that people that are immune to an effect show no physical effect to the tagline or effect.

In Extremis: A rare state of the "Bleeding to Death" status. While in extremis the PC is still bleeding to death, and still only has one minute before hitting dead status, but unlike the normal bleeding to death status, they can still talk, but only faintly. The character can only just barely talk; they cannot move, scream, make an action, or do anything else.

Invisible: Invisible creatures or objects are not seen by the normal eye. Characters should act like the person or object is not even there. Also, a character with blind-fighting is able to attack, for the most part, creatures or objects that are invisible. People that are invisible will either have a light/neon green headband on or have both arms crossed over their chest; at night they will be wearing a green glow band.

Magical Barriers: These act in many ways the same as circles but encompass much larger areas and normally last much longer as



well. Another difference is that the caster can typically freely leave the area of effect without worry of the spell dissipating, but instead the act of raising and lowering the barrier is depicted by some other action such as a lever being thrown or a lock being opened or closed. Most barriers are required to have their line of effect be very obvious to players, be it via tape on the ground or a series of rope lights (preferred). Raising and lowering the barrier is done in much the same way as with a circle: the player in charge of lowering or raising the barrier will announce either "Barrier Up" or "Barrier Down" pending on the action being taken.

It should be noted that, like circles, barriers fully encompass an area, so even burrowing and flying creatures cannot pass through the area.

Magical Circles: There are some that can create magical globes or circles to protect themselves and close allies. These circles normally fully encompass the caster and their friends from all angles and sides at a set distance from a center point. No normal magical spells or physical attacks can pass through the circles. This normally does not affect creatures in the Twilight in any way, but some do. The caster of said spell will let players in the Twilight know if they can pass through their circle. Casters normally also have the ability to lower and raise circles on the fly. Representation of a raised circle is the caster's hand or weapon raised in the air. The caster is also required to announce "Circle Up" or "Circle Down" when doing the appropriate action. While the circle is down, it is as if the spell is not in effect, only when it is up or raised will it provide any type of protection. Living creatures can stand on the circle line while it is down which will not allow the circle to be raised until they move, but inanimate objects or creatures will be flung off the circle (inanimate objects are player's choice as to direction) if they are standing on the cusp when it is raised. These spells normally last for the spell duration (which can be anywhere from 10 minutes to an hour) or until the caster is dead, incapacitated, or leaves the area of effect (i.e.: the circle).

Miss: This tagline designates when an attack misses, like when Avoidance is used. Any special attack that would be exhausted due to a hit is not if this tagline is used.

No Effect: This is the response to an attack that takes no effect and it is readily apparent that it did nothing.

Parry/Deflect: Very similar to a block in effect, but with more style. Any attack that would be expended due to a hit is done so by this tagline. Though very very rare, this retort can be used against firearms if done by the properly skilled opponent.

Phased: These creatures or objects are in a quasi-realm between the Twilight and the physical world. Characters can in no way know of the whereabouts of a phased creature or object. Creatures or objects that are phasing in or out are not physically tangible until they are in the physical world completely; i.e. at the end of the phase-in count all the way up until the end of the phase-out count. Phased-out creatures are still affected by some barriers in the physical world due to their quasi nature, but these are things only most wizards and powerful priests know of. People that are phased-out will either have a light/neon green headband on or have both arms crossed over their head.

Reflect/Return: This is when said spell or effect is turned back on the caster or initial creature at full effect. The returned or reflected effect or spell automatically hits the initial creature; requiring them to take the effect unless they block, parry, shield the said effect, or the like.

Resist: Having a resistance to a type of attack or effect is often common. The appropriate response to an attack or effect that one is resistant to is "Resist". It should be said that creatures or objects can normally use their resistance as they choose. Resists are not a passive effect, meaning the user must actively use it. Some spells or effects might be foreign or unknown to some so one cannot resist them. Bottom-line: if you need to ask what the effect is (not "what was that?") you cannot resist it.

Spell Shields: Some characters will or can have spell shields up. They will know what spells these shields will block or protect the character from. The player has 3 seconds from the time of spell impact to announce they have a spell shield to the spell. This is represented by the player retorting with the tagline "Spell Shield" or "Shielded" which represents the physical effect of the spell's magic not affecting the character but instead being obviously blocked in some magical way.

Tolerance: This is a set amount of damage that an item can soak and not be damaged. Once this level is surpassed in a single attack, the item breaks, thus making it useless.

Toughness: This is an amount of damage that an item or person can take no effect from. For example a creature with a toughness of 2 deducts 2 points of damage from all attacks and only suffers the remaining amount of damage.

What about effects that overlap in type?

An example of this would be "Trance Venom" or "Slow Death Gas". Most of these events will happen with either the Metabolic or Mind effects overlapping in some way.

In cases where part of the tagline is the delivery, i.e., Gas or Venom, if you can resist the delivery tagline, you can resist the entire tagline. So, "Slow Death Gas" would be negated by a Resist: Gas.

In cases where the damage is a combination of types, it gets more tricky. "5 Fire" can be negated by a Resist: Fire, but "5 Fire Slashing" cannot. The Resist: Fire would negate the Fire damage, but the player would still take the full 5 physical slashing damage.

A FINAL NOTE ON TAGLINES

Though there seems to be an endless sea of these, most do exactly what one would imagine they do. Heal heals you, harm hurts you, sleep puts you to sleep and so forth. Familiarize yourself with them and you should be good. More than half of these you will almost never see often and only in rare, special occasions. So if it's intimidating, no fears. If you get hit with something you are not sure about right off the bat, ask the caster or dealer of damage.

A majority of effect taglines will be packet delivered and be just the name of the effect. It's pretty easy then to determine how things work. However, most get confused when effects are strung together in a tagline. Here are some examples of taglines and how they would work:

"6, Slashing, Normal" This is an example of a very typical melee combat tagline. You would take 6 points of slashing damage to your armor or body.

"6, Slashing, Paralyze" A twist on the previous tagline. You would take 6 points of damage to your armor and nothing more, however, if you have 5 or less armor you would still take the 6 points, but also get paralyzed from the attack. Being a general effect, it would last 1 minute or until remedied.

"Death Venom" This nasty tagline would cause the target to be affected by a metabolic effect that would induce death, thus dropping the target to dead status unless they can avoid the effect in some way. Armor does not affect the results.

"20 Mind" This attack, normally packet delivered, would cause 20 points of mind damage which would in turn be 20 points of body. Creatures with immunities to mental attacks can avoid this attack; 10 points of armor though would help in preventing the damage.

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