



SKILLS LIST

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DEFINITIONS

Once per combat: Typically refers to how often a Skill can be used. A "Combat" is defined as an active fight with no lulls or damage being taken by anyone around the player. "Once per combat" means this can be used, well, once per active combat. However, if a combat does not last at least 10 minutes, then the ability still cannot be used. Once per combat or every 10 minutes, whichever is longer.

Critical Body: This is defined as 25% of the character's maximum body points, rounded down.

Interrupt: This cancels an opposing melee attack. The opponent still expends the Skill Points used for the attack, but the character using the interrupt does not take the effect or damage.

Rarity: There are 5 ranks of Rarity: Common, Uncommon, Rare, Legendary, and Exotic. Each Rank of a Skill increases in rarity by one. For example, Area Lore is listed as Common. This means that Rank 1 is Rarity: Common, Rank 2 is Uncommon, and Rank 3 is Rare.

Rogue, Fighters, Gunslinger, etc.: These are descriptors to break up the monotony of "character", but do not reflect on the type of character which can take the Skill. Xadune is a classless system.

READING THE SKILLS

1 Advanced Lore		5 Ranks: 2
2 XP Cost: 25		5 Self Teach: +25%
4 Skill Point Cost: n/a		
6 Learn Time: 17 weeks		
7 Prerequisites: 100+ XP		
8 Limitation: None		
9 Debarment: 2: Slay for R1; Fatal Blow for R2		
10 Description: 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.

2 XP COST

How much Free XP this Skill costs to purchase. XP Costs are paid at the end of the Learn Time.

5 RANKS

The number of ranks of the Skill.

4 SKILL POINT COST

How many Skill Points are spent to use this Skill.

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
 +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.

7 PRE-REQUISITE

What Skills and statuses a character must have prior to beginning to learn the Skill.

8 LIMITATION

Any limitations to using a Skill.

9 DEBARMENTS

Listed Debarments

10 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.

Advanced Lores

XP Cost: 25	Ranks: 2
Skill Point Cost: n/a	Self Teach: +25%
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.

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.

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: R1: +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 human body, including the structure, function, and location of bones, muscles, organs, and other soft tissues. This skill provides the scholarly foundation for all docterial 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 ten 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% 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.

Arcanology

XP Cost: 8	Ranks: 1
Skill Point Cost: 5-10	Self Teach: No
Learn Time: 24 weeks	Rarity: Rare
Prerequisite: 4th Level Arcane Magic	
Limitation: Must have spell book	
Debarment: None	

The study of the history and development of magic is termed Arcanology. A wizard with expertise in this field is familiar with the works of past wizards. If there was a question of powerful magic in the past—for example: Zephryn or Finn Drannor—the arcanologist has a good idea of who these great mages were and what they were able to accomplish. Special magical items, spells, or forms of magic wielded by these ancient sorcerers are familiar to the arcanologist. With a successful skill bid, the arcanologist can identify the general purpose and function of an ancient magical item; the marshal may apply a penalty if the item comes from a region outside the arcanologist's normal studies, or is especially rare or obscure. Note that this ability doesn't help a wizard to identify items manufactured by the "modern" school or tradition of magic, whatever that may be.

Area Lore

XP Cost: 6; 18; 36	Ranks: 3
Skill Point Cost: n/a	Self Teach: R1: +25%
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 backhanded 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 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%
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%
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
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Skill Point Cost: 8	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%
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: 12; 24; 48	Ranks: 3
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.

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.

Hematomancy

XP Cost: 20

Ranks: 1

Skill Point Cost: 15

Self Teach: No

Learn Time: 24 weeks

Rarity: Legendary

Prerequisite: Eye for Detail; Healing R5

Limitation: None

Debarment: None

Is that chocolate? No, I think it is a blood stain. Since blood all looks the same to an untrained eye, characters with this lore have learned how to understand the intricacies of identification. This ability allows them to tell information about a person from a blood sample - from what gender and race the fluid is from to information such as how long ago the blood was shed.

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.

Heraldry

XP Cost: 5

Ranks: 1

Skill Point Cost: n/a

Self Teach: R1: +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.

Lore Overlap

XP Cost: 6

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 find a way to apply it to the situation.

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.

Mathematics

XP Cost: 7, 10

Ranks: 2

Skill Point Cost: n/a

Self Teach: No

Learn Time: 16 weeks

Rarity: Uncommon

Prerequisite: Read/Write

Learning Focus

XP Cost: 15

Ranks: 1

Skill Point Cost: 8

Self Teach: No

Learn Time: 17 weeks

Rarity: Uncommon

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:

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. 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 "Lore: 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 und'r-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 R2

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%
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%
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%
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: 2 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: R1: 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%
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 Lore.

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.

Detect: ____

XP Cost: 15	Ranks: 1
Skill Point Cost: 1+ per use	Self Teach: No
Learn Time: 5 weeks	Rarity: Legendary
Prerequisite: 225+ XP	
Limitation: Can only purchase once every 225XP	
Debarment: None	

Upon purchasing this Skill, the player chooses a specific detection from the list below:

- Angelic
- Aruzuran
- Beladren
- Devil
- Evil Intent
- Fiend
- Goth
- Lie
- Noble
- ReLmani
- Shape-Changer
- Slaadi
- Undead
- Zuard

At will a character, can use this detect Skill, revealing all beings within within 25 feet of the specified type for the cost of 1sp. To use this skill the player character simply announces out-of-play "Detect: X, 25-foot radius"; all specified types must indicate, out-of-play to the player character, if they are such. Additionally, a character can concentrate on a single item or individual within 25 feet and determine the strength of its specified rank (if applicable) by studying it 30 seconds (thirty count) and paying an additional 3sp. While focusing on said individual or object, the character does not detect in any other object or individual within range. To use this skill the player character simply begins the 30 second countdown, can only defend or hold conversations, and at the end of the 30 second period point at the object or individual within range, and announces out-of-play "Detect [specified]".

Looting

XP Cost: 10	Ranks: 1
Skill Point Cost: 13	Self Teach: +50%
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Observation, Appraisal R1	
Limitation: None	
Debarment: None	

This skill represents a knack for grabbing the best loot in the shortest amount of time. With successful use, this allows a character to recognize and grab the most valuable combination of items that is feasible, given the situational limits of time and space.

Observation

XP Cost: 5	Ranks: 2
Skill Point Cost: n/a	Self Teach: +50%
Learn Time: 5, 20 weeks	Rarity: Common
Prerequisite: R1: None	
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 coming towards them. To use this ability, the attack must be coming towards the player character, they cannot identify attacks not directed in their direction, 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 coming towards them. To use this ability, the attack must be coming towards the player character and the out of play tagline must be heard. Attacks not directed at them or if the out-of-play tagline is not heard, the melee or ranged physically attack is not known.

Trap Detection

XP Cost: 12, 25	Ranks: 2
Skill Point Cost: 2	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: None	
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 Points to spend. This skill is thought of 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.

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 to walk on unstable surfaces and retain their balance, slip out of restraints or confines.

Additional Body

XP Cost: 18	Ranks: 7
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 17 weeks	Rarity: Common
Prerequisite: 275+ XP	
Limitation: Can be purchased once per 100xp passed 275xp	
Debarment: None	

With this ability, the character gains 6 additional maximum Body Points.

Additional Skill

XP Cost: 18	Ranks: 7
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 17 weeks	Rarity: Common
Prerequisite: 300+ XP	
Limitation: Can be purchased once per 100xp passed 300xp	
Debarment: None	

With this ability, the character gains 6 additional maximum Skill Points.

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 2sp.

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 2sp.

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 playing a type of musical instrument. Each work of art created for a reason costs 2-50 sp. This cannot convey a Skill already in this book.

Bane

XP Cost: 35	Ranks: 2
Skill Point Cost: 35	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: Creature/Racial Lore: *, 300xp	
Limitation: Only one type of bane per 400 XP.	
Debarment: None	

The character can denote one target within his line of sight as his bane. Whenever he is following the tracks of his bane, the hunter can move at normal speed, without penalty. In addition, he gains a +5 damage bonus on attacks against his bane. A hunter can have no more than one bane at a time. He can dismiss this effect at any time at will, but he cannot select a new bane for 24 hours. If the hunter sees proof that his bane is dead he can select a new bane after 1 hour. Rank 2 increases the damage bonus to +10.

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: +50%; -
Learn Time: 48; 52	Rarity: Common
Prerequisite: Artistic Skill: Drawing R2; Craft Skill: Carpentry R2; Any Engineering Knack	
Limitation: None	
Debarment: None	

The Boatwright skill allows a character to construct all kinds of watercraft up to a maximum length of fifty feet. 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. When taking this skill the player must pick if they are to be a Boatwright in water vessels or in air vessels. At rank 2, This character is knowledgeable regarding techniques for large ship construction and repair. He can design and build ships over forty 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. A shipwright need not have other workers to finish small vessels (up to sixty feet in length), but larger vessels require a crew of shipwrights and other labors to build or repair. When taking this skill, the player must pick if they are to be a shipwright in water vessels or in air vessels. As a general guide, a ship requires one week of construction time per foot of length. For every character with the shipwright skill, the time is reduced by 20% (to a maximum of 60%) to both repair or build a vessel. A maximum of one shipwright per five feet of length can work on the same 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 goes to a Staff member and makes a Skill Point bid. Exceedingly difficult maps that 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 Skill Points 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.

The Cartography skill can also be used to estimate distances. In most cases, a cartographer can automatically estimate distances with 75% accuracy. The cartographer can choose to spend 5SP which enables him to judge distances with 100% accuracy.

Celestial Navigation

XP Cost: 5	Ranks: 1
Skill Point Cost: n/a	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%
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: 2	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. This cannot cover a Skill already in this book.

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 Skill Points 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 character to examine tracks and make 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 ruptures, 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 Skill Points to be used, and does not always guarantee the results wanted but will often get you somewhere.

Hunter Tracker

XP Cost: 35	Ranks: 2
Skill Point Cost: 35	Self Teach: No
Learn Time: 38 weeks	Rarity: Exotic
Prerequisite: 350+ XP; Bane; Tracking R3	
Limitation: None	
Debarment: None	

Allows the character to track their bane through their special forms of mobility. For example: a Vampire Hunter can track a vampire, if a chosen bane, even if the Vampire used gaseous form; a Devil Hunter can, again if his chosen bane is a devil, track a devil if the devil teleports to a different plane, and so forth.

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 (e.g., an elf in a dwarven community etc.)

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.

Intensify Bane

XP Cost: 40	Ranks: 2
Skill Point Cost: 20	Self Teach: No
Learn Time: 48 weeks	Rarity: Exotic
Prerequisite: Bane R2; 450xp	
Limitation: Only one type of intensify bane per 500 XP.	
Debarment: None	

Allows the character to increase the effect of a bane from one creature to the entire creature type and/or race. For specific creatures, it must be chosen. For example, undead is not an option but ghost can be. A specific creature type must be given and prerequisites for this trait and the skill must match up. Additionally it doubles the damage bonus to +20 dealt. At Rank 2, it triples the damage bonus dealt (+30) to the creature and allows almost unhindered movement while tracking them. Lastly, Rank 2 also allows all raw damage dealt by the character to Full Effect the bane.

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 Lore R1 | Rune Kit
Incense - Alchemy R1 | Incense

Oratory

XP Cost: 10	Ranks: 1
Skill Point Cost: 15+	Self Teach: +25%
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: 3rd Level Divine	
Limitation: None	
Debarment: None	

This is the power to move other people with words and emotion. By captivating an audience, the player character can convince them of the rightness of his words through force of will and dramatic speaking. Players characters with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of nonbelief, but the character must pay a skill cost of 15SP or more to win any long-lasting converts to the faith. A convert will listen to the priest's suggestions or ideas, but won't necessarily become a follower or hireling of the character.

The marshal can decide how any group of listeners is likely to be affected by the priest's exhortations. If they're inclined to be hostile or are preparing to attack the scholar, there's very little he can say to change their minds. However, if the scholar pays the skill cost, he may be able to modify an encounter slightly—hostile to indifferent, or indifferent to friendly, for example. Optionally, he may be able to encourage the crowd to take a specific action that they're inclined to perform anyway. If an angry crowd wants to see an important prisoner freed because it's rumored he was convicted wrongly, a scholar with Oratory may be able to push them into storming the jail or convince them to give up and go home. If the player presents an especially moving argument or speech, the skill cost may be reduced by up to 50%.

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 Bookbinding 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: R1: +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 Lore.

Professor

XP Cost: 20, 40, 60	Ranks: 3
Skill Point Cost: 8	Self Teach: No
Learn Time: 17; 25; 37 weeks	Rarity: Uncommon
Prerequisite: R1: 275+ XP	
Limitation: Can only be taken once every 250XP	
Debarment: None	

Increases the character's Teaching Slots by 1. Skill Points are spent at the beginning of each event in which the character is using each additional Teaching Slot.

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 then 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 to 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, Skill Points 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
Feline	Kanadian	Vireen
Gnome	Kinsleian	Zealian
Goblin	Nelot	Kackertoe
Greachen	Orcish	

Reconstruction

XP Cost: 75	Ranks: 1
Skill Point Cost: 75	Self Teach: +50%
Learn Time: 52 weeks	Rarity: Legendary
Prerequisite: 775+ XP; Eye for Detail	
Limitation: Once per event	
Debarment: None	

Allows character to mentally reconstruct the recent history of an item or place. The character must be able to examine the item or area for 10 minutes, after which she can view the events of the past 24 hours as though she had a scrying sensor present when those events took place. This ability shows her any events which took place within 60 feet of the examined area, or any creature or object that physically touched the item or area in question. Her vision is not obstructed by concealment. A reconstruction shows creatures and objects as they actually are, unobscured by even powerful illusion magic such as screen, though transmuted creatures and objects appear in their altered forms.

Remove Debarment

XP Cost: 75	Ranks: 1
Skill Point Cost: n/a	Self Teach: +0%
Learn Time: 0 weeks	Rarity: Rare
Prerequisite: 300+ XP	
Limitation: None	
Debarment: None	

With this ability the character can remove one Debarment from one skill or ability they have.

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: n/a	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 SP. If a character's hands are bound, they can attempt to escape at the cost of 4SP.

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.

Scholarly Contacts

XP Cost: 45	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 190+ XP	
Limitation: None	
Debarment: 2: Fatal Blow; Slay	

The character can, once per three events played, find a teacher for a Lore or Customary Skill, no questions asked, and at a 25% reduced standard unit cost to learn said Skill. Skill Points are spent at the beginning of each event the player is learning the Skill.

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.

Self-Sufficient

XP Cost: 25	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 185+ XP	
Limitation: None	
Debarment: 1: Weapon Prof +5	

Can self-teach 1 skill at a time that does not suffer the self-teach disadvantages. Skill Points are spent at the beginning of each event the player is learning the Skill.

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% or 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: 3; 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. Read/Write: Common is 2XP since everyone has Speak: Common.

Some in-play languages are restricted. Unrestricted languages include:

Common	Hobgoblins	Trigation
Feline	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 Learner

XP Cost: 30	Ranks: 3
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Uncommon
Prerequisite: 150+ XP	
Limitation: None	
Debarment: None	

Each rank of this trait lowers learn times for skills or abilities by 10% (fractions rounded up).

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.

Teach ____

XP Cost: 25% of Skill	Ranks: 1
Skill Point Cost: n/a	Self Teach: +0%
Learn Time: 4 weeks	Rarity: Common
Prerequisite: Character Level 10; Non-Restricted Skill Being Taught	
Limitation: None	
Debarment: None	

This skill is required for a person to train properly someone else in a skill they know. Once a skill is studied and learned to be taught properly the character can teach up to one person at a time the skill in question at the listed rate of time in the Player's Handbook. Restricted skills cannot be learned to be taught to others, nor may a person learn to teach a skill unless they are at least of tenth level or higher. A character can only learn to teach one skill at a time.

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 debarments inhibit a character from using a Skill, they cannot Teach it.

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 fact.

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.

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 if 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.

Trained Tracker

XP Cost: 15	Ranks: 1
Skill Point Cost: 5	Self Teach: +50%
Learn Time: 24 weeks	Rarity: Rare
Prerequisite: Evasion or Trail Hiding	
Limitation: None	
Debarment: None	

Evasion and Trail Hiding both thwart the efforts of a tracker, but with this skill a trained tracker can better understand and track someone using the before mentioned skills. Familiarity with the area being tracked adds a +25% bonus to the Skill Points bid. Additionally, this skill cancels out the first rank bonus gained from additional ranks of Evasion or Trail Hiding if said skills are being utilized by the tracked target.

Underground Navigation

XP Cost: 4	Ranks: 1
Skill Point Cost: n/a	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.

Vanquish

XP Cost: 45	Ranks: 1
Skill Point Cost: 20	Self Teach: +50%
Learn Time: 26 weeks	Rarity: Exotic
Prerequisite: Bane *, 550xp	
Limitation: Marshal Discretion	
Debarment: None	

Allows the character to use improvised situations and items to critically damage, kill, or subdue legendary creatures which often cannot be dealt with via normal means and is the character's current bane.

Zero-Gravity Combat

XP Cost: 20	Ranks: 1
Skill Point Cost: 2	Self Teach: No
Learn Time: 26 weeks	Rarity: Rare
Prerequisite: Endurance R1	
Limitation: None	
Debarment: None	

This amazing skill allows the character to operate in the lack of gravity nearly perfectly. A character with Zero-Gravity Combat is also skilled at fighting in the absence of gravity. The character suffers only a -1 damage penalty on all attack, as opposed to the normal penalty of being useless and unable to do anything. Furthermore, the character retains the ability to use all combat abilities while drifting weightlessly. Finally, the character can roughly steer his course in space by throwing objects away from him and by shifting toward large objects. He cannot control his speed, however, and can only slightly affect his course. Each session (time in) the character goes into said environment requires 2SP for the character to benefit from this skill.

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	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: Once per Day	
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: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Bluff or Diplomacy	
Limitation: Once per event	
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.

Cunning Trigger

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	

A rogue with this talent can use a slight hand motion to set off any trap within 30 feet that she constructed.

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: 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 Skill Points and the final rank allows up to 30 Skill Points to be used in picking a lock. To successfully disarm a trap, the character needs to spend more Skill Points in the disarm act then the amount that was spent when the trap was created.

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 Skill Points 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. The time needed for the rogue to alter her appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if a female rogue wants to disguise herself as a male of a different race, which takes 40 minutes.

Disguise Time
Minor details: 5 minute
Disguise as a different gender: 20 minute
Disguise as a different race: 20 minute
Disguise as a different age category: 20 minute
Disguise as a different size category: 60 minute

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 Skill Points 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.

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 Skill Points are put directly against the trackers and their modifiers. Familiarity with the area adds a +25% bonus to the Skill Points spent. Each additional rank of this skill makes the character more adept at evading someone, and adds an additional 25% bonus to Skill Points 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: None	
Debarment: None	

A rogue with this talent can use the Lock Pick skill to attempt to open a lock in half the time it would normally take to pick a complex lock.

Follow Clues

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP; Observation	
Limitation: Once per event	
Debarment: None	

A rogue with this talent can use Observation to follow tracks as per the Tracking skill at rank 1.

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 Skill Points 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: Once per day	
Debarment: None	

Once per day, a rogue with this talent can gain an automatic success with the Bluff skill.

Intimidate

XP Cost: 25	Ranks: 3
Skill Point Cost: 15	Self Teach: +50%
Learn Time: 18 weeks	Rarity: Legendary
Prerequisite: 225+ XP	
Limitation: None	
Debarment: None	

So, no shit... "Fear" and "Dominate" were on a date....a few drinks later, and Intimidate was born.

This skill allows a player character to change the behavior of another character or creature through the use of Hostile actions and overt threats. To use "Intimidate", a player character must make a skill bid to see if the skill takes effect.

If successful, the control only lasts for 10 minutes. Characters and creations immune to "Fear" cannot be "Intimidated". In addition, no intelligent creatures are unable to be Intimidated. Unlike "Dominate", targets are unlikely to take any action that would cause immediate harm to itself. After the 10 minutes has passed, the character or creature becomes hostile.

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 Skill Points 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 Skill Points and the final rank allows up to 30 Skill Points to be used in picking a lock. To successfully pick a lock, the character needs to spend more Skill Points in the act then 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 Skill Points 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 Skill Points 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%.

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. The character can spend as much skill as they wish to hide their trail. Spent Skill Points then works directly against the trackers and their modifiers. Familiarity with the area adds a +25% bonus to the Skill Points spent. 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. Each rank additional adds a 25% bonus to Skill Points spent as well as allows for more increased movement by 25%.

Trap Blazing

XP Cost: 40	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: 475+ XP; Disarm Trap R1	
Limitation: None	
Debarment: None	

Sometimes you just have the knack for disarming traps. With this ability, the character can disarm traps for half the skill cost.

Trap Sense

XP Cost: 40	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 475+ XP; Trap Detection	
Limitation: Once an event	
Debarment: None	

After a lot of practice, a character gains an intuitive sense that alerts her to danger from traps, giving her the ability, once an event, to use the Avoidance ability to avoid

the effects of traps, even those of area of effect nature.

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 or 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.

Situation Cost

Fool an acquaintance	+3
Fool a friend	+5
Fool a close friend	+7
Fool a relative	+9

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

Skill Point Cost: Varies

Learn Time: 12; 16; 20; 24; 28; 32

Prerequisite: Diagnostic; R4 - Identify Alchemy

Limitation: None

Debarment: None

Ranks: 6

Self Teach: No

Rarity: Common

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 than +1, numbing bandages, toughening bandages, etc.), as well as fill syringes with tonics and elixirs.

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.

Advanced Fix Slain

XP Cost: 10; 10	Ranks: 2
Skill Point Cost: 5; 3	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Healing R6	
Limitation: None	
Debarment: None	

At Rank 1, the procedure time for Fix Slain is lowered by 20 seconds; for a count of 40 seconds.

Finally, Rank 2 lowers the time by an additional 20 seconds, for a final time of 20 seconds, and lowers the last-minute skill expenditure to 3SP instead of 5sp. In addition, this rank allows Maim statuses to be fixed as well. The rules for Advanced Fix Slain R1 should be followed to fix Maim, including time and Skill Points costs. At the end of the 40 second count the patient is moved from Maimed status to Slain status and gains four minutes to their Death Count.

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.

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 bp 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.

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 Skill Points per bandage stacked and 15 seconds to make a new bandage at 90% the total (rounded down). For example: for 10 Skill Points and 15 seconds, you could combined 5 +5 bandages to make a single +22 bandage.

Fix Amnesia

XP Cost: 20	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 32 weeks	Rarity: Legendary
Prerequisite: Healing R6; Psychologically Trained	
Limitation: Once per event	
Debarment: None	

Does what the name says. 30 minutes of role-play to remove the effects of one Amnesia.

Fix Berserk

XP Cost: 10	Ranks: 1
Skill Point Cost: 7	Self Teach: No
Learn Time: 14 weeks	Rarity: Rare
Prerequisite: Healing R3; Psychologically Trained	
Limitation: Once per combat or 10 minutes	
Debarment: None	

"Breath in, breath out. Ground yourself. Remember who you are. Fix Berserk." Upon saying this loud enough for the target to hear the entirety of the calming words and expending 7 Skill Points, this Fixes the Berserk tagline on one target.

Fix Blindness

XP Cost: 6	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: Healing R2	
Limitation: Specific Med Kit required.	
Debarment: None	

Does what the name says. Requires specific Med Kit.

Fix Charm

XP Cost: 18	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 32 weeks	Rarity: Exotic
Prerequisite: Healing R6; Psychologically Trained	
Limitation: None	
Debarment: None	

Does what the name says. Quick calming words.

Fix Deafness

XP Cost: 9	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 14 weeks	Rarity: Rare
Prerequisite: Healing R3	
Limitation: Specific Med Kit required.	
Debarment: None	

Does what the name says. Requires specific Med Kit.

Fix Friendship

XP Cost: 14	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 14 weeks	Rarity: Rare
Prerequisite: Healing R4; Psychologically Trained	
Limitation: Once per day	
Debarment: None	

Does what the name says. 10 minutes of role-play to remove the effects of one Friendship.

Fix Implant

XP Cost: 18	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 24 weeks	Rarity: Exotic
Prerequisite: Healing R5; Psychologically Trained	
Limitation: Once per event	
Debarment: None	

Does what the name says. 20 minutes of role-play to remove the effects of one Implant.

Fix Laughter

XP Cost: 4	Ranks: 1
Skill Point Cost: 3	Self Teach: No
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: Healing R1; Psychologically Trained	
Limitation: None	
Debarment: None	

Does what the name says. Quick calming words.

Fix Mute

XP Cost: 10	Ranks: 1
Skill Point Cost: 7	Self Teach: No
Learn Time: 14 weeks	Rarity: Rare
Prerequisite: Healing R3	
Limitation: Med Kit required.	
Debarment: None	

Does what the name says. Requires any Med Kit.

Fix Pain

XP Cost: 13	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 14 weeks	Rarity: Rare
Prerequisite: Healing R3	
Limitation: Specific Med Kit required.	
Debarment: None	

Does what the name says. Requires specific Med Kit.

Fix Paralyze

XP Cost: 14	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 14 weeks	Rarity: Exotic
Prerequisite: Healing R4	
Limitation: Specific Med Kit required.	
Debarment: None	

Does what the name says. Requires specific Med Kit.

Fix Petrify

XP Cost: 13	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 24 weeks	Rarity: Exotic
Prerequisite: Healing R6	
Limitation: None	
Debarment: None	

Does what the name says. Requires specific Med Kit.

Fix Poison

XP Cost: 8	Ranks: 1
Skill Point Cost: 6	Self Teach: No
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: Healing R2	
Limitation: Med Kit required.	
Debarment: None	

Does what the name says. Requires any Med Kit.

Fix Silence

XP Cost: 6	Ranks: 1
Skill Point Cost: 4	Self Teach: No
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: Healing R2; Psychologically Trained	
Limitation: None	
Debarment: None	

Does what the name says. Quick calming words.

Fix Toxin

XP Cost: 14	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 14 weeks	Rarity: Legendary
Prerequisite: Healing R3	
Limitation: Specific Med Kit required.	
Debarment: None	

Does what the name says. Requires specific Med Kit.

Fix Venom

XP Cost: 6	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: Healing R2	
Limitation: Med Kit required.	
Debarment: None	

Does what the name says. Requires any Med Kit.

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 patient's 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.

Improved Armor Wrap

XP Cost: 13	Ranks: 1
Skill Point Cost: 7	Self Teach: No
Learn Time: 8 weeks	Rarity: Rare
Prerequisite: Healing R4; Armor Wrap	
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 50 seconds and 2 bandages to grant 1 point of armor for themselves or another character. This can be done for a max of 80 armor points.

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.

Practiced Hand

XP Cost: 10	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: Healing R4; * Wrap	
Limitation: None	
Debarment: None	

Practice makes...you take less time! The character chooses one "Wrap" skill (Armor Wrap, Reinforced Wrap, Secure Wrap, Sweat Wrap, etc.) and can now reduce the time that skill costs to complete in said wrap by half (rounded up). You must have already purchased the Wrap Skill first.

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.

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 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 cost 3 less Skill Points 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 Skill Points to use this skill.

The additional "Bleed Out" time is only usable once or expires 24 hours, whichever happens first. Only one wrap can be applied to a player character at a time.

Remove “_____”

XP Cost: 55	Ranks: 2
Skill Point Cost: 40	Self Teach: +0%
Learn Time: 28 weeks	Rarity: Exotic
Prerequisite: Creature/Racial Lore: *; 350xp	
Limitation: Once per event	
Debarment: None	

Upon taking this trait the character must pick a category which the character must also have the matching prerequisite lore and skills for.

- Outer planar pact (limited) - 5-50XP
- Vampirism - 10 XP
- Mummy's Curse - 5 XP
- Liche's Curse - 5 XP
- Therianthropy - 7XP
- Haunt/Possession - 5-15 XP

The character can prevent a creature that just made a pact with an Outer Planar Being, was killed by a vampire, cursed by a mummy, master cursed by a liche, killed by a therianthope, or possessed by a spirit from receiving any of these banes, if done within 24 hours.

By spending 10 minutes, dousing a body with a vial of holy water, and intense role-play the character removes the infection suffered from an attack and/or pact. This effect cannot be undone with any magic weaker than a 5th level divine miracle, 9th level Wish or 6th level Grand Intervention. If the corpse is returned to life and subsequently attacked and/or makes a deal again might it becomes effected as normal.

In addition, to the skill cost to perform this trait as well as the required item and in-play time the character performing the trait, the character will lose __ XP (listed above) from the characters Total XP earned. This XP loss will also randomly effect one or more skills, and possibly character level. The character will be unable to use said effected skills again until they earn back the lost XP. Free XP cannot be used to re-learn the lost skills; new XP gained will be used to reactivate said lost skills. Staff will roll a dice to choose which skills are lost.

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 and regains consciousness.

Rub Some Dirt On It

XP Cost: 10	Ranks: 1
Skill Point Cost: 1	Self Teach: No
Learn Time: 8 weeks	Rarity: Uncommon
Prerequisite: Healing R4	
Limitation: None	
Debarment: None	

For the cost of 1SP , the character can, once per a person's bleed-out, triple that person's bleed-out count length (from 60 seconds to 180 seconds).

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.

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 Far-Born 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 Far-Born other than a bandage.

Wake the Dead

XP Cost: 20; 15; 15	Ranks: 3
Skill Point Cost: 15;15; 10	Self Teach: No
Learn Time: 24 weeks	Rarity: Exotic
Prerequisite: Healing R4	
Limitation: None	
Debarment: None	

With this skill a doctor can bring a person from dead status back to zero body. This procedure requires about 60 seconds of role-play in which a list of tasks and requirements must be met before the act is successful.

1) The medic must assess the situation and likely need for this procedure: “Diagnose, what’s your status?” response should be “dead’.

2) At this point the doctor needs to determine if they can risk the procedure. To do so they spend 5 skill: “Advanced Procedure, what’s your max body?” response should be the patient’s max body.

3) Next the doctor spends 10 skill and is required 50 seconds to prep the body (role-play) and a healing tonic introduced via injection that will heal at least half the

patient's max body.

4) Once injected the patient is restored to zero body.

Rank 2 lowers the time by 15 seconds to 45 seconds.

Rank 3 lowers the time by an additional 15 seconds to 30 seconds as well as lowers the skill cost for step 3 to 5sp, and allows for an elixir that is at least a third of the patient's max body.

Note that this does not stop the death count, that it does not guarantee success, and that 15 skill total must be spent for the procedure along with the proper role-play. All questions must be asked and the four point list must be followed every time with every patient, regardless of if you have dealt with the patient before or not.

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	Ranks: 3
Skill Point Cost: 2; 5; 8	Self Teach: No
Learn Time: 8; 12; 18 weeks	Rarity: Common
Prerequisite: Alchemy R1	
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.

Pitches, Orbs, and 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: Globe Handling; POS R1	
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 Orbs Handling skill is still required to use these items in the field as well as being a prerequisite (along with Powders, Oils, & Solvents Rank 1) for this production.

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: Psychoactive Handling; POS R1	
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.

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: Alchemy R1	
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.

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 Skill Points 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.

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.

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.

Psychoactive Handling

XP Cost: 6	Ranks: 1
Skill Point Cost: 1	Self Teach: No
Learn Time: 24 weeks	Rarity: Uncommon
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.

Handle Alchemy

XP Cost: 6	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: Handle *	
Limitation: None	
Debarment: None	

With this trait, as long as the chemist has the appropriate Handle ___ 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: Rare
Prerequisite: None	
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.

Lab Efficiency

XP Cost: 25	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 37 weeks	Rarity: Uncommon
Prerequisite: Alchemy R2	
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	
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.

Utilize Laboratory

XP Cost: 35	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: Alchemy R3	
Limitation: None	
Debarment: None	

This trait is required for an alchemist to properly utilize all the equipment found in a laboratory.

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: Cloud Psychoactive

XP Cost: 25	Ranks: 1
Skill Point Cost: 25+	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: Alchemy R1; 400+ XP; Psychoactive Handling	
Limitation: May only be taken once every 75 XP; 50u	
Debarment: None	

When the alchemist creates a gaseous psychoactive with this concoction they make the effect have a 5 foot radius.

Concoction: Combine Powder/Oil/Solvent

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: PPOS 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: Elixir of Life

XP Cost: 25	Ranks: 1
Skill Point Cost: 25	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: Alchemy R4; 350+ XP; TEB R3	
Limitation: May only be taken once every 75 XP; 100u	
Debarment: None	

A fabled concoction, with this the alchemist can create an elixir of life. When administered to a target at any variation dead status this concoction will bring them to 1 body immediately. Alternatively, the alchemist himself may drink the elixir of life, then when the alchemist hits dead status next will immediately take the effects of this concoction. The effects of the concoction dissipate after an event's time; where then if the alchemist does not die before that time expires, the effects of the elixir of life end.

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; 5u; 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 Skill Points cost, adds or minuses to the numerical value, or bumps up curable tonics to being able to treat “No Effect” conditions.

Concoction: Eternal Alchemy

XP Cost: 25	Ranks: 1
Skill Point Cost: 25	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: Alchemy R2; 235+ XP	
Limitation: May only be taken once every 75 XP; 25u; alchemic components	
Debarment: None	

With this concoction the alchemist is allowed to create an alchemy that has no expiration date.

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: May only be taken once every 75 XP; 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: Incurable Psychoactive

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: Alchemy R1; 350+ XP; Psychoactive handling	
Limitation: May only be taken once every 75 XP; 5u	
Debarment: None	

The alchemist can create a psychoactive that, when a target is affected by it the effect, is incurable by nearly any means (effects are treated as “No Effect” when they are attempted to be removed). If the psychoactive is not used in the event it is created it is rendered inert. The psychoactive still has the normal duration of effect; it just cannot be cured while the target is affected. Death effects are elevated to “Slain Dead” effects.

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: May only be taken once every 75 XP; 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: May only be taken once every 75 XP; 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: May only be taken once every 75 XP; 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: Replicate

XP Cost: 25	Ranks: 1
Skill Point Cost: 5	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: Alchemy R1; 350+ XP; TEB R2	
Limitation: May only be taken once every 75 XP; 25% alchemical market value	
Debarment: None	

This concoction allows the alchemist to replicate any one tonic or elixir, creating two doses of the same tonic or elixir from one. An alchemy that has been replicated cannot be replicated again. Replicated alchemies, both the original and the newly formed alchemy, now have half the remaining expiration time as the original alchemy.

Concoction: Resilient Oil Psychoactive

XP Cost: 25	Ranks: 1
Skill Point Cost: 15+	Self Teach: +50%
Learn Time: 17 weeks	Rarity: Legendary
Prerequisite: Alchemy R1; 235+ XP; Psychoactive Handling	
Limitation: May only be taken once every 75 XP; 25u	
Debarment: None	

The alchemist can create utilize a blade psychoactive formula (and 5 additional units) to create a blade psychoactive that, when the alchemist applies it to a weapon, the psychoactive remains active on the weapon for a number of successful strikes equal to one quarter of the alchemist's level.

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, 12, 17	Ranks: 4
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 R1	
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 R1	
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 R1	
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.

Weapons, Tiny

XP Cost: 2; 3; 4	Ranks: 3
Skill Point Cost: Varies	Self Teach: No
Learn Time: 8 weeks	Rarity: Common
Prerequisite: Blacksmithing R1	
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 R1	
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 R1	
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 R1	
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.

Gem Cutting

XP Cost: 4; 12; 24	Ranks: 3
Skill Point Cost: 4	Self Teach: No
Learn Time: 15 weeks	Rarity: Common
Prerequisite: Blacksmithing R1; Jewelry	
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.

Jewelry

XP Cost: 5; 10; 15	Ranks: 3
Skill Point Cost: Varies	Self Teach: R2+: +50%
Learn Time: 16 weeks	Rarity: Common
Prerequisite: Blacksmithing R1	
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.

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.

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 R1 for R1	
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 a 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 R1 for R1	
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; 30; 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 R1 for R1	
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.

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	
Limitation: None	
Debarment: None	

A rogue 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.

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 Skill Points along with the skill required for the formula it is being used with.

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.

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.

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 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.

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.

Second Specialized Arcane Magic

XP Cost: 13; 16; 21; 29; 37; 45; 55 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: Legendary
 Prerequisite: R1: Specialized Arcane Magic R1, 210xp+; R2: Specialized 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.

Archmagic

XP Cost: 40; 50 Ranks: 2
 Skill Point Cost: Varies Self Teach: No
 Learn Time: 28; 30 weeks Rarity: Exotic
 Prerequisite: 7th Level Arcane Magic
 Limitation: Must have spell book
 Debarment: None

The highest level of Arcane magic. Characters of this rank can cast low and mid-level magic with just a single word. High level magic requires a shortened incantation. All spells of this level will require components, some prep time, and even a complex incantation ... but the few that can cast it have proven it to be worth it.

Battle Magic

XP Cost: 10 Ranks: 1
 Skill Point Cost: Varies Self Teach: No
 Learn Time: 24 weeks Rarity: Exotic
 Prerequisite: 6th Level Arcane; Arcanology; Wand Handling
 Limitation: Requires a Wand to use
 Debarment: None

Allows the wizard to channel arcane energy into raw energy causing damage. At the cost of one to one ratio the wizard can cause "__ Magic" damage for each Skill Point used. This is packet delivered attacks only and can not be delivered via melee attacks. A wand must be present in the hand of the character to also use this means of attack.

Dweomercraft

XP Cost: 36 Ranks: 1
 Skill Point Cost: 10 Self Teach: No
 Learn Time: 52 weeks Rarity: Exotic
 Prerequisite: 7th Level Arcane Magic; Arcanology; Thaumaturgy
 Limitation: None
 Debarment: None

This rare skill is generally only available those trusted to a world with a high degree of magical knowledge. It represents much in-depth study of Metamagic—the forces, which underlie magic itself. Hence, it usually must be learned from a university or academy. Upon skill expenditure during spell research, the wizard can reduce the time required to learn the spell by 25%. The expenses that would have arisen during this extra time are, naturally, not accrued. Additionally this skill is required for a wizard to branch off and attempt to create their own spells.

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.

Thaumaturgy

XP Cost: 13	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 36 weeks	Rarity: Legendary
Prerequisite: 1st Level Arcane	
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.

DIVINE

Right behind Arcane magic is the Divine Miracles. Unlike the Arcane, people know where Divine Miracles root from: the Powers. Each Power may grant different types of Miracles. Only followers of said religion know for sure what the Power is more likely to grant. Like Arcane magic, there are four groupings but only six levels for the follower to learn.

Divine Miracles

XP Cost: 7; 15; 25; 35; 40	Ranks: 5
Skill Point Cost: 2+; 4+; 6+; 8+; 10+	Self Teach: No
Learn Time: 16; 18; 16; 20 weeks	Rarity: Uncommon
Prerequisite: R1: Religion R1: Power Specific, 20 played events as a dedicated character; R3: Religion R2; R5: Religion R3. All ranks require Staff Approval.	
Limitation: None	
Debarment: None	

With this knowledge, the caster is able to channel and pray for the respective level Miracles from a Power. A player character needs to be skilled and knowledgeable in each consecutive rank or circle to cast said level of Miracle.

Divine Trait

XP Cost: 10; 15; 20; 25	Ranks: 4
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Staff Approval, Religion R1: Power Specific; 20 played events as dedicated character	
Limitation: R1: 70XP; R2: 150XP; R3: 240XP; R4: 340	
Debarment: Archmagic	

This skill is required before a deity will grant an ability to those who choose the divine path. Each Religion has different available abilities which the player can choose from. The player can have no more than five Rank 1 Divine traits and can only purchase them once every 70xp earned after their first purchase of Divine Trait. Rank 2 can only be purchased three times, and only once per 150xp since the initial Rank 2 purchase. Rank 3 can only be purchased twice, and only purchasable after earning 240xp since the original purchase of Rank 3, and Rank 4 can only be purchased twice, with the second purchase no sooner then 340xp since the initial. Higher ranks can only be purchased if at least one lower rank is purchased of equal or greater increments. For example, in order to have two Rank 4 traits one must have at least 2 purchases in rank 3; 2; and 1.

Alms

XP Cost: 5	Ranks: 1
Skill Point Cost: Varies	Self Teach: +25%
Learn Time: 4 weeks	Rarity: Rare
Prerequisite: Religion R1; Staff Approval	
Limitation: None	
Debarment: None	

Some orders of religion rely on the charity of others for their support and livelihood. A character with this skill is able to find food, shelter, and clothing in return for the benefit of his wisdom and a blessing or two for his hosts. The quality of the charity this character finds may vary widely depending on the wealth of his prospective hosts, their piety and their recognition of his deity, and the way the character presents himself. Generally, if there's shelter to be had, the character can make use of it, but obtaining food or clothing for his

companions may require a skill bid at the marshal's discretion.

Chakra

XP Cost: 50	Ranks: 1
Skill Point Cost: 35	Self Teach: No
Learn Time: 52 weeks	Rarity: Legendary
Prerequisite: 465+ XP; Divine R4; Staff Approval	
Limitation: Once per event	
Debarment: None	

Gods can be gracious beings. Once per event, through divine means, the player character can restore a characters skill and body to full.

Cure Disease

XP Cost: 35	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: Staff Approval	
Limitation: None	
Debarment: None	

Allows the character, through divine means, to cure one disease from another character.

Lay On Hands

XP Cost: 35; 40	Ranks: 2
Skill Point Cost: 25	Self Teach: No
Learn Time: 24; 28 weeks	Rarity: Legendary
Prerequisite: Staff Approval	
Limitation: Once per day per rank; can be revoked by Staff	
Debarment: None	

Allows the character, through divine means, to heal body to another player. At a ratio of 1-to-2, the character can give up their body to heal another. For example: the person with this skill can give 10 of their Body Points to grant 20 body to another. Rank 2 of this ability allows the transfer to happen at 1-to-3 ratio.

One with Twilight

XP Cost: 100	Ranks: 1
Skill Point Cost: 50	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 500+ XP; Staff Approval	
Limitation: Once per event	
Debarment: None	

Allows the character and their personal possessions to phase into the Twilight. This skill must be used again to return to the mortal realm (does not count against the once per event limitation). If a character enters the Twilight through uncontrollable means, including dying, this skill can be used to reenter the mortal realm (though all items gained from the Twilight are not brought with them). Use of this skill in this way will still result in the loss of a life as if resurrecting, and additionally counts fully towards the once per event limitation. The phase is on a three count.

One with Xadune

XP Cost: 100	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 775+ XP; Staff Approval	
Limitation: Once per event	
Debarment: None	

Allows the character to call magic innately as a tagline, as well as requiring magic and a random material now to harm them (either/or substance will cause damage to the player). Normal damage still damages armor, but the magical tagline is required to harm body.

Persuasion

XP Cost: 10	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: Divine R3; Staff Approval	
Limitation: None	
Debarment: None	

Unlike oratory, which relies on emotion and rhetoric, the art of persuasion is built around intelligent arguments and personal charm. A character with this skill is able to present especially cogent arguments and explanations in conversation with an individual or small group. With the correct skill expenditure, he can convince them to take moderate actions they may be considering already; for example: he may convince city guards to leave without making arrests if a brawl's already finished by the time they get there, or he may convince a court official that he needs an audience with the king. If the player's thoughts and arguments are particularly eloquent and acute, the skill cost may be reduced by up to 50%.

Purification

XP Cost: 75	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 1 weeks	Rarity: Legendary
Prerequisite: 200+ XP	
Limitation: None	
Debarment: None	

A character can take a disease or infection from another creature onto them self, completely curing the creature from the infection or disease. This is the only way for a character to get a disease or infection after taking the Immune to Disease and Infection ability unless it is a Terror or Full Effect attack.

Revive

XP Cost: 100	Ranks: 1
Skill Point Cost: 35	Self Teach: No
Learn Time: 20 weeks	Rarity: Exotic
Prerequisite: Divine R3; Lay on Hands; Staff Approval	
Limitation: 50 Body Points; once per day	
Debarment: None	

Allows the character to "life" one character at the cost of 50 of their own body points. To cast, one must say a 30-second prayer and can only be used once a day.

Stigma

XP Cost: 50	Ranks: 1
Skill Point Cost: 50	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: Divine R2; Staff Approval	
Limitation: None	
Debarment: None	

Allows the character remove all status effects from themselves.

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: Craft 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: Craft 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: Craft 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: Craft 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 Skill Points to one ally. At Rank 2, this song restores 25% Max Skill Points 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: Craft 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: Craft 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: Craft 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 quadruple 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.

Mr. Tambourine Man

XP Cost: 35	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 15 weeks	Rarity: Exotic
Prerequisite: Craft 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 (0SP), 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: Craft 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.

Pensive Attack

XP Cost: 19, 38	Ranks: 2
Skill Point Cost: 10, 30	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Craft 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 song 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.

Slow Song

XP Cost: 25	Ranks: 1
Skill Point Cost: 28	Self Teach: No
Learn Time: 20 weeks	Rarity: Uncommon
Prerequisite: Craft 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: Craft 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.

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.

Adroit Strikes

XP Cost: 16	Ranks: 6
Skill Point Cost: 5	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: 200+ XP, Dueling Sword	
Limitation: Once per day, per rank. May only be taken once every 50xp	
Debarment: None	

Once per combat, a character can add his level in damage to his attacks for one combat or ten minutes, which ever is shorter. This increase to damage applies whether he is wielding his dueling weapon or not. Each additional rank purchased allows the character to use this trait an extra time per day, per event. For example: Rank 3 would allow this to be used three times a day. However, it can still only be used once per combat.

Assassinate

XP Cost: 25; 13; 7	Ranks: 3
Skill Point Cost: 31	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 375+ XP; Waylay; Vital Attack*; (Non-Free) Weapon Prof +5*	
Limitation: Once per combat per opponent	
Debarment: None	

With this ability the character is able to drop the target straight to Maimed Dead status in a single attack. Avoidance cannot normally be used to counter this tagline. On some larger creatures this attack deals excessive amounts of bulk "Body" damage instead of the desired effect. When taking this ability the player chooses a weapon in which they can Assassinate with. The character can learn to assassinate in multiple different weapons as long as they meet the prerequisite. The tagline for this attack is simply "Assassinate". If the attack is blocked physically or if the Weapon Parry, Deflect, or Riposte ability is used to stop this attack it does so and the skill is exhausted. If contact is made or a Fatal Parry, Unbelievable Reflex, or Shield Block is used to defend against this attack the skill is exhausted and the effect takes the appropriate course of action. An Assassinate can only be used towards an opponent once per combat and costs 31SP to use.

Each rank of Assassinate requires Vital Attack and a five non-free Weapon Proficiency invested in the weapon being used to have been purchased.

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 Skill Points 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 Skill Points the character uses in the attack multiplier.

Backstab

XP Cost: R1 - 7: 15; R8: 25; R9 - 10: 15	Ranks: 7
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. The tagline Backstab must be announced with this damage.

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.

Befuddling Strike

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: Once per event per 5 levels	
Debarment: None	

Once an event per 5 levels, when the charcater deals Sneak Attack against an opponent, that opponent takes the effects of a Lesser Feeble Mind.

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 Skill Points per use.

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.

Combat Drills

XP Cost: 15, 20, 25, 30, 35	Ranks: 5
Skill Point Cost: n/a	Self Teach: No
Learn Time: 15 weeks	Rarity: Common
Prerequisite: 150+ XP; Weapon Prof +(5*Rank); chosen skill	
Limitation: May only purchased once every 150XP	
Debarment: 1: Weapon Disciplines	

Practice makes perfection. With this ability, a character chooses a Combat Ability or Talent and that Skill Point Cost is reduced by 2. Each additional rank purchased allows the character to become further trained in another combat ability. In addition, the bonuses granted by previous Combat Training ability are increase by two Skill Points (to a minimum Skill Points Cost of 2SP). For example: when a character has purchased Combat Training Rank 2, he receives a -2SP cost to a newly chosen combat ability (e.g. Slay), and a -4SP cost to the original combat ability chosen at Rank 1.

The player character must already have the skill purchased before Combat Drills can be taken to reduce that skill cost. Combat drills cannot be purchased more than once on a skill.

Crushing Blow

XP Cost: 18; 35	Ranks: 1
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 Skill Points 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 'Sluggger' should be announced with Rank 2.

Death Blow

XP Cost: 25	Ranks: 1
Skill Point Cost: 21	Self Teach: +25%
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 180+ XP; (Non-Free) Weapon Prof +4	
Limitation: None	
Debarment: 1: 1st Level Second Spec Arcane	

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 Dead status. You must make successful weapon contact with the target to successfully deliver this tagline. This attack needs to only hit the opponent while announcing "Death 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, the use of aforementioned abilities will stop this attack and require the expenditure of Skill Points from the attacker. If the Dodge or Avoidance ability is used to counter this ability, the target does not take effect and the Skill Points 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 four ranks of non-free Weapon Proficiency in a weapon in said category. This ability can be used with any weapon in the picked category. This ability can be purchased up to five times, once per each weapon category, and costs 21 Skill Points to use.

Defensive Stance

XP Cost: 15	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: 275+ XP; Dueling Sword	
Limitation: May only be taken once every 100xp; Can only be used with a Dueling Sword	
Debarment: 2: Wearing heavy armor and using a shield	

With this ability, the character gains 10 temporary Natural Armor points when making attacks with Dueling Sword. Each additional rank purchased would increase an additional 10 points. Temporary Natural Armor cannot be healed or repaired. The use of this skill represents the characters ability to parry attacks, even slightly, that might make contact, thus lessening the damage. This temporary Natural Armor resets every day at midnight, unless in combat at midnight in which case immediately after combat.

Dexterous Duelist

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: 475+ XP	
Limitation: None	
Debarment: None	

A character that is not immobilized in some way and has at least one free hand, receives a 3 Skill Points cost reduction when using Dodge or Avoidance. In addition, Resist: Knockdown Skill Points costs are reduced by 2 sp, but not less then 1 Skill Points cost.

Distracting Attack

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: Once per combat	
Debarment: None	

A rogue with this ability can make Sneak Attacks with subtle flourishes that disorient and distract her enemy once per event per two levels of the rogue. When she hits a creature with a melee attack that is a Sneak Attack damage, she can forgo the additional damage to cause the creature to suffer a "Knockdown, Stun". Some creatures may be immune to distracting attack.

Display Assertiveness

XP Cost: 22	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: 325+ XP; Critical Parry or Parry Slay	
Limitation: Once per day; Must be using their Dueling Weapon	
Debarment: None	

With this ability, the character can make a devastating counter attack on an enemy. After being successfully attacked, this ability allows a character to Critical Parry or Parry Slay the next immediate melee attack from that foe (which parries everything except a Fatal Blow, Maim, Terror, Full Effect, or Unavoidable) and then immediately counterattack after the parry and call "x2 damage, Stun, Disarm ". If this attack is physically dodged or the Dodge or Avoidance ability is used, the character is allowed up to two (2) more attacks with the same tagline to try and make contact with his target. Reminder: means they take effect of the damage no matter where they are hit, even the weapon. This maneuver can only be attempted if the player character is using their dueling weapon. This ability cost 20 Skill Points to use.

Doom

XP Cost: 40	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 50 weeks	Rarity: Exotic
Prerequisite: 350+ XP; Slay or Maim	
Limitation: None	
Debarment: None	

Much like a heart attack, you do not know when this will hit. With this ability, the character can add the "Doom" tagline to their damage. This causes the victim to be on a countdown for death. The player decides a random amount of time between 10 minute and 180 minutes (no seconds). When the countdown ends, the victim falls to "Maimed Dead" status. This is similar to "Slain Dead", but does not count as a death effect for resistances. The Doomed victim cannot do anything to stop the doom from happening.

Double Damage

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 15 weeks	Rarity: Legendary
Prerequisite: Vital Attack R3	
Limitation: None	
Debarment: None	

This allows the character with the Vital Attack ability to call double damage for a single attack.

Double Tap

XP Cost: 15	Ranks: 1
Skill Point Cost: 9	Self Teach: No
Learn Time: 10 weeks	Rarity: Rare
Prerequisite: Assassinate R3	
Limitation: None	
Debarment: None	

This allows the character to use the Assassinate ability twice on an opponent per combat if they desire.

Dueling Sword

XP Cost: 18, 20, 26, 30	Ranks: 4
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: 235+ XP	

Limitation: May only be taken once every 150xp; Must be used with a single-handed melee weapon.
Debarment: 3: Cannot use heavy armor; two-handed weapons; or shield.

With this ability, the character chooses one specific, identifiable weapon as their dueling weapon. The character can only choose one weapon per event and cannot change it during an event. The weapon must be identified on the player's character card at the beginning of the event.

At Rank 1, the character deals out 3 more points of damage with a chosen weapon.

At Rank 2, the character can no longer be forced to be disarmed of the chosen weapon ("no effect").

At Rank 3, the character now calls the "pierce" tagline innately with said weapon for 7 Skill Points for the duration of the combat or ten minutes.

Finally, Rank 4 allows all attacks made with the chosen weapon to automatically receive a damage modifier of x2. Any attacks done with that weapon that receive a damage

modifier gets an additional +1 increase to the modifier (ex.: Accurate attack is a x2 modifier, it would now be a x3 modifier).

Expert Loading

XP Cost: 25	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 17 weeks	Rarity: Uncommon
Prerequisite: 365+ XP; Firearms	
Limitation: None	
Debarment: None	

Whenever the character has a misfire with a gun that has the broken condition, she can spend 5 Skill Points to keep the gun from exploding, though it still retains the broken condition.

Extend Fatal Blow

XP Cost: 20	Ranks: 2
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 20 weeks	Rarity: Exotic
Prerequisite: Fatal Blow	
Limitation: Rank 2 requires (non-free) Weapon Prof. +8	
Debarment: None	

This allows the player character to extend the "life" of their Fatal Blow to three swings or three seconds, whichever happens first, depending on how the attack goes down. If blocked physically, Dodged, Avoided, Weapon Parried, Deflected, or Riposted the abilities stop this attack, but then does not extinguish the effect. This allows the player character to make two more attempts or have an active Fatal Blow ready for three more seconds, whichever happens first. If contact is made or a Fatal Parry, Unbelievable Reflex, or Shield Block is used to defend against this attack, the skill is exhausted and the effect takes the appropriate course of action.

At Rank 2, this allows the "life" of the Fatal Blow to be extended as above even if blocked with a Shield Block.

Extend Maim

XP Cost: 15	Ranks: 2
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: Maim	
Limitation: Rank 2 requires (non-free) Weapon Prof. +8	
Debarment: None	

This allows the player character to extend the "life" of their Maim to three swings or three seconds, whichever happens first, depending on how the attack goes down. If blocked physically, Dodged, Avoided, Weapon Parried, Deflected, or Riposted the abilities stop this attack, but then does not extinguish the effect. This allows the player character to make two more attempts or have an active Maim ready for three more seconds, whichever happens first. If contact is made or a Fatal Parry, Unbelievable Reflex, or Shield Block is used to defend against this attack, the skill is exhausted and the effect takes the appropriate course of action.

At Rank 2, this allows the "life" of the Maim to be extended as above even if blocked with a Shield Block.

Extend Slay

XP Cost: 10	Ranks: 2
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: R1: (Non-Free) Weapon Prof +5; Slay; R2: (non-free) Weapon Prof. R8	
Limitation: Rank 2 requires (non-free) Weapon Prof. +8	
Debarment: None	

This allows the player character to extend the "life" of their Slay to three swings or three seconds, whichever happens first, depending on how the attack goes down. If blocked physically, Dodged, Avoided, Weapon Parried, Deflected, or Riposted the abilities stop this attack, but then does not extinguish the effect. This allows the player character to make two more attempts or have an active Slay ready for three more seconds, whichever happens first. If contact is made or a Fatal Parry, Unbelievable Reflex, or Shield Block is used to defend against this attack, the skill is exhausted and the effect takes the appropriate course of action.

At Rank 2, this allows the "life" of the Slay to be extended as above even if blocked with a Shield Block.

Fatal Blow

XP Cost: 35	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 450+ XP; Slay or Maim; (Non-Free) Weapon Prof +12	
Limitation: Only useable once per combat	
Debarment: 4: Rank 2 Lores; Arcane Level 7+; 1st Level Specialized Arcane Magic; 4th Level+ Divine	

Often killing a foe is not good enough, you just need to dust their ass. This devastating combat ability rends a target's soul from their body. This forces them straight into the Twilight, bypassing the standard death count, dusting their body, and in effect, causing the immediate loss of one life. This attack needs to only hit the opponent while announcing Fatal Blow. This attack can be blocked physically but only defended against with the Fatal Parry/Deflect ability. In the case of Fatal Parry/Deflect, this stops the attack and requires the expenditure of sp. If Dodge or Avoidance is used to counter this ability, the target does not take the effect and the Skill Points are not exhausted. On some larger creatures, this attack deals an extreme amount of bulk Body damage. When the ability is taken, it requires the character to pick one specific weapon type (short sword, rifle, crossbow, etc.) in which the character needs to have at least twelve ranks of non-free Weapon Proficiency invested in said weapon. This ability can be used with the weapon type that is picked. This ability can be purchased as many times as desired if the prerequisites are met, and costs 30 Skill Points to use.

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.

Frenzy

XP Cost: 20	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 12 weeks	Rarity: Exotic
Prerequisite: 140+ XP;	
Limitation: Skill can only be spent on defense for 1 hour.	
Debarment: None	

The character enters a period of intense frenzy concentrating every attack upon one foe. When the character is at critical body, they gain the Lesser Haste effect against this enemy and can move at accelerated speeds. They deal twice as much damage, and gain an Avoidance per 10 character levels. The effect lasts for 1 minute, or until the combat has been resolved. At the end of the Frenzy the character is exhausted and unable to spend skill for anything but defenses (Weapon Parry, Critical Parry, Parry Slay, Fatal Parry, etc..) for 1 hour. This ability stacks with other combat abilities.

Gun Training

XP Cost: 60	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 28 weeks	Rarity: Uncommon
Prerequisite: 150+ XP	
Limitation: May only be taken once per 200xp	
Debarment: None	

A character can select one specific type of firearm (such as an axe musket, pump action shot gun, single shot musket, or revolver pistol). When taken, she gains a bonus equal to half her level (rounded down) on damage when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the clear time decreases by half.

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.

Inflict "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 3 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 Skill Points per use.

Maim

XP Cost: 30	Ranks: 1
Skill Point Cost: 27	Self Teach: +25%
Learn Time: 30 weeks	Rarity: Legendary
Prerequisite: 300+ XP; Slay or Savage Blow; (Non-Free) Weapon Prof +8	
Limitation: None	
Debarment: 1: Rank 3 Lores	

Sometimes you just need show off and kill your foe better than the last guy. This ability drops the target straight to "Maimed Dead" status. Only special forms of natural healing can remedy this effect, though some magical means of restoring life will work. This attack needs to only hit the opponent while announcing "Maim". This attack can be blocked but only defended against with the Fatal Parry/Deflect and/or Parry Maim ability. In the case of Fatal Parry/Deflect and/or Parry Maim ability this stops the attack and require the expenditure of Skill Points. If Dodge or Avoidance is used to counter this ability, the target does not take effect and the Skill Points are not exhausted on use. On some larger creatures, this attack deals large amounts of bulk "Body" damage. When the skill is taken, it must be in one of these categories: Slashing, Blunt, Piercing, Ranged, or Firearms; the character needs to have at least eight (8) ranks of Non-Free Weapon Proficiency from a weapon in the chosen category. This ability can be used with any weapon in the picked category. This ability can be purchased up to five times, once per each weapon category, and costs 27 Skill Points to use.

Menacing Shot

XP Cost: 40	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 365+ XP	
Limitation: Once per combat	
Debarment: None	

Guns can be scary. With this ability, the character can spend 25 Skill Points to shoot a firearm into the air, affect all living creatures within a 30-foot-radius are effected as if they were subject to the Fear effect. To use this ability, a gun must be shot into the air. The tagline "30-foot radius Fear" should be yelled.

Paralyzing Shot

XP Cost: 45	Ranks: 1
Skill Point Cost: 10	Self Teach: No
Learn Time: 16 weeks	Rarity: Legendary
Prerequisite: 365+ XP	
Limitation: Once per combat	
Debarment: None	

When a character successfully hits a creature, she can spend 10 Skill Points to Lesser Paralyze the target, as per the paralyze effect. Creatures that are immune or have reduced damage from Greivous Attacks are also immune to this effect.

Pistol-Whip

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Uncommon
Prerequisite: 365+ XP	
Limitation: Firearm in hand	
Debarment: None	

A character with this skill can make a surprise melee attack with the butt or handle of her firearm. When she does, she is considered to have Favored Weapon with the firearm as a melee weapon and gains +3 bonus on the attack. The damage dealt by the pistol-whip calls the blunt damage, and the character should add "Blunt" in their tagline, (e.g. "damage +3, Normal, Blunt"). Small arms are 2 damage, carbines call 4 damage, and long arms call 6.

Power Break

XP Cost: 40	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 40 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per event; melee weapon	
Debarment: None	

Stopping attacks helps your chances of survival. With this, a character is now able to attack with the Diminish-Melee Damage tagline. On a successful hit, the character can call "Demi-melee damage". This causes the victim to lose 50% of their melee damage (rounded down). This is not a permanent reduction to the victim. The reduction in damage is removed and damage returns to normal after 1 hour. This can only be inflicted with a melee weapon.

Quick Clear

XP Cost: 17	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 13 weeks	Rarity: Uncommon
Prerequisite: 365+ XP	
Limitation: Firearm in hand	
Debarment: None	

With this ability the character can remove the jammed condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire in half the time it typically takes. The gunslinger must have at least 1 Skill Point to perform this trait. Alternatively, if the gunslinger spends 1 Skill Point to perform this trait, she can perform quick clear and remove the jammed condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire in quarter the time it typically takes.

Reduced Cost Fatal Blow

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Exotic
Prerequisite: (Non-Free) Weapon Prof +12; Extend Fatal Blow R1	
Limitation: None	
Debarment: None	

This allows the player character to reduce the Skill Point Cost of Fatal Blow by 6 Skill Points.

Reduced Cost Maim

XP Cost: 20	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Legendary
Prerequisite: (Non-Free) Weapon Prof +10; Extend Maim Blow R1	
Limitation: None	
Debarment: None	

This allows the player character to reduce the Skill Point Cost of Maim by 6 Skill Points.

Reduced Cost Slay

XP Cost: 15	Ranks: 1
Skill Point Cost: n/a	Self Teach: +25%
Learn Time: 6 weeks	Rarity: Rare
Prerequisite: (Non-Free) Weapon Prof +8; Extend Slay R1	
Limitation: None	
Debarment: None	

This allows the player character to reduce the Skill Point Cost of Slay by 6 Skill Points.

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.

Ricochet

XP Cost: 15, 20 Ranks: 2
Skill Point Cost: 5, 10 Self Teach: +25%
Learn Time: 13 weeks Rarity: Rare
Prerequisite: 300+ XP; Trick Shot; Non-Free Firearm or Ranged Weapon Prof +10
Limitation: None
Debarment: None

The character can cause damage or deal a combat effect from a fired bullet, arrow, or thrown weapon after it bounces off an object (yes, it does have to actually ricochet OOP) and still hits a target after the fact. This is one of the very few taglines that is called after an attack is made.

At Rank 2, you can Ricochet combat effects, without expending the Skill for the second effect.

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 Skill Points 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 Skill Points to use.

Save Skill

XP Cost: 10 Ranks: 1
Skill Point Cost: n/a Self Teach: No
Learn Time: 10 weeks Rarity: Rare
Prerequisite: Assassinate R2
Limitation: None
Debarment: None

This allows the character to not suffer an expenditure of skill from use of their Assassinate if blocked physically, as if the Weapon Parry, Deflect, or Riposte abilities were used to stop this attack. However, if a Fatal Parry, Unbelievable Reflex, or Shield Block is used to defend against this attack the skill is still exhausted and the effect takes the appropriate course of action.

Severing Blow

XP Cost: 18; 25 Ranks: 2
Skill Point Cost: 18 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.

At Rank 2, the character can use Severing Blow ads many times in a combat as they see fit. Additionally, the tagline changes to Butcher, and does 60 points of Body damage on a torso hit.

Severed limbs require special magic or doctoral 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 Skill Points 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.

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

Debarment: None 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.

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.

Skill Break

XP Cost: 100	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per event	
Debarment: None	

There is more to combat than just attempting to kill someone. With this, a character is now able to attack with the Diminish Half Skill tagline. On a successful hit, the character can call "Demi-skill" and reduce the victims skill pool by 50% (rounded down). This is not a permanent reduction to the victim. The lost Skill Points return after 1 hour; however, during this hour, the victim may not use a Reskill.

Slay

XP Cost: 27	Ranks: 1
Skill Point Cost: 24	Self Teach: +25%
Learn Time: 24 weeks	Rarity: Rare
Prerequisite: 235+ XP; (Non-Free) Weapon Prof +4	
Limitation: None	
Debarment: 1: Arcane Level 8+	

Sometimes you just need to kill your foe. This ability drops the 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. This attack needs to only hit the opponent while announcing "Slay". This attack can be blocked physically, as well as defended against with the Deflect, Fatal Parry/Deflect, Parry Maim, and/or Parry/Deflect Slay ability. In all cases the use of aforementioned abilities stop this attack and require the expenditure of Skill Points. If Dodge or Avoidance are used to counter this ability, the target does not take effect and the Skill Points are not exhausted. On some larger creatures, this attack deals large amounts of bulk Body damage. When the skill is taken, it must be in one of these categories: Slashing, Blunt, Piercing, Ranged, or Firearms; the character needs to have at least four (4) 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 24 Skill Points to use.

Slow Reactions

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Legendary
Prerequisite: 115+ XP; Sneak Attack	
Limitation: Once per day per 10 levels	
Debarment: None	

The Slow effect and tagline is added to the Sneak Attack.

Sneak Attack

XP Cost: 20	Ranks: 4
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Uncommon
Prerequisite: 275+ XP	
Limitation: Once per combat, melee only	
Debarment: None	

With this, the rogue gains the ability to make an attack delivered from behind an opponent. This allows the player character to call x2 damage for one swing. This ability can only be utilized once per combat. This ability can be stacked with other abilities. When using this ability, the additive "Sneak Attack" must be added to the tagline, as well as the correct damage called out. Every rank purchased increases the damage multiplier by one to a maximum of x5.

Sniper's Eye

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:	
Debarment: None	

A character with this talent can apply her Sneak Attack ability to ranged attacks targeting foes within 50 feet that benefit from concealment.

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: Ranged weapons only	
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.

Sunken State

XP Cost: 35	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 38 weeks	Rarity: Exotic
Prerequisite: 350+ XP; Stealth R1	
Limitation: Once per combat	
Debarment: None	

Allows character to “blink” 10 feet from their current location and appear immediately in a stealth state.

To use this ability, a player must throw a packet and call Blink. The player then goes out-of-play and heads directly to the location of the packet, dons a green headband, and comes right back into play on a 1-count. This should be completed as quick as possible.

The packet is an out-of-play representation which cannot be tracked by any normal in-play means.

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.

Surpass Damage Limit: Thrown Weapon

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: 175+ XP	
Limitation: None	
Debarment: None	

With this ability, the character can exceed the allowed base maximum damage for thrown weapons, allowing the character to purchase additional ranks in Weapon Proficiency. Each additional purchase of this ability, the character becomes further versed in exceeding the maximum base damage with in another thrown weapon.

Surpass Maximum Damage

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: 325+ XP; Weapon Prof +6	
Limitation: None	
Debarment: None	

With this ability, the character can select one weapon, such as the long sword, spear, or mace. Hence after the allowed base maximum damage for that weapon is lifted, allowing the character to gain as much proficiency as they like in that weapon. Each additional purchase of this ability, the character becomes further versed in exceeding the maximum base damage with in another weapon.

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 Skill Points 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 Skill Points per use.

Trick Shot: Caulterize Wound

XP Cost: 75	Ranks: 1
Skill Point Cost: 7	Self Teach: No
Learn Time: 32 weeks	Rarity: Rare
Prerequisite: 365+ XP; Trick Shot	
Limitation: Firearm in hand	
Debarment: None	

Sometimes you are just that good with a gun. The gunslinger makes a shot into the air and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The shot taken uses up ammunition as normal and 7 Skill Points to use.

Trick Shot: Locks

XP Cost: 50	Ranks: 1
Skill Point Cost: 5+	Self Teach: No
Learn Time: 32 weeks	Rarity: Rare
Prerequisite: 365+ XP; Trick Shot	
Limitation: Firearm in hand;	
Debarment: None	

Sometimes you are just that good with a gun. The shooter can make a skill bid to shoot a lock within 5 feet of where they are standing. The lock has a bonus counter-skill bid against the attack based on the quality of the lock; A simple lock has a +5, an average lock has a +7, a good lock has a +10, and a superior lock has a +15. On a successful skill bid, the lock is hit, destroyed, and the object can be opened as if it were unlocked.

On a failed skill bid, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by a successfully Lock Picking attempt. A key, combination, or similar mechanical method of unlocking the lock no longer works.

Trick Shot: Move Item

XP Cost: 30	Ranks: 1
Skill Point Cost: 5+	Self Teach: No
Learn Time: 32 weeks	Rarity: Rare
Prerequisite: 365+ XP; Trick Shot	
Limitation: Firearm in hand	
Debarment: None	

Sometimes you are just that good with a gun. The gunslinger can spend 5 Skill Points to fire a single shot against a tiny or smaller unattended object within 5 feet of her firearm. On a successful bid, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther

away from the shot's origin. On a miss, she damages the object normally. In both instances, ammunition is used as normal.

Triple Tap

XP Cost: 20	Ranks: 1
Skill Point Cost: 40	Self Teach: +25%
Learn Time: 10 weeks	Rarity: Legendary
Prerequisite: Double Tap	
Limitation: None	
Debarment: None	

This allows the character to use the Assassinate ability up to three times on a single opponent per combat, if they desire.

True Skill

XP Cost: 75	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 1 weeks	Rarity: Exotic
Prerequisite: 745+ XP; Firearms;	
Limitation: None	
Debarment: None	

After years of practice and use, you just get that good. With this skill, the character picks two combat abilities that she has and requires spend Skill Points to perform. She can now perform these abilities, when used with a firearm, for 5 Skill Points fewer (minimum 0) than usual. If the number of Skill Points to perform an ability is reduced to 0, the character can perform this ability if she has at least 5 Skill Point. If an ability could already be performed if she had at least 5 sp, she can now perform that ability even when she has no Skill Points.

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 Skill Points to use.

Unbelievable Reflex

XP Cost: 75	Ranks: 1
Skill Point Cost: 15	Self Teach: +25%
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 600+ XP; Danger Sense; Born Hero R2	
Limitation: Once per combat, one hand free	
Debarment: None	

You better believe it, because this ability defies known physics. Use of this ability allows a character to catch a single bullet from a firearm, thus avoiding its effects and full damage. Adversely of course the character can also use this ability to catch any ranged physical attack directed at them. Use of this ability causes the character to lose one body and requires one hand to be completely free. Most other objects, other than bullets, caught do not cause the loss of one body. The only attack abilities that this ability cannot be used to mitigate effects are Fatal attacks, Slay attacks, Maiming attacks, Burst attacks, Full Effect attacks, Unavoidable attacks, and Terror attacks. Alchemical solutions or technological devices caught safely transfer ownership to the user of this ability. Impact specific objects and devices (bombs for example) can be safely put down or thrown back at their origin. The proper tagline for this ability is "Caught, No-effect". Use of this skill requires 15 Skill Points.

Unflankable

XP Cost: 40	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 475+ XP; Danger Sense; Armor Opt R1*	
Limitation: None	
Debarment: None	

Do you have eyes in the back of your head? With this ability you might. This skill allows the character to no longer be flanked easily. This defense allows her to take only half damage from Sneak Attacks, and Backstabs made against her. The Danger Sense skill as well as any level of an Armor Optimization ability is required before this trait can be gained.

Vital Attack

XP Cost: 20	Ranks: 5
Skill Point Cost: 5-10	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.

The tagline 'Vital Attack' must be added to the attack.

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	
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 Skill Points to use.

Weapon Disciplines

XP Cost: 15	Ranks: 5
Skill Point Cost: 6 or less	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: 150+ XP; Weapon Prof +5	
Limitation: May only be taken once every 100xp	
Debarment: 1: Combat Drills	

A character can select one group of weapons, noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus to damage. Each rank thereafter, the character becomes yet further disciplined in another group of weapons. He gains an additional +1 damage to his damage when using a weapon from this group. More so, the bonuses granted to previous weapon groups increase by another +1 point of damage each. For example: with Rank 2, he receives a +1 damage with one weapon group and a +2 damage with the original weapon group selected at Rank 1. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

Weapon Mastery

XP Cost: 55	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 550+ XP; Base Weapon Prof Maxed	
Limitation: None	
Debarment: None	

Proficient begets mastery. This skill allows the character to choose one weapon, such as the long sword, spear, or mace. Any attacks made with that weapon automatically receive a damage modifier of x2. Any attacks done that with that weapon that would receive a damage modifier gets an additional one point increase to the modifier (ex.: Accurate attack is a x2 modifier, it would now be a x3 modifier). He cannot be disarmed of this weapon while wielding a weapon of this type ("No Effect").

Weapon Proficiency

XP Cost: 11	Ranks: Special
Skill Point Cost: n/a	Self Teach: R1 - 3: +0% R4+: +25%
Learn Time: Special	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.

UNARMED ABILITIES

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 used Unarmed	
Debarment: None	

Allows character to Interrupt (stop) any non-greivous 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".

Hamedo

XP Cost: 35	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: Dodge; Weapon Prof +13: Unarmed; Blade Grasp	
Limitation: No weapon in hand	
Debarment: None	

Allows a character to Interrupt any melee attack and deal one unavoidable attack to the opponent whose attack was interrupted. 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. The tagline called should be "Interrupt, take X Unavoidable Blunt", where X is the normal damage dealt with an unarmed attack. 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.

Surpass Damage Limit: Unarmed

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 15 weeks	Rarity: Uncommon
Prerequisite: 165+ XP	
Limitation: None	
Debarment: None	

With this ability, the character can exceed the allowed base maximum damage unarmed fighting, allowing the character to gain as much proficiency as they like.

Close Quarters Brawling

XP Cost: 12	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.

Stone Fist

XP Cost: 20	Ranks: 2
Skill Point Cost: n/a	Self Teach: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: R1: Weapon Prof +11: Unarmed; R2: Weapon Prof +20 Unarmed	
Limitation: Claw Only; no physical arms.	
Debarment: None	

With this ability, the character can block 25 points of damage with their hands, represented with fist boffers, for no skill cost and no damage to their body. At Rank 2, this increases to 75 points of damage. It should be noted that all effects would still hit the character and would still be taken, but the damage would be blocked.

Secret Fist

XP Cost: 26	Ranks: 1
Skill Point Cost: 24	Self Teach: No
Learn Time: 24 weeks	Rarity: Exotic
Prerequisite: 425+ XP, Weapon Prof +15: Unarmed	
Limitation: No weapons in hands.	
Debarment: None	

This ability allows the character to deliver a devastating attack that can, potentially, doom the fate of the participant. Creatures immune to Doom cannot be affected, while those that can Resist: Doom can choose to do so. If the attack is successful, the target takes body or armor damage from the attack. Thereafter, the character can instigate Doom on the victim at any later time within the next 4 hours. To make such an attempt, the character merely wills the target to take a Doom.

Recover Body

XP Cost: 42	Ranks: 1
Skill Point Cost: 3+	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 175+ XP, Weapon Prof +10 Unarmed, Endurance R5	
Limitation: None	
Debarment: None	

Once per 2 hours, this skill grants the character the ability to heal 2 points of body damage per 15 max body for 3 Skill Points to themselves only. For example: every 2 hours, a character with 60 body can heal 8 points of body for 3 Skill Points.

COMBAT TALENTS

Where Combat Abilities are offensive, Combat Talents are defensive. These help the character withstand attacks and keep on fighting.

Adaptive Movement

XP Cost: 20	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 32 weeks	Rarity: Legendary
Prerequisite: Dodge	
Limitation: None	
Debarment: None	

This allows the character to use the Dodge and Avoidance abilities as many times as they deem necessary in a combat. This Skill Point Cost of this Skill is paid at the time the first additional Dodge or Avoidance is used. The player must still pay the Skill Point Cost of any Dodge or Avoidance Skills used.

Adaptive Riposte

XP Cost: 20	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: 300+ XP; Riposte; Dueling Sword	
Limitation: May only be purchased every 125xp	
Debarment: 1: Assassinate	

The character learns to adapt his fighting style to counter his enemy's strengths. A character reduces the skill cost in using Riposte by 3. In addition, if a character is using his dueling sword to Riposte, he can now parry with Critical Parry or Parry Slay in this maneuver (if he has said abilities) for the normal cost of Riposte (i.e.: without the reduction this ability grants).

Rank 2 of the ability lowers the skill cost more to a 6 point reduction overall. To add, the character can use Riposte to parry with Critical Parry or Parry Slay in this maneuver (if he has said abilities) for the minus 3 to the skill cost or use Parry Maim for the normal cost of Riposte (i.e.: without the reduction this ability grants).

The final rank of this ability allows the character to increase the damage of his riposte to times 3 if using their dueling sword. This rank entitles no other advantages if not used in conjunction with a dueling sword.

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 Ranks: 10
Rank 5: 19
Rank 6 - 10: 4
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 Ranks: 10
Rank 5: 20
Rank 6 - 10: 5
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.

Armor Proficiency

XP Cost: 10 Ranks: 5
Skill Point Cost: n/a Self Teach: No
Learn Time: 10 weeks Rarity: Common
Prerequisite: 115+ XP; Endurance R1; Armor Optimization * R2
Limitation: None
Debarment: None

A good fighter learns to be more dexterous and versatile while wearing their armor. Whenever he is wearing armor, he gains a 10% bonus to his total armor points, independent of the armor type (fractions rounded up). This represents his added mobility that enables him to allow the armor to suffer more damage. This skill can be purchased 5 times for a maximum of a +50% bonus to armor the total armor points of worn armor.

Armor Maximization

XP Cost: 45 Ranks: 1
Skill Point Cost: n/a Self Teach: No
Learn Time: 17 weeks Rarity: Uncommon
Prerequisite: 475+ XP; Armor Optimization R10
Limitation: None
Debarment: None

A character with this skill has gained the ability to resist destruction based attacks that would strip him of his armor or render his armor useless. This includes taking all damage from pierce, body, cleave, and simliar attacks to Armor Points first before they go to Body Points.

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.

Born Hero

XP Cost: 0; 25; 38	Ranks: 3
Skill Point Cost: 5	Self Teach: +25%
Learn Time: 35 weeks	Rarity: Uncommon
Prerequisite: R1: Level 18; R2: Increase Body R2; R3: Increase Body R3	
Limitation: None	
Debarment: None	

Some people are just Born Heroes. Starting at level 18, every player automatically gets Rank 1. Additional ranks come with practice and the character is even more capable of taking hits that normally would kill a character.

At Rank 1, if you are at 1 Body or higher and expend 5SP, your character would only take the following:

- Savage Blow would cause 25 damage to body.
- Death and Death Blow would cause the player to drop to 0 Body.
- Slay (All) are now taken as normal "Death" status and no longer "Slain Dead".
- Maim and Assassinate now drop the Born Hero to "Slain Dead" status.
- Fatal blow is now taken as a "Maim Dead"

At Rank 2, your character would only take the following:

- Savage Blow would cause 15 damage to body
- Death, Death Blow and Slay (All) are taken as 50 damage to body
- Maim and Assassinate now drop the character to normal "Dead" status
- Fatal blow is now taken as a "Slain Dead"

Finally at Rank 3, your character would only follow:

- Savage Blow would cause 15 damage to body
- Death, Death Blow, and Slay (All) are taken as 25 damage to body
- Maim and Assassinate are taken as 50 damage to body
- Fatal blow is now taken as 100 damage to body

To use this effect, you must be at 1 body or higher; otherwise, 0 body or less, you must take the Death, Slay, Maim, Assassinate, or Fatal Blow as one normally would. Lastly it takes 5SP for this ability to be used.

Cheat Death

XP Cost: 50	Ranks: 1
Skill Point Cost: 10+	Self Teach: No
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: 465+ XP	
Limitation: None	
Debarment: None	

With this ability whenever the character is reduced to 0 or fewer body, she can spend all of her remaining Skill Points (minimum 10) to instead be reduced to 2 body.

Critical Deflect

XP Cost: 10	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 24 weeks	Rarity: Uncommon
Prerequisite: (Non-Free) Weapon Prof +3; Deflect; Critical Parry	
Limitation: None	
Debarment: None	

Deflect is neat, but Critical Deflect covers more of the bases. Use of this ability allows the character to deflect any one non-firearm ranged weapon attack allowing them to avoid the damage and/or effect of the attack. 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 and announce the tagline "Critical Deflect" clearly. The only attacks that cannot be deflected with this ability are Fatal Attacks, Slay Attacks, Maiming Attacks, Assassinate, Burst Attacks, Full Effect Attacks, Unavoidable Attacks and Terror Attacks. Additionally, unforeseen and unseen extra ordinary ranged attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be Critical Deflected. However, "normal" (as defined by the Weapon Parry ability) attacks from an unforeseen attacker can be deflected via a Critical Deflect. Using a ranged weapon to Critical 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. The ability cost 8 Skill Points per use.

Critical Deflect Bullet

XP Cost: 20	Ranks: 1
Skill Point Cost: 16	Self Teach: +25%
Learn Time: 52 weeks	Rarity: Uncommon
Prerequisite: 400+ XP; Deflect Bullet; Critical Deflect	
Limitation: None	
Debarment: None	

No one likes getting shot... with guns. With this, a character can deflect any ranged or 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 melee weapon in hand (made of great enough quality that it has at least one active "Resist Destruction" in it) or loaded firearm to in-effect deflect the attack with, and announce the tagline "Critical Deflect Bullet" clearly. Using a firearm to Critical Deflect Bullet an attack requires the character to remove a bullet from their inventory per time used. Note: bullet physy-rep should not be physically struck with the melee weapon. The only attacks that cannot be deflected with this ability are Fatal Attacks, Slay Attacks, Maiming Attacks, Assassinate, Burst Attacks, Full Effect Attacks, Unavoidable Attacks and Terror Attacks. This ability costs 16 Skill Points per use.

Critical Parry

XP Cost: 10	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 24 weeks	Rarity: Uncommon
Prerequisite: (Non-Free) Weapon Prof +5; Weapon Parry	
Limitation: None	
Debarment: None	

Weapon Parry is good, but Critical Parry is better. Use of this ability allows the character to parry most extra ordinary 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. The only attacks that cannot be parried with this ability are Fatal Attacks, Slay Attacks, Maiming Attacks, Assassinate, Burst Attacks, Full Effect Attacks, Unavoidable Attacks and Terror Attacks. Additionally, unforeseen extra ordinary melee attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be Critical Parried. However, "normal" (as defined by the Weapon Parry ability) attacks from an unforeseen attacker can be parried via a Critical Parry. The tagline "Critical Parry" should be announced when this ability is used and it cost 8 Skill Points per use.

Deflect Bullet

XP Cost: 24	Ranks: 1
Skill Point Cost: 10	Self Teach: +25%
Learn Time: 48 weeks	Rarity: Rare
Prerequisite: 350+ XP; Deflect	
Limitation: Weapon in hand with 1 active resist destruction OR loaded firearm.	
Debarment: None	

No one likes getting shot, and with this ability you don't have to! With use of this ability, a character can Parry any 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 melee weapon in hand (made of great enough quality that it has at least one active "Resist Destruction" in it) or loaded firearm to in-effect deflect the attack with, and announce the tagline "Deflect" clearly. Using a firearm to Deflect an attack requires the character to remove a bullet from their inventory per time used. Note: bullet phys-rep 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 10 Skill Points per use.

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 Skill Points per use.

Deflect Maim

XP Cost: 19	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 250+ XP; Critical Deflect; Parry Maim	
Limitation: None	
Debarment: None	

The best defense against Maiming arrows or bolts. Use of this ability allows the character to deflect any one non-firearm ranged weapon attack allowing them to avoid the damage and/or effect of the attack. 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 and announce the tagline "Deflect Maim" clearly. The only attacks that cannot be deflected with this ability are Fatal attacks, attacks, Burst attacks, Full Effect attacks, and Terror attacks. Additionally, unforeseen extra ordinary ranged attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be Deflect Maimed. However, "normal" (as defined by the Weapon Parry ability) as well as Savage, Slay, and Maim attacks from an unforeseen attacker can be deflected via a Deflect Maim. Using a ranged weapon to Deflect Maim 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. The ability cost 15 Skill Points per use.

Deflect Attack

XP Cost: 25	Ranks: 1
Skill Point Cost: 10	Self Teach: +25%
Learn Time: 26 weeks	Rarity: Uncommon
Prerequisite: 300+ XP	
Limitation: Weapon of Master Craftsmanship in hand; consumes a 'resist destruction' on the weapon permanently.	
Debarment: None	

Allows the combatant to call "deflect" to an attack that is not a normal combat damage attack (such as a spell, energy attack, or the like).

Deflect Maim Bullet

XP Cost: 8	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 34 weeks	Rarity: Rare
Prerequisite: 500+ XP; Deflect Maim	
Limitation: None	
Debarment: None	

Maiming bullets got you down? Use of this ability allows the character to deflect any one ranged or firearm ranged weapon attack allowing them to avoid the damage and/or effect of the attack. 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 and announce the tagline "Deflect Maim" clearly. The only attacks that cannot be deflected with this ability are Fatal attacks, attacks, Burst attacks, Full Effect attacks, and Terror attacks. Additionally, unforeseen extra ordinary ranged attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be Deflect Maim Bulleted. However, "normal" (as defined by the Weapon Parry ability) as well as Savage, Slay, and Maim attacks from an unforeseen attacker can be deflected via a Deflect Maim Bullet. Using a ranged weapon to Deflect Maim Bullet 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. The ability cost 30 Skill Points per use.

Deflect Slay

XP Cost: 15	Ranks: 1
Skill Point Cost: 14	Self Teach: +25%
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: Critical Deflect; Parry Slay	
Limitation: None	
Debarment: None	

The best defense against Slaying arrows or bolts. Use of this ability allows the character to deflect any one non-firearm ranged weapon attack allowing them to avoid the damage and/or effect of the attack. 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 and announce the tagline "Deflect Slay" clearly. The only attacks that cannot be deflected with this ability are Fatal attacks, Maiming attacks, attacks, Burst attacks, Full Effect attacks, and Terror attacks. Additionally, unforeseen extra ordinary ranged attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be Deflect Slayed. However, "normal" (as defined by the Weapon Parry ability) as well as Savage and Slay attacks from an unforeseen attacker can be deflected via a Deflect Maim. Using a ranged weapon to Deflect Slay 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. The ability cost 15 Skill Points per use.

Deflect Slay Bullet

XP Cost: 7	Ranks: 1
Skill Point Cost: 28	Self Teach: +25%
Learn Time: 34 weeks	Rarity: Rare
Prerequisite: 450+ XP; Deflect Slay	
Limitation: None	
Debarment: None	

The great defense against Slaying firearm attack. Use of this ability allows the character to deflect any one ranged or firearm weapon attack allowing them to avoid the damage and/or effect of the attack. 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 and announce the tagline "Deflect Slay Bullet" clearly. The only attacks that cannot be deflected with this ability are Fatal attacks, Maiming attacks, attacks, Burst attacks, Full Effect attacks, and Terror attacks. Additionally, unforeseen extra ordinary ranged attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be Deflect Slay Bulleted. However, "normal" (as defined by the Weapon Parry ability) as well as Savage and Slay attacks from an unforeseen attacker can be deflected via a Deflect Slay Bullet. Using a ranged weapon to Deflect Slay Bullet 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. The ability cost 28 Skill Points per use.

Déjà'vu

XP Cost: 30	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 28 weeks	Rarity: Rare
Prerequisite: Dodge	
Limitation: Once per combat	
Debarment: None	

This allows the character to be able to use the Dodge ability twice per combat. Skill Points are spent at the time of the second Dodge. The Skill Points for Dodge must also be paid.

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.

Display Weapon Prowess

XP Cost: 5; 7; 9	Ranks: 3
Skill Point Cost: n/a	Self Teach: No
Learn Time: 12 weeks	Rarity: Uncommon
Prerequisite: 275+ XP; Weapon Parry	
Limitation: Can only be used on a Favored Weapon	
Debarment: None	

With this ability, the character subtracts 1 Skill Points for every rank purchased for a Parry combat ability. The character must choose one of the following skills: Weapon Parries, Parry Slay, Critical Parries, and Fatal Parries. This ability cannot reduce the cost of the choosen skill lower then 1 Skill Points . This can only be used with Favored Weapon. This skill can be purchased up to three (3) times for each combat ability listed above.

Dodge

XP Cost: 30	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 26 weeks	Rarity: Rare
Prerequisite: 275+ XP; Avoidance; Danger Sense	
Limitation: Once per combat	
Debarment: None	

Do you like the Avoidance ability? This is better. Considerably better. With this highly tuned ability, a character can react to all his surroundings and avoid the effects of an attack, regardless of where it came from. Additionally, the character can Dodge Unavoidable attacks and only takes half effect from "Burst" damage when this ability is used to defend against it. The only thing that a Dodge cannot counter in some way is "Radius Effects". Any type of attack ability that is used or exhausted due to contact is not used or exhausted if Dodge is used to defend against it. As with the Avoidance ability, the character must announce "Dodge" immediately after being hit with an attack.

But that's not all! The Dodge ability can be used to allow the character to be able to react so fast that they can move themselves to block or shield an attack against someone else within arm's reach. This is done by reaching out towards the character in question and announcing "Dodge, Block" immediately after the character is hit with an attack. Instead of the attacked character receiving the effect the character doing the dodge/blocking takes the effect.

It should be noted that asking "what was that?" and then deciding to use the skill after determining if it's worth "dodging" is not considered immediately after an attack.

This skill can only be use once per combat and cost 20 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 ability *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).

Evasive

XP Cost: 45	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 16 weeks	Rarity: Rare
Prerequisite: 465+ XP; Dodge	
Limitation: None	
Debarment: None	

With this ability, the character pays 5SP less (to a minimum of 1sp) to use Dodge or Avoidance during a combat.

Fatal Deflect

XP Cost: 10	Ranks: 1
Skill Point Cost: 18	Self Teach: No
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: 375+ XP; Deflect Maim	
Limitation: None	
Debarment: None	

The best defense against all physical ranged attacks, Fatal Deflect typically outright stops and causes the expenditure of skill to all abilities it is used to defend against. Additionally, Fatal Deflect can be used to parry both "Massive" attacks and Unavoidable attacks thus avoiding the damage and effects they cause. Fatal Deflect cannot be used against unforeseen attacks, such as those made from behind. To use this ability, the character needs to have a weapon in hand to in-effect deflect the attack with, and announce the tagline "Fatal Deflect" clearly. Using a ranged weapon to Fatal Deflect an attack requires the character to remove one arrow, bolt, or bullet from their inventory per time used. Fatal Deflect can be used as many times as necessary and cost 18 Skill Points to use.

Fatal Deflect Bullet

XP Cost: 30	Ranks: 1
Skill Point Cost: 36	Self Teach: +25%
Learn Time: 48 weeks	Rarity: Rare
Prerequisite: 550+ XP; Fatal Deflect; Deflect Maim Bullet	
Limitation: None	
Debarment: None	

This is the best defense against all firearm attacks. Fatal Deflect Bullet typically outright stops and causes the expenditure of skill to all abilities it is used to defend against. Additionally, Fatal Deflect Bullet can be used to parry "Massive" attacks, "Burst Attacks" and Unavoidable attacks thus avoiding the damage and effects they cause. Fatal Deflect Bullet cannot be used against unforeseen attacks, such as those made from behind. In order to use this ability, the character needs to have a melee weapon in hand (made of great enough quality that it has at least one active "Resist Destruction" in it) or loaded firearm to in-effect deflect the attack with, and announce the tagline "Fatal Deflect Bullet" clearly. Using a firearm to Fatal Deflect Bullet an attack requires the character to remove a bullet from their inventory per time used. Fatal Deflect Bullet can be used as many times as necessary and cost 36 Skill Points to use.

Fatal Parry

XP Cost: 21	Ranks: 1
Skill Point Cost: 18	Self Teach: +25%
Learn Time: 36 weeks	Rarity: Rare
Prerequisite: 375+ XP; Parry Maim	
Limitation: None	
Debarment: None	

The best defense against all physical melee attacks, Fatal Parry typically outright stops and causes the expenditure of skill to all abilities it is used to defend against. Additionally, Fatal Parry can be used to parry both "Massive" attacks and Unavoidable attacks thus avoiding the damage and effects they cause. Fatal Parry cannot be used against unforeseen attacks, such as those made from behind, or Assassinate. Fatal Parry can be used as many times as necessary and cost 18 Skill Points to use.

Firearm: 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.

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.

Great Save

XP Cost: 35	Ranks: 1
Skill Point Cost: 3+	Self Teach: No
Learn Time: 12 weeks	Rarity: Rare
Prerequisite: 475+ XP	
Limitation: Once per event	
Debarment: None	

Some can perform a Great Save. One of many outcomes can commence depending on the attack that the Great Save is being used against. Typically, Great Saves are reserved to be used against unavoidable, unparriable, or terror attacks. This ability has no effect against Full Effect attacks. If used against:

- Knockdown, Stun, or Disarm the retort is "No Effect". The skill cost is 3sp.
- Accurate Attack, the retort is "Half Damage"; the character takes half damage. The skill cost is 3sp.
- Severing Blow, Cleave Armor, Sunder Armor, or Sweeping blow the retort is "No Effect". The skill cost is 5sp.
- Immaculate Attack the retort is "Third damage". The character only takes a third of the damage. The skill cost is 5sp.

This ability can only be used once per event.

Gunslinger's Evade

XP Cost: 50	Ranks: 1
Skill Point Cost: 8	Self Teach: No
Learn Time: 28 weeks	Rarity: Rare
Prerequisite: 365+ XP; Avoidance	
Limitation: Heavy Armor; Only used against ranged attacks	
Debarment: None	

With this skill, a character has an uncanny knack for getting out of the way of ranged attacks. If the character has the Avoidance ability, when a ranged attack is made against the character, she can spend 8 Skill Points to use Avoidance and avoid the attack. This ability can only be performed while wearing medium or light armor; and it can only be used once per combat.

Immune: Diseases and Infections

XP Cost: 50	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: 190+ XP	
Limitation: None	
Debarment: None	

The player character gains Immunity to Disease and Infection Effects. The response "Immune" must be declared when this trait is utilized.

Immune: Feeble mind

XP Cost: 15	Ranks: 1
Skill Point Cost: 8	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.

Immune: Metabolic

XP Cost: 80	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: 290+ XP; Resist Gas	
Limitation: None	
Debarment: None	

The player character gains Immunity to Metabolic Effects. The response "Immune" must be declared when this trait is utilized.

Immune: Time Effects

XP Cost: 70	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 17 weeks	Rarity: Exotic
Prerequisite: 475+ XP	
Limitation: None	
Debarment: None	

The player character gains Immunity to Time Effects. 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. This ability can be purchased twice to 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; 3; 3; 3; 3;	Ranks: 5
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 6 Skill Point. This Skill Point cost decreases by one for each additional rank purchased, minimum cost of 2sp per resist. At rRnk 3 of this skill, the character can resist Horror effects, as well, for double the cost to resist Fear (8 Skill Point). Resist Horror skill cost remains double the skill cost of Resist Fear through Ranks 4 and 5.

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: Once per combat	
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.

Parry Maim

XP Cost: 19	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: 250+ XP; Critical Parry	
Limitation: Melee weapon in hand	
Debarment: None	

The best defense against Maims and physical melee attacks, this ability allows the character to parry almost all extraordinary 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 hand and against a melee attack that is delivered from in front of the character. The only attacks that cannot be parried with this ability are Fatal attacks, Massive attacks, Full Effect attacks, and Terror attacks. Additionally, unforeseen extraordinary melee attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be parried via this ability. However, "normal" (as defined by the Weapon Parry ability) as well as Savage, Slay, and Maim attacks from an unforeseen attacker can be parried via a Parry Maim. The tagline "Parry Maim" should be announced when this ability is used and it cost 15 Skill Points per use.

Parry Slay

XP Cost: 15	Ranks: 1
Skill Point Cost: 14	Self Teach: +25%
Learn Time: 17 weeks	Rarity: Rare
Prerequisite: Critical Parry	
Limitation: Melee weapon in hand	
Debarment: None	

The best defense against Slays and physical melee attacks, this ability allows the character to parry most additional ordinary 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. The only attacks that cannot be parried with this ability are Fatal attacks, Maiming attacks, Massive attacks, Full Effect attacks, Unavoidable attacks and Terror attacks. Additionally, unforeseen additional ordinary melee attacks including but not limited to attacks from behind, attacks from invisible creatures, or the like cannot be parried via this ability. However, "normal" (as defined by the Weapon Parry ability) attacks from an unforeseen attacker can be parried via a Parry Slay. The tagline "Parry Slay" should be announced when this ability is used and it cost 14 Skill Points per use.

Reflex

XP Cost: 35	Ranks: 2
Skill Point Cost: 20	Self Teach: No
Learn Time: 48 weeks	Rarity: Rare
Prerequisite: 250+ XP; Avoidance; Danger Sense	
Limitation: No or Light armor only	
Debarment: 1: Fatal Blow	

Allows the character to use avoidance against Radius Effect attacks up to 10-foot radius and Burst attacks. At rank 2, the range of the Reflex radius is increased to 20 feet, and allows this effect to extend to the Dodge ability.

Resiliency

XP Cost: 25	Ranks: 1
Skill Point Cost: n/a	Self Teach: No
Learn Time: 20 weeks	Rarity: Rare
Prerequisite: 115+ XP	
Limitation: Once per event	
Debarment: None	

Once per event, a rogue with this ability can gain a number of temporary hit points equal to the character'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.

Resist: Disarm

XP Cost: 10	Ranks: 1
Skill Point Cost: 5	Self Teach: No
Learn Time: 4 weeks	Rarity: Rare
Prerequisite: 160+ XP; Endurance r2	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Disarm or Trick Shot they are hit with at the expenditure of 5 Skill Points per use.

Resist: Doom

XP Cost: 20	Ranks: 1
Skill Point Cost: 16	Self Teach: No
Learn Time: 16 weeks	Rarity: Exotic
Prerequisite: 275+ XP; Endurance R5	
Limitation: None	
Debarment: None	

Not much can prevent the end from coming. This skill, however, can. With this ability, the character can call the "Resist: Doom" tagline and stop the countdown.

Resist: Gas

XP Cost: 10	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 4 weeks	Rarity: Exotic
Prerequisite: 160+ XP; Endurance r4	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Gas attack they are hit with at the expenditure of 12 Skill Points per use.

Resist: Knockdown

XP Cost: 10	Ranks: 1
Skill Point Cost: 7	Self Teach: No
Learn Time: 4 weeks	Rarity: Rare
Prerequisite: 160+ XP; Endurance r3	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Knockdown effect they are hit with at the expenditure of 7 Skill Points per use.

Resist: Mental

XP Cost: 10	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 4 weeks	Rarity: Exotic
Prerequisite: 365+ XP; Endurance r4; Mettle	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Mental attack they are hit with at the expenditure of 12 Skill Points per use.

Resist: Negative Energy

XP Cost: 15	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 4 weeks	Rarity: Exotic
Prerequisite: 365+ XP; Endurance r4	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Negative Energy attack they are hit with at the expenditure of 12 Skill Points per use.

Resist: Positive Energy

XP Cost: 15	Ranks: 1
Skill Point Cost: 12	Self Teach: No
Learn Time: 4 weeks	Rarity: Exotic
Prerequisite: 365+ XP; Endurance r4	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Positive Energy attack they are hit with at the expenditure of 12 Skill Points per use.

Resist: Sneak Attack

XP Cost: 25	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 12 weeks	Rarity: Legendary
Prerequisite: 365+ XP; Endurance r4	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

This trait allows a character to resist a Sneak Attack.

Resist: Stun

XP Cost: 10	Ranks: 1
Skill Point Cost: 6	Self Teach: No
Learn Time: 4 weeks	Rarity: Legendary
Prerequisite: 160+ XP; Endurance r4	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist any Stun effect they are hit with at the expenditure of 6 Skill Points per use.

Resist: Waylay

XP Cost: 10	Ranks: 2
Skill Point Cost: 8; 15	Self Teach: No
Learn Time: 4 weeks	Rarity: Uncommon
Prerequisite: 160+ XP; Endurance r5	
Limitation: No more than one "Resist" skill per 100xp	
Debarment: None	

As simple as the name suggests, this ability allows the character to Resist a Waylay attack they are hit with at the expenditure of 8 Skill Points per use. At R2, this skill allows the player character to call Resist Endowed Waylay at the cost of 15 Skill Points per use.

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 Skill Points 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 Skill Points 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.

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 no damage and cost 5 Skill Points to use.

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 cost 5Skill Pointsper use.

CRITICAL ABILITIES

Arcane Barrier

XP Cost: 40	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 48 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, the character can raise a personal barrier around them self that stops all Arcane magic from effecting the character. The character is still capable of performing any actions they normally would while this barrier is up. For descriptive purposes, the character will appear to have a light translucent blue shimmer to their skin (which does not glow in the dark). While this barrier is up the character can not be effected by any Arcane magic, including from themselves and those that would be beneficial. Any Arcane Magic already effecting the Player Character are temporarily negated and the effects return once the barrier goes down. Once activated, the barrier only goes down after 10 minutes, combat is finished, or the state of Critical Body is removed, whichever comes first.

Body Break

XP Cost: 40	Ranks: 1
Skill Point Cost: 35	Self Teach: No
Learn Time: 48 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

Swing well and swing hard. When a character is at Critical Body, they are able to attack with the "Diminish Half Body" tagline. On a successful hit, the character can call Demi-body and reduce the victims body pool to 50%. This is not a permanent reduction to the victim. The lost body points return after 1 hour.

Chain Hazard

XP Cost: 40	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 48 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to make a chained weapon attack. The base damage becomes multiplied after the first swing for 3 swings total. For the first swing, the damage is doubled (x2), the second is x5 and the final is x10. For example: If the base damage is 10, the character would swing "20 Normal Slashing, 50 Normal Slashing, 100 Normal Slashing"

Damage Split

XP Cost: 75	Ranks: 1
Skill Point Cost: 30	Self Teach: No
Learn Time: 48 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at or below Critical Body, a character can half the damage they receive, immediately make a damage dealing attack dealing half the damage they just took and adding the "" tagline. For example: if a character takes 50 points of damage, they can counter with a "25 " tagline.

Flame Breaker

XP Cost: 50	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 52 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to make chained Flaming weapon attack. The base damage increases by a multiplier of 1 each swing for five swings total. For the first swing, the damage is normal, the second is x2, third is x3, fourth is x4, and final swing is x5. For example: If the base damage is 10, the character would swing "10 Flaming, 20 Flaming, 30 Flaming, 40 Flaming, 50 Flaming"

Ice Breaker

XP Cost: 50	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to deal Ice Stun damage in the amount of her max Body Points for the next three attacks. Can be used only once per combat. The tagline "X, Ice, Stun", where X is the character's maximum body points, should be called when using this attack.

Lightning Breaker

XP Cost: 50	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to deal a 10 ft. electrical damage attack equal to double the normal damage called with the weapon on a successful hit. The tagline "X, Electric, 10 Foot Radius", where X is double the damage of the weapon, needs to be called when using this attack. As a radius effect, a successful hit can be on the ground, not necessarily on an opponent. This radius effect does not effect the character which used it.

Meat Bone Slash

XP Cost: 50	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 46 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to deal Massive damage in the amount of her max Body Points for two attacks. Can be used only once per combat.

Mortal Barrier

XP Cost: 40	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, the character can raise a personal barrier around themselves that stops all physical attacks from effecting the character. This also puts a one-minute Slow tagline on the character. The character is still capable of moving at a slow pace, but is incapable of performing any type of action that would cause harm to another. For descriptive purposes, the character will appear to have a light translucent red shimmer to their skin (which does not glow in the dark). While this barrier is up, the character can not be affected by any physical attacks, include those that would be beneficial (such as a syringe being up into one's body). Once activated, the barrier only goes down after 1 minute, combat is finished, or the state of Critical Body is removed, whichever comes first. The player is required to wear a red headband to signal this barrier is activated.

Restore Body

XP Cost: 50	Ranks: 1
Skill Point Cost: Varies	Self Teach: No
Learn Time: 19 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Three times an event; once per combat	
Debarment: None	

If an attack drops the character to Critical Body they automatically are restored to half their maximum body. This trait cannot be used if the attack dropped the character to zero or negative one body. The Skill Point cost is equal to one quarter (rounded up) of the character's maximum body. This trait can only be used three times an event and only once per combat.

Ribbon

XP Cost: 40	Ranks: 1
Skill Point Cost: 20	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Three Times an Event	
Debarment: None	

When at Critical Body, the character can activate this ability. For 10 minutes, the character is not impaired by any form of status effect that would hinder one's actions, thoughts, or efforts. Any status effect(s) that my have been effecting the character are temporarily removed as well. After the 10 minutes has ended, any effect that was removed is returned. Any effect that would normally effect the character ("No Effect") and does not effect the character after this ability ends unless hit with the status effect again after the shield has dropped.

Shadow Breaker

XP Cost: 50	Ranks: 1
Skill Point Cost: 15	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to deal holy and unholy damage in the amount of her max Body Points x2 for the next two swings. Can be used only once per combat.

Wind Breaker

XP Cost: 50	Ranks: 1
Skill Point Cost: 25	Self Teach: No
Learn Time: 36 weeks	Rarity: Exotic
Prerequisite: 350+ XP	
Limitation: Once per combat	
Debarment: None	

When at Critical Body, this trait allows the character to use a radius wave effect. The tagline "X Wave" should be called when using this attack, where X is double the normal damage of the weapon used. This causes everyone within a X foot radius of the charcater to be pushed back X feet, take X damage, and take the effects of a knockdown. This can only be used once per combat.