



Consolidated Rules- 2023

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Part 1- Main Rules

The purpose of the Rules in Ascendancy are;

- ***To provide a balanced standardised set of calls and abilities.***
- ***To keep the flow of battles and encounters moving without direct Ref interaction.***
- ***To allow as much flexibility so you can play the character you wish to play.***
- ***To provide easy understand what you can and cannot do.***
- ***To help make the overall story of the game more interesting***
- ***To ensure a consistent 'feel' to the world.***

These rules are not exhaustive or perfect for every situation, in all cases any calls made by the Ref & Crew will supersede the main rules. They will often have been briefed with information that is different to the normal player rules for the purpose of an encounter, or because they are playing an NPC that does not follow the same rules as the players for numerous reasons.

Where unusual calls are used, they will be explained.

Likewise, the Refs will occasionally allow a Player to do something that is not in the rules, this is normally only done when it suits the story of the game and will always be evaluated for the sake of balance. Often these are temporary.

Just because you may be able to do something outside the rules once while being directed by a Ref, do not take this as a precedence that you then have that ability going forwards unless specifically informed so.

Bead Draws

In certain circumstances where an element of chance is required, a ref may decide that a player need to take a bead draw. The beads range in severity:

- White or Clear, an Excellent Result.
- Red, a good result.
- Green, often an ok result, may have consequences or other effects at ref discretion.
- Blue, usually a negative result.
- Black, invariably a bad result, sometime catastrophically so.

Hand in the Air

This is used by players or crew to denote they are not actually there in the current LRP world. It could mean they are invisible, or that they are a Ref watching proceedings, it is also used by players to signify that they are not in character, and they are performing an out of character activity, such as a costume change or toilet visit, that requires them to enter or pass through a current in character area.

If a player puts their hand in the air briefly and states that they are 'out of character', particularly if they are performing an action which requires two hands such as cooking, then it should be assumed that the player remains out of character until they state otherwise.

This should only be used for IC purposes if expressly permitted by a Ref.

Calls

Note: If all your attacks have the same call, let your opponent know at the start of the combat so you don't have to call every hit.

Main Calls

- **Time In** - Gameplay starts/resumes.
- **Time Out** - Called at the end of the game to signify a return to normality.
- **Time Freeze** - Play pauses; players must close their eyes and remain stationary until 'Time in'.
- **Man Down** - If this is shouted, it indicates someone has been hurt for real. All play must cease until the injury is treated and 'Time in' is called. **(Please avoid using this call in-game)**

Combat calls

- **Double** - Does two points of damage.
- **Triple** - Does three points of damage
- **Quad** - Does four points of damage
- **Critical** - 3 Normal Damage + 1 Wound through Armour/Damage Reduction.
- **Lethal** - The target must be unaware, and the location unarmoured. Target takes 1 wound and is put onto a 60 second death count.
- **Lethal Critical** - 4 Damage to the Target in addition to putting the Target on a 60 second Death Count. All other rules for Lethal apply.
- **Crush** - 4 Damage to the Target, 1 Damage to an item it strikes. If it causes a Wound to the target then the location will suffer from a Break injury.
- **Disarm** - Character drops what is being targeted.
- **Knockdown** - Target is knocked to the floor.
- **Knockback** - Target takes a few steps backwards.
- **Stun** - Character is unable to act for 5 seconds.
- **Subdue** - Character is knocked out (5 minutes).
- **Mighty Blow** - Deals an Extra Point of Damage.
- **Heroic** - See [Heroic Actions](#) on Page 9.

Magic Specific calls

- **Bolt** - 1 Damage Through Armour. Direct Physical Attack, can be blocked by Shields.
- **Enhanced Bolt** - 2 Damage Through Armour. Direct Physical Attack, can be blocked by Shields.
- **Break** - Does 1 Damage to an inanimate object. An unarmoured location suffers a Break injury.
- **Enhanced Break** - Does 2 Damage to an inanimate object, otherwise as Break.
- **Blast** - Everyone within 20ft in the direction the caster is facing is pushed back 20ft and suffers Knockdown.
- **Shatter** - As the Break Spell but has a 10ft Range.
- **Enhanced Shatter** - As the Enhanced Break Spell but has a 10ft Range.
- **Strike** - 4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields.
- **Enhanced Strike** - 8 Damage, otherwise as Strike.
- **Storm** - Everyone within 20ft in the direction the caster is facing is pushed back 20ft, suffers Knockdown, Stun and 1 Damage to the Body. This Damage cannot be blocked by a Shield but does NOT bypass armour.
- **Enhanced Storm** - As Storm but causes 2 Damage to the Body instead of 1.
- **Resist** - If an ability is possessed that can resist the call or action being made, this counters it.
- **Mass [Call]** - Affects 5 closest targets to the caller.
- **Smite Down** - Causes Knockdown.

Combat

Combat in Live Roleplay radically differs from the way combat is portrayed in tabletop games. Instead of melee being a skilled action, in which rolling a handful of dice determines success, it is much more akin to theatrical stage combat where each player physically acts out every slash, thrust and parry of the combat. Therefore, a simple set of guidelines should be kept in mind at all times.

Safety Guidelines

- **Pulled Blows:** Each weapons strike must be aimed and delivered without force and at no time should upper body strength be used in a strike. This is to ensure safety.
- At no time is it acceptable to strike or aim weapons at or into the faces or genitals of an opponent.
- **No Thrusting** with weapons, most LARP weapons are not suitable for thrusting anyway, however even with weapons specifically designed for the task it's an action best steered clear of.
- **Brawling:** We allow brawling only by mutual consent between players.
- **Appearance:** All melee weapons should appear to be being used during combat, as would the real weapon. The reaction to any blow is crucial to Live Roleplay combat, without reaction the enactment becomes pointless making combat look farcical.

Players and crew must never retaliate if an opponent breaches any of the rules of combat. Instead inform a Ref who will take any appropriate action.

We recommend any new players run through combat before time in with one of the experienced crew. If you are totally new to LARP then running through combat is probably essential even if you're non-combatant, such as getting a feel of what it's like to be hit with a foam weapon.

Equipment

Any LARP safe melee weapon is acceptable that covers a period or setting that Ascendancy LRP does i.e. from prehistoric clubs, dark ages axes, medieval broadswords, Katana's to 19th C rapiers with all things in between.

The same goes for missile weapons, which should be LARP safe, low poundage bows and crossbows with suitable LARP safe bolts and arrows, core-less throwing. When it comes to Firearms they should be cap firing pistols, blank firers are **NOT** acceptable, nor is shouting "Bang!" unless site rules prohibit cap weapons or you are asked to refrain from using cap's by a Ref. They should represent flintlock pistols, rifles and blunderbuss.

Any armour and shields in use should also be LARP safe, by that we mean no metal shields and any metal armour should have any sharp edges covered to prevent accidental injury. If you are unsure, always show a ref and they will advise you, if in doubt they may suggest a piece of kit is just kept on you for show and not used in combat.

Nerf Guns

The most important thing about use of any non-standard weapon is you will need to check with a ref before you will be allowed to use it, the ref will give you guidance if it's OK to use. Please check before the event, during the event refs will not have time to give considered opinions.

Nerf Guns (& other Steampunked Guns) can only be used by those with an appropriate technology skill to match the weapons origin or machine empathy since such advanced designs are unreliable, will need constant tweaking and setting up. The only exception to this is a character without the technology skill but with an appropriate gun skill may employ another character with the skill to do the constant tweaking and maintenance for them.

Note all Nerf guns may be given a bead draw at any time by ref to determine their reliability, especially when not in the hands of an appropriately technically skilled person. The statement above applies to any steampunk weaponry used in the Ascendancy system.

Shots must be called like black powder weapons, foam bullets cannot be felt when they hit and so they need the targets attention.

Unlike black powder weapons Nerf gun foam bullets must hit the target to do damage, they do have the advantage in the guns often fire more quickly than cap guns, although the refs may restrict rate of fire if they consider it excessive. Crew members/other players should not dodge a foam bullet, even though they may be able to due to their slow speed.

Nerf gun damage is the same as normal black powder guns. Like black powder weapons the number of bullets available to a player will be restricted. For a Nerf gun you will be restricted to 12 foam bullets per event unless otherwise agreed although the guns builder may make more overnight if they discuss this with a ref.

Any Nerf Gun or steampunked gun **MUST** be suitably changed in appearance and painted to have the look and feel of the Victorian steampunk used in the Ascendancy system, most Nerf rifles with lots of bullets, and sci-fi looks will not be appropriate, always check with a ref first, send photo if possible.

The use of other steampunk gadgets in system follow similar rules, if your unsure check with ref. For more information on technology, see [Appendix E - Rise of the Machine](#).

Safety

- Always aim nerf guns carefully, particularly avoid aiming a shot at peoples faces.
- Do not modify your gun to fire longer distances, this can be dangerous.

Hit Points, Wounds and Healing

All characters have two hit points on their torso and one hit point on each limb, modified by any Talents, etc. Head hits are banned, any calls for ranged attacks to the head affect the Bodies Hit Total.

- As long as a location has 1 or more Hit Points, no matter how many you may normally have, it is still useable, although roleplay the injury you may have taken.
- If a Limb reaches 0 Hit Points, it is classed as Critically Injured and is not useable.
- If your Body reaches 0 Hit Points you will fall unconscious unless you have abilities that will allow you to stay conscious.

Critically Injured Locations: When ANY location reaches 0 Hit Points, your Death Count will start due to bleeding out. Until all Critically Injured Locations are Stabilised or Treated the Death Count will continue to drop. Death Count does not drop quicker if you have multiple Critically Injured Locations.

Break Injury: If you suffer a Break Injury, your *Maximum* Hit Points on that Location are reduced by 1. If this reduces the location to a Maximum of 0 then the location is useless until healed and is classed as Critically Injured. The Hits are only restored by treating the Break (by Surgery or a Mend spell) it *will not recover Naturally*.

NOTE: Someone who is Critically Injured and unconscious cannot be moved safely unless they are being stabilised somehow. Dragging a Critically Injured person around can make their injuries worse, decrease their Death Count or even risk instant death. The Refs and Crew will take note of these things and give calls appropriately.

Death Count: When your Death Count reaches 0, you are not instantly dead, however it may take some lucky bead draws and a LOT of healing to keep you alive. If you are still conscious when your Death Count reaches 0, you will fall unconscious.

After all locations that were Critically Injured have been Treated, your Death Count will be regained at a rate of 1 minute for every 5 minutes of rest (no walking around, combat or HAP usage).

Healing Times: You will normally recover all Hit Points over night, unless a Ref or Crewmember tells you otherwise or due to specific wounds you have sustained.

- Magical Healing restores Hit Points almost instantaneously.
- Medicine Skill (Surgery)
 - 1 minute to Treat a location that has Hit Points remaining.
 - Treated wounds will regain 1 Hit Point per location, every 30 minutes, until you are at your Maximum for each location.
 - At least 5 minutes to Treat a Critically Injured Location.
 - A Critically Injured Location regains 1 Hit Point immediately, then heal as per Treated Wounds.

Certain Skills & Talents can speed up the times to treat and recover from wounds.

Repeatedly being wounded in quick succession can cause stitches to re-open or injuries to get worse, if you are seen to not be resting and taking things cautiously, your future injuries may be far worse than they would be otherwise!

Combat Skills

You do not need special Skills to use weapons, armour or shields. If you have the safe physical representations for them, then you may use them. You will only be able to use these weapons at their most basic unless you purchase levels in the appropriate Talents and Skills.

If your character has the Talent [Combative](#) they will be able to inflict one point of temporary damage with their fists and feet.

Weapon Effects and Damage

The effects weapons have and damage they do has been designed to be very obvious to the onlooker so that the need for the shouting of weapon damage is negated.

All one handed melee weapons, spears/staves and ranged weapons do one point of damage. Two handed weapons do two points of damage, but only if wielded safely in both hands. It is possible to purchase Skills or Talents allows you to do more damage, please ensure you use an appropriate call.

Guns

A character without the Ranged Weapon Specialisation - Firearms Skill may not load a weapon, but may fire a loaded weapon if given one.

A character with any level of the Ranged Weapon Specialisation - Firearms Skill may only load and fire a weapon they are familiar with.

A character must remain stationary and aim for at least a count of three seconds. Any shot fired is assumed to hit the torso (or equivalent) of the target.

Pistol's

- Range roughly 15 feet.
- Pistols ignore armour.
- Hit will cause target to stagger away 2 paces, even if damage is resisted (High [Potency](#) may not be affected by this).
- It takes 30 seconds to reload

Longarm's

- Range roughly 60 feet.
- Longarm's ignore armour.
- Hit will cause Knockdown, even if damage is resisted. (High [Potency](#) may not be affected by this).
- It takes 30 seconds to reload

Blunderbuss

- Range roughly 15 feet, does 1 point of damage to every location.
- Does NOT ignore armour.
- At point blank range it does 6 points of damage to a single location and causes Knockdown.
- It takes 60 seconds and 2 shots of powder to reload.

Black Powder - A character who has Ranged Weapon Specialisation - Firearms and/or Demolition Skill at Level 1 or higher can start an event with a limited amount of shot. If you do not have either of these skills, even if you have a gun, you do not start an event with any Powder. Powder does not transfer between events.

Shot per Day of the Event = 5 + Firearms Skill Levels + Demolition Skill Level

The reason there is limited shot available for Guns each event is that they are ranged attacks that never miss, they ignore armour and can be used when in areas where HAP based abilities cannot. Also, black powder is not readily available on every Shard, or even outright banned. There can be ways of getting more Powder, but you will have to discover these In Game.

Arrows

Arrows ignore armour, doing damage directly to the location hit.

LARP arrows move quite slowly, in reality arrows are extremely quick. **You cannot dodge arrows!**

If this is seen to be happening, then you may be told by a Ref or Crew member that you are hit anyway. We understand that occasionally a dodge will happen accidentally, or to avoid being hit in the face (which is understandable!), if you do avoid a hit like this please roleplay as if you were struck.

Armour

Armour prevents the loss of wounds by absorbing the damage instead. The damage that armour can take before needing to be repaired is listed in the Armour Table.

Note: Armour only protects the area it covers. Poor quality physical representations will be penalised at the Refs' discretion.

Armour can be stacked up to a maximum of seven points of protection. Damage is deducted from the outermost armour first.

Armour Table	
Armour Type	Value
Soft Leather, Padded	1
Furs, Thick or Studded Leather	2
Ring Mail	3
Chain Mail, Brigantine, Scale Mail	4
Plate Mail	5

Hits that find a gap in your armour count as having hit an unarmoured location.

Helms

Helms give additional protection when combined with armour.

- Leather helms will add one point to the torso.
- Metal helms will add two points to the torso.

This is in addition to the maximum seven armour points.

Damage Reduction (DR).

Damage Reduction represents things negating or dispersing some of the incoming damage due to resistances such as using a shield, casting certain magical protections or an extremely tough hide.

DR is separate to Armour and is applied before Armour is damaged or Wounds are taken and is not lost from taking normal damage as Armour would be.

DR reduces Damage of a specified type by an amount, any damage remaining is applied as normal, attacks of different types will not be reduced. So DR1 (Physical) would reduce a 4 Point Physical attack to a 3 Point Wound, but would not stop a Magical attack.

Attacks that do things other than cause damage (stuns, knockdowns etc.) are NOT STOPPED by DR.

Attacks that ignore Armour DO NOT ignore DR.

Shields

Shields provide 'Damage Reduction' against all direct attacks they are braced against and the wielder is aware of. This works against Ranged attacks, Melee attacks and direct Magical attacks (not area attacks like Blast or Storm). The DR value is based on the size of the Shield. If you are not sure what size shield you have please ask the Refs.

Attacks such as Break or Shatter spells or a Crush will reduce the DR value of a Shield. Attacks that reduce the DR of a Shield to zero effectively destroy the Shield. The DR of a Shield can be restored with certain Skills or Spells.

Excess damage after the DR goes to the characters arm. If you are holding a shield to cover your Torso to protect yourself from missile or spell damage, and the attack does damage in excess of the DR, that damage will go to your Torso rather than your arm.

Shield Type	Damage Reduction
Small Sized, Buckler	1
Medium Sized	2
Large Sized, Tower	3

If your arm is Critically Injured, you cannot block anything with a shield.

Attacks that do other things like Knockdown, Stun etc will still affect the target as normal.

Heroic Action Points (HAP)

Note that HAP (Heroic Action Points) is an Out of Character game mechanic term only. It represents the energy required to do things above and beyond that of an everyday person. It is not in itself 'magic' although magic and supernatural abilities do require it in order to be used, it is used for many other abilities too.

HAP also represents how resilient someone is, and certain situations such as extremes of temperature or 'life/energy' draining attacks will reduce HAP before doing physical damage.

Being reduced to 0 HAP means you are feeling tired and drained. It does not mean you necessarily fall unconscious, however it can if you lose a lot of your energy in one action (roleplay as you see fit) or if a Ref informs you that it does.

Losing HAP when you are already on 0 HAP will generally cause you to lose a Hit Point instead (you can choose a location). Check with a Ref if you are unsure.

HAP Cap

This represents how much of this Energy a person can hold, those who are more used to using it will learn to hold and access more of it. You cannot hold more HAP than your Cap - if you try to then you will start taking physical & possibly mental damage and will potentially lose the HAP. Check with a Ref should this happen.

Heroic Actions

These represent your character putting everything they have into one significant action. Any 'Heroic' call will be far more potent than normal. Ensure there is a Ref available when you make any 'Heroic' call.

You can only make one 'Heroic' call an Event and it must be on an 'ability/spell' that you already possess. In order to use 'Heroic' simply call that before the name of the ability/spell you would normally use.

- You must have at least 6 HAP available to spend in order to call 'Heroic'.
- You will be reduced to 0 HAP after the call.
- Any maintained abilities or spells you have running will stop working.
- For the next Hour you will not be able to do anything that requires HAP, even if you are given energy - your body is too exhausted to focus properly.
- Until the next day (after a full night's rest) your HAP Cap is reduced to half what it is normally.

HAP Regeneration

By default, HAP is regained at the rate of 1 HAP per 30 minutes, up to your character's maximum, assuming the character is resting during this time and not engaging in Combat or other exertive activities, not moving around faster than a walk and not expending any HAP. If any of these activities occur the 'clock' to regain HAP will reset. Resting overnight, you will normally regain all of your HAP back for when the game starts in the morning.

The above rates require your character to be in proximity to their Focus Item. If you lose your Focus, it is not nearby, or you have chosen to not have a Focus then your HAP recovery takes twice as long, and resting overnight will only recover half of your Maximum HAP.

Note: You cannot say your character wakes up early, casts a number of spells, then regains the HAP again for the start of the game.

Other Realms

Unless you possess a Talent or other ability that says otherwise, you cannot use any abilities that require HAP while in the Astral, Dreaming or Spirit Realms. This does not apply to the Netherworld, though using HAP there carries its own risks.

There are certain methods or helpful entities that may be able to help with this too, but you will need to discover these In Game.

Sources of Energy (HAP)

Energy Sources represent where a character draws their power from, they are many and varied. Each player character must choose from 1 of the 7 sources of energy listed below. No character can have more than one. PLEASE LET US KNOW YOUR ENERGY SOURCE and add it to your character sheet.

Some rituals may require more than one of the energy sources to work, or various mixes to work better. Some may not work at all if one is included that is wrong for the ritual.

The Power of Champions or Champions

Those that choose the power of champions will get their energy from deeds. This choice is suited to characters that consider themselves the best at a profession, great warriors, master machine makers, or those that follow a code.

They should name a deed or even a group of linked deeds such as Bravery, Martial Prowess, Kindness, Honour, Chastity, the Cunning of the Thief, the Talented Performance, Constructing Machines etc. You can get this energy without doing these deeds in game but you should still try to carry them out when you can, the refs may notice if you constantly do the opposite of the picked deed, it may have consequences.

Faith in the Divine or Faith

Those who choose faith will get their energy from the god or pantheon of gods they follow, this is suited to any character with religious belief, you do not need to have the skill True Faith. A god or pantheon needs to be named.

Nature in its Splendour or Nature

Those that choose nature will get their energy from the wild places, forest, glades, caverns, rivers, etc. This choice is suited to characters that consider themselves defenders of the wild places, spirits of the land, guardians and custodians of nature, elementals, or people such as sailors, trackers and people that live close with nature.

Choose one of the four sub categories below.

- Forest Life (Forests, Jungles, Marsh, Meadows, crawling walking animals, insects, etc.)
- Water Life (Seas, rivers, oasis, wells, fish, sea creatures, water elementals etc.)
- Cavern Life (Rocks, worms, burrowing animals, volcanoes, earth & fire elementals etc.)
- Sky Life (Clouds, snow, wind, flying creatures, birds, air elementals)

The Spirit Path

Those that choose spirit will get their energy from the spirit realms, this choice is suited to characters such as dream realm warriors, necromancers, shamans, spirit speakers or followers of a Totem.

Choose one of the Three sub categories below.

- Ancestry (Your dead ancestors or a spiritual realm tied closely to your character's heritage)
- Death (The realms of the dead and un-death)
Note: This is not a choice to justify killing!
- Spirit Totem (You get your energy from your spirit totem/guide)

The Skein of Fate or Fate

Those that choose fates will get their energy from time, change, stability or destiny. This choice is suited to characters such as horologists, seers, fortune tellers, gamblers, the cheaters of destiny, historians or librarians.

Choose one of the four sub categories below.

- The Fates (Probability, luck, fate, destiny)
- Time (The progress of time, ticking clocks, movement, the future)
- Inspiration (Ideas, inspiration, the excitement of youth, the new, discoveries, progress)
- The Quiet (Stasis, stability, wisdom, knowledge, history)

The Essence of Life or Life

Those that choose essence of life will get their energy from the consumption of something - they must choose a substance they regularly consume i.e., animal blood, carrion, an animal part, a particular herb or set of plants, a beverage even.

Note you do not need to phys-rep this, it is assumed it happens unless there is a valid reason for you not to be able to acquire your selected substance.

Eating 'extra' of your chosen substance will not get you more energy. This is also not excuse to kill or choose something harmful to other players. The refs may veto any choice we deem inappropriate.

The Raw Essence of Magic or Raw Essence

Those that choose raw essence will draw their energy, it will not naturally feed to them like the others. The upside of Raw Essence is it is neutral so will work alongside other sources. It is aimed at characters that are best described as mages, shamans or wizards.

This source of Energy requires the player character to have the Talent [Channel Power](#) at level 1 or above, you cannot choose this source without this Talent.

You must spend at least 5 minutes of each 30 minute period, where you would normally regain HAP, conducting some form of ritual/meditation in order to draw energy and regain HAP. You can set up a small ritual area that you re-use throughout the day for this. If you do not complete this meditation you will not regain HAP for that 30 minute time, other rules apply as normal too (no excessive activity or spending HAP).

Overnight the character is considered to have meditated so will gain their energy back naturally like other energy choices.

If you are using the [Channel Power](#) 3+ Meditation ability, and spend 15 minutes meditating that time will also count towards your 30 minute requirement. So Meditating for 15 minutes will get you 1 HAP back for the meditation AND you will get another 1 HAP 15 minutes after that for the normal 30 minute regeneration time.

Using the [Channel Power](#) 3+ Meditation ability for a full 30 minutes will get you 4 HAP back in total. 1 HAP each for the 15 minute Meditations, 1 HAP for the normal 30 minute Regeneration and a bonus 1 HAP due to the extended Ritual focusing your efforts.

Energy Focus

Please let us know your energy focus or lack of one and add it to your character sheet.

In order to regain energy at the normal rates set out in the main rules players need an Energy Focus or Talisman - this is usually an item which must be named on the character sheet and should ideally be worn or carried.

Those that choose to have an Energy Focus will regain energy at the normal rate during the day, those that choose NOT to have an Energy Focus (or has lost theirs) will only get back ½ their HAP energy after resting overnight and will regain HAP at ½ the normal rate in the day. An Energy Focus is not required to use Energy.

Focuses will help with Rituals and other Skills/Talents (such as a True Faith), touching an energy Focus will help in the transfer of power. If you do not have a Focus then being part of Rituals and Energy Transfers will be more difficult. Be careful though as they are linked to you, so could be used against you if stolen by an enemy!

A destroyed or stolen energy Focus can be replaced, however you have to find something that is suitable to be used as a Focus and it takes your character 24 hours to re-attune with any replacement Focus.

Examples of a Focus could be pendants, religious symbols, weapons, hats, anvils, at the extreme you may even choose fingers or tattoos but these may make them impossible to include in a ritual or to transfer Energy. As with some Energy Sources, your Focus is subject to veto by the Refs if deemed inappropriate.

To clarify what can be used as a Focus when it comes to things like 'Body Parts'. Any Focus must be a specific, constant physical item that can potentially be destroyed or stolen. In terms of connected Body Parts they must be something small that can be removed (such as a tooth, ear, finger, eye, a tattoo, horn etc.), but anything larger or spread around the body (such as organs, limbs, head, blood, skin, hair etc.) are not suitable. Any body part chosen like this MUST be accompanied by a reason why it is significant to your character.

Magic and Spells

Spell Table Reference

Spell Level	HAP Cost		Casting Time (seconds)			Duration
	No Talent	Talent	No Talent	Talent	Talent+CP	
1	2	1	3	2	1	30
2	4	2	6	4	2	60
3	6	3	9	6	3	90
4	8	4	12	8	4	120
5	10	5	15	10	5	150

HAP Cost

Spell cost are calculated based on Talent Level:

- Does not have [Mage Sense](#) or [Spirit/Dreaming Speech](#) at the level of the spell, the HAP cost is Spell Level x 2.
- [Mage Sense](#) or [Spirit/Dreaming Speech](#) at the level of the spell or higher, then the HAP cost is the Spell Level.

Casting Time

Base Spell Casting Times are calculated as follows:

- Does not have [Mage Sense](#) or [Spirit/Dreaming Speech](#) at the level of the spell, 3 seconds per level to cast.
- [Mage Sense](#) or [Spirit/Dreaming Speech](#) at the level of the spell or higher, 2 seconds per level to cast.
- [Mage Sense](#) or [Spirit/Dreaming Speech](#) AND [Channel Power](#) at the level of the spell or higher, 1 second per level to cast.

During casting you must actively be casting the spell (gestures/words/preparing a ritual etc), if you are wounded during this time the spell is lost (the HAP is not used). The spell takes affect after the casting time is completed.

Some spells (like Resists) have a casting time of Instant, they have no casting time no matter what your skills are.

Some spells have set casting times, noted in their descriptions, there will be 3 given as part of the spell description, these are for No Talent, Talent and Talent+CP, in the format such as 300s/240s/180s.

Touch of Grace

This Talent is focused on Healing, as such you can use your [Touch of Grace](#) level to replace both your Magic Sense & [Channel Power](#) level when casting spells from the Heal spell list. You do not get any other benefits of those Talents however.

Spell Duration

For spells that have a duration, the base time for all spells is 30 seconds per level of the spell.

For Spells that can have an extended Duration the Caster must inform the Target when the spell ends. These are shown as the initial time + how long the extension lasts. So 90+30/HAP would mean the spell lasts 90 seconds initially, but for every HAP you spend you can extend the spell another 30 seconds. These extended spells do not have to be declared when cast - as long as the caster is conscious and has HAP they can maintain the spell.

Some spells are instantaneous and have No Duration, these cannot be extended

Maintained Spells & Abilities

Certain Spells and Abilities can be Maintained, keeping running for an amount of time as defined in the ability. While these abilities are running and being maintained there are a number of things to take note of:

- While Maintaining Spells you cannot regain HAP normally or through Meditation ([Channel Power](#) 3+). You can still gain HAP from external sources like Potions or energy transfers. The spells you are maintaining consume any HAP you would regenerate normally.
 - When in a situation where there is no ability to regain HAP you cannot Maintain spells.
- While Maintaining Spells your Maximum HAP is reduced by the total of all the Maintained Spells.
- Unless noted otherwise, you can only have 1 version of a Maintained Spell running at once.
- While Maintaining Spells you can cast spells, complete actions, fight etc as normal.
- When a Maintained Spell stops, your Max HAP gets the points back, which can be recovered as normal.
- If you fall unconscious due to wounds - any Maintained Spells are lost. They will not be lost by normal sleep, but you will still not recover HAP naturally over this time.

Karma

All players gain Karma, this can be used for character advancement, being spent on any of the player's characters. Karma is spent to gain further levels in Skills or Talents. Usually Karma is gained at a rate of 10 Karma per event. This is received at the end of the event. There may be further awards for great success or excellent role playing. Some events may be worth more Karma to all players.

Mind Points & Sanity Points

Each Character has three Mind/Sanity Point numbers.

- **Mind Points** - These are the most common ones to be affected by encounters. Your Mind Points start at 5, this is also the highest your Mind Points can go. When your Mind Points reaches 0 you lose a Sanity Point and your Mind Points are reset to 5. These represent smaller traumas or mental damage, and can be 'healed' at an event with the assistance of a psychologist. For nastier encounters you may be told to lose 2, 3 or even more Mind Points at a time.
- **Sanity Points** - The number of Sanity Points you have, when your Sanity Points reaches 0 you lose a Maximum Sanity Point and your Sanity Points reset to the new Maximum. You will also gain a permanent flaw, normally of a psychological nature based on the cause of your Sanity Point loss. These can be recovered up to your Maximum with the assistance of a psychologist at a rate of 1 point per downtime or a reward from completing an event.
- **Maximum Sanity Points** - This is the Maximum your Sanity Points can ever be. You cannot 'heal' Maximum Sanity Points. There may be in game encounters that can recover your Maximum but these are extremely rare. If your Maximum Sanity Points ever reach 0 your character is no longer playable - at best they will be taken over as an NPC - at worst they are now completely insane, their mind shattered.

These points can be lost during traumatic or horrific moments, or as a result of direct mental attack. These Points do not automatically 'heal' over time, but some can be recovered through use of the Psychology Skill.

When a Mind or Sanity Point is lost it is usually due to some mental trauma so it should be role-played appropriately (Mind Point loss is less severe than Sanity Point loss), however, you are not completely insane when this happens.

If your Mind or Sanity Point score went negative, then continue to lose Points after resetting. So if you were on 1 Mind Point and lost 3. You would lose 1 Mind point bringing you to 0, lose a Sanity Point, reset to 5. Then you would lose the remaining 2 Mind Points to put you on a new total of 3.

Skill/Talent Level Challenges

The nature of the Ascendancy World is that there are groups of heroes who work together to help with much more powerful threats and challenges around the world. It is not designed on the concept that a single person can deal with everything on their own. You will find you cannot deal with every situation single-handedly and that working together can give much greater results.

The Refs will often provide Skill/Talent Level challenges to complete a task, although they will not necessarily say they are doing this, it is normally obvious when a situation needs a group to work together. When they do this they will assign a Total Level to a task perhaps with a requirement of at least one character having a minimum level. Assuming the characters can meet (or get close to) this Total they stand a chance of completing the task, although a bead draw might be required. Note that this mechanism means even characters with level 1 in a Skill/Talent can be critical to the success of the whole group - it is not just the high levels that are useful!

Taint

There are a number of different 'Taints' that your character can encounter during the game, some may be personal to your character. These Taints are never a good thing and will have increasingly detrimental effects the higher the level of Taint you have. Each different Taint you encounter needs to be tracked separately. Whenever you reach 10 points in a specific type of Taint you need to let a Ref know immediately as there will be some permanent debilitating effect from this in addition to the normal detrimental effects.

There may be ways to remove some types of Taint, but you will have to discover these In Game.

Horror Taint

A Taint rightly feared by all beings of the world. It relates to exposure to the beings known as the Horrors (who can exist only within the realm known as the Netherworld) or people/items who have been exposed to them. By tainting people and items, the Horrors gain some form of entry into this world, affecting it in some way.

Horror Taint works slightly differently to other forms of taint and has a smaller 'scale' before it starts affecting your character. The effects of Horror Taint are shown in the table.

Any character that has 5+ Horror Taint has a chance of spreading it to those around them - the chance of this happening is based on the amount of Taint and the situation. A Ref will inform you should this happen.

Horror Taint Effects	
Taint Level	Effect
1-4	No affect other than Role Play
5	Character gains a horrific disfigurement
6	Character can no longer use level 5 Talent abilities
7	Character can no longer use level 4 Talent abilities
8	Character can no longer use level 3 Talent abilities
9	Character can no longer use level 2 Talent abilities
10	Character dies/is taken over by the Horrors

Depending on the nature of a disfigurement, it may or may not be healed/fixed should the characters Taint be reduced below 5. The longer you have taint in excess of 4 points, the more likely for the disfigurement to become permanent or spread. A Ref will inform you of the nature of any disfigurement at the time.

With the Talent ability restrictions, the character does not lose the levels, they just cannot use them, this includes abilities that are permanent or do not require HAP to use. Should the Taint be reduced, the abilities will be useable again. Skills/Spells are only affected if they require a Talent level to use them.

Any character that reaches 10 Horror Taint will either die or be taken over by the Horrors and no longer playable.

Influence

Influence has multiple uses, while it is used to advance Progression Level, it is also a representation of resources and allies you can potentially call in favours from based on what you have done for them in the past.

Levels vs Ranks

- Influence Levels - The 'Currency' spent to gain things from Groups.

- Influence Levels are theoretically unlimited. They are NOT capped at 15.
- Going 'negative' in Levels means that you owe the group, or that they just don't like you.

- Influence Ranks - There are 5 Ranks as shown in the table, these tie into the Influence you need in order to level up a character and show how much help a Group may be willing to give you. Your current Rank is based on your current Level, meaning as you gain, lose or spend Influence Levels your Rank will fluctuate. If you have no Influence Levels, you have no Influence Rank with that particular group.

Influence Rank and Levels Table		
Influence Level	Rank	Rank Description
1 - 2	1	Accepted
3 - 5	2	Sociable
6 - 9	3	Respected
10 - 14	4	Admired
15+	5	Venerated

Influence Gain

In Game: An NPC's or Group's can grant you levels of Influence (or remove them!) based on your characters actions. These are often given as rewards at the end of a game.

In Downtime: You can spend a downtime action to approach a group with the intent of completing some task for them which will give you one or more levels of Influence with them

Spending Karma: You can spend Karma to buy levels of Influence with a Group at a cost of 10 Karma per Level. Check with a Ref when you do this to ensure it is suitable (there may be reasons you cannot gain influence with a group, or a limit to how much you can gain).

Spending influence

Spending influence can be done to get favours from groups (resources, services, troops, etc). Certain things will require you to have a minimum Influence Rank to represent how much someone trusts you. A group might give you somewhere to stay over-night as long as you have some influence with them, but to get them to help you hide the evidence of a murder might require you to have a lot more influence with them. What you are asking for could cost you 1 or more Influence Levels.

Speak to the Refs whenever you want to try and expend Influence for something and they will work out if you can and the cost of Influence Levels. There is not currently a 'shopping list' of things you can get as it will vary depending on the groups you are interacting with.

Economy: Wealth

Note: Ascendancy uses an abstract system to represent the value of items and what a character can afford, it is not a system that suits detailed accounting systems.

You do not need to account for anything basic, even if your Wealth Level is 0, things like having a place to sleep/hide, having a reasonably sized home for your social status, basic travel, food costs, access to the resources your skills allow you to start a game with, as well as your basic equipment (weapons/armour etc).

Wealth is ONLY used when you are wanting to acquire something rare/expensive or invest in Assets and to determine how much 'pocket money' you may have at an event. If none of these things interest you, your character can effectively ignore Wealth completely.

Personal Wealth

Personal Wealth (referred to as just 'Wealth') represents the personal finances you have access to (so does not include businesses, military units, settlements etc that you may be responsible for).

Wealth works in the same way as Influence with there being Levels and Ranks and ways to gain/lose these through in game and downtime actions. Wealth does NOT count as Influence for the purposes of levelling.

Wealth Ranks and Levels Table			
Wealth Level	Rank	Rank Description	Pocket Money per event
0	0	Beggarly	None
1 - 2	1	Poor	5 Tanners
3 - 5	2	Comfortable	10 Tanners
6 - 9	3	Prosperous	1 Copper
10 - 14	4	Affluent	5 Coppers
15	5	Wealthy	10 Coppers

There is no trickle wealth mechanic in this game. The only way Wealth will increase is if characters with relevant skill sets utilise Downtime Actions with the sole purpose of increasing Wealth.

Pocket Money

Each event your character can assume to have coins/gems or other tradeable items in their pockets/camp based on their Wealth Rank. This is not something you can save up, it is lost at the end of an event whether used or not.

Categories of Wealth and Value

Items of intrinsic value and wealth will fall into one of the following categories:

- **Tanner** - About the cost of a loaf of bread and a pint of ale.
- **Copper** - Equivalent to the cost of a very good night out
- **Lords Silver** - Rent a small house for a few months or buy a nice pistol. These will normally cost 1+ Personal Wealth levels to acquire.
- **Kings Ransom** - Equivalent to a years luxury or hiring a mercenary unit. These will normally cost multiple Personal Wealth levels.
- **Dragons Hoard** - About the price of a Mansion or a typical Ship. These will cost a lot of Personal Wealth levels.

Coinage

Only Tanners and Coppers exist as coinage, Lords Silver and above only exist as goods, precious items, services, land, buildings, promissory notes etc.

Coppers and Tanners exist in many forms, they might be beads in Frontier, one style of coin in one province or different in the next. They may also have slightly different names in different parts of the world but translate to the same thing.

Note: Ascendancy does not provide coinage or other physreps for these.

Exchange Rates

1 Copper = 30 Tanners

1 Lords Silver = 30 Copper or 900 Tanners

1 Kings Ransom = 30 Lords Silver, 900 Copper or 27,000 Tanners

1 Dragons Hoard = 30 Kings Ransom, 900 Lords Silver, 27,000 Copper or 810,000 Tanners

Converting Wealth Levels to/from Cash

While it is possible to convert Wealth Levels to and from Cash, there is no 'flat exchange rate', whenever this needs to be done (such as characters needing more 'on hand cash' as they are attending an auction, or a treasure hoard is located and the character wants to invest it) then let the Refs know and you will be informed of the changes to Levels etc. Normally purchases are made by expending Levels as detailed below.

Purchasing Items/Services

Purchasing things will normally cost you one or more Levels of Wealth (a Ref will advise you how many based on the circumstances/how many of a thing you are trying to purchase etc). Having higher Ranks can sometimes reduce the number of Levels required, representing your ability to absorb some of the costs. For example a Masterwork Item will cost you 2 Levels, however if you have Rank 5, it may only cost you 1 Level.

Remember that Influence Levels can often be used to get things from groups you have helped in the past, you are not reliant only on money to gain items/services in the world.

This is only necessarily for items that are not classed as common everyday items. A new basic sword will not cost you anything, acquiring a number of Bloodline Resources for a project would likely cost you something.

Permanent Assets can cost significantly more, while 'hiring' things for a short time tends to be cheaper.

Transferring Wealth between Characters

You can transfer Wealth to another Player's Character during a Downtime (you cannot transfer Wealth between your own Characters), however it is not cost effective.

To increase a Wealth Level by 1, it would cost the donor a number of Wealth Level's equal to the recipients next Wealth Rank (max 5).

For example, a character with 3 Wealth Levels, meaning they are at Wealth Rank 2, would cost the donor 3 Wealth Levels for the recipient to gain 1 Wealth Level, as their next Wealth Rank is 3.

Characters may only receive Wealth Donations from a single source during a downtime, this means any wealth has to be provided from one Character, you cannot have multiple characters all chipping in 1 level for example.

Assets

if you are intending to use wealth for anything beyond personal assets then you will need to let the Refs know. This will require considerable use of Downtime Actions, as well as Skills, and requires Ref sanction. A separate set of detailed rules will be provided for those interested in this.

Honour

Predominantly a factor in the Thunders, other cultures usually do not recognise it, however some individuals outside the Thunders may. Honour is a measure of a character's true virtue, in the Thunders more than any other culture it will get you influence, recognition and friends. For even the richest noble may have far less honour than a humble farmer and those that follow the path of Honour will recognise this.

Honour is not a talent or skill, so may be gained by any character from any vocation, background or heritage.

Honour Levels

Honour levels range from 0 to 10. Level 0 Honour is same as having no honour. All Thunders Characters automatically start with Honour 1 for no Karma cost. All others characters start with Honour 0.

Honour may be bought at character creation for 20 karma per level up to level 4, after that honour must be earned in the game, either as individual rewards or the overall reward for an event. Honour may also be lost in game in the same way as honour is gained should characters do dishonourable deeds.

Honour Duels - A character may challenge another character that possesses honour to an honour duel. While the duel is normally a combat it is not restricted to combat duels only.

- If an honour duel is refused that character loses one point of honour.
- If an honour fight proceeds, then both characters make a bead draw modified by their honour, the character with the highest score wins the combat. This is then role-played out normally.

Honour is also a prerequisite for many of the Master and above [Chi Powers](#).

Roleplaying

While we often do not dictate the exact actions a character must make to complete a task, those actions must be suitable for what you are doing. If a Ref or Crew member feels that an action is not being represented suitably, they may inform you that the action does not work or even has a detrimental effect.

We are very 'story/cinematic' orientated, the more you put into roleplaying taking an injury, casting a spell, striking a blow or using a skill etc. the more impactful it will be.

A few examples;

If you are performing surgery on someone, you need to focus on the patient, look where you are sewing etc. If you are looking around and chatting/joking with people across a room - all you are doing is stabbing your patient with a needle while they bleed out.

If you are meditating to regain energy, you need to be doing something that looks like meditating. Sitting quietly in front of a small shrine, performing something akin to Tai Chi, chanting etc. You cannot be doing things like sitting chatting and interacting with people, walking around a room, writing up notes.

A warrior with a two handed sword needs to act as if it has the weight of a 'real' sword. If you swing slowly in big arcs to represent this, the Crew will react far better to a strike than if you fence with it and quickly tap them repeatedly, hardly swinging it at all. Even to the point of them ignoring the latter.

We would also ask that people refrain from using Out of Character (OOC) terms In Character (IC), it can cause the immersion of an encounter to be lost. While you may need to know how much HAP someone requires for a spell, or how many Hit Points someone has lost, or how much of someone's Death Count remains, please do not shout these OOC numbers/stats across a room.

If you need HAP to cast a healing spell, say that you need 'Energy to cast a spell', do not shout 'Can someone give me 3 HAP to cast a Healing Spell?'

If someone asks how wounded you are, say that you've 'taken some scratches to my legs but I can still walk, my arms are worse for wear', do not say 'I've taken 1 hit to each leg and 2 hits on my arm'.

You can talk about specific stats quietly to a person who is treating you or providing you with energy etc. but try and keep them out of general conversation where possible.

Real World vs Game World

Please be aware that the game world you are in is set at a tech level around the 1800's, yes it is a fantasy world so magic and steam tech and other such things can change how things can be done, but try and avoid using or implementing modern day knowledge or terms In Character.

You may know of modern day techniques to build, design, calculate or do a number of things that could make you look like a god to someone from the middle ages - however some things are not suitable for the game, or a too much of a leap of logic from current In Game knowledge. For example trying to design a geostationary satellite system, the internet or a radar mapping system.

Downtime Submissions

The first thing to remember is that downtimes are done on a voluntary basis by the ref(s) involved, so sometimes due to personal real world commitments they may not have time to respond, this is particularly the case when events run very close to each other.

The main purpose of the downtimes is to give you a response to a question that you would need or would like to know before the start of the event to allow you to role-play your character. The Refs will not always have time to answer questions personally at an event before it starts. They also allow you to continue the background story of your character and to do things that are impossible to represent at an event.

Please get your downtime's in promptly as this will help.

Downtimes that arrive less than 14 days before the 1st day of the next event will not be answered and the actions you have said you want to do will not have been done.

You get a downtime by playing the system and booking and paying for events, we only answer downtimes for players booked on to events.

- You get a downtime for the event you will be attending not the one you just played. If you're not playing the next event your downtime will not be looked at and will need to be resubmitted as a new downtime.

Players are asked to try and abide by guidance rules below, this keeps it fair for all players and keeps the refs workload to a manageable levels. Downtimes are not storable, if you don't send it before your next event it is lost.

How To Submit a Downtime

You should ideally send the information in the body of an email, but we will accept documents saved as a file and sent as an attachment, or links to writeable Google documents. As there are numerous file formats available, can you please ensure to save any files in an ".rtf" or ".txt" format.

We have seen a few downtimes submitted via social messaging systems, this is not a good way to submit a downtime for us as it makes record keeping and retrieval difficult.

All downtimes go into a pool document for the refs to look at so it's important they are easy to copy and paste.

Send your Actions and ideally an up to date Character Sheet to: **richardh@ascendancylrp.co.uk** who will keep a master copy and forward it to appropriate ref to answer.

You may also send it directly to the ref you require a response from, but please also copy Richard H in so it may be added to the pool document.

Please include all relevant details, skills, background, etc about your character.

If you also have not submitted a character sheet with a background to the refs already, please do so on your downtime.

Make the subject/title line of your email "Character name, Downtime, Month" ie "Subject: John Little's Downtime, January".

YOU GET ONE DOWNTIME QUESTION ONLY, NOT PER CHARACTER.

Basic Downtimes Questions

There are many common downtimes that are easily answered, they may be simple but they still count as your one downtime question.

Examples include:

- Visit a psychiatrist to restore a mind point or start the repair of sanity loss.
- Increase a Skill Level by one or find a teacher to improve a skill level by one.
 - *NOTE A Teacher is only required upon getting a new skill (level 1) or increasing Skills to levels 4 or 5.*
- Attempt to gain a level of influence with a group.
- Raise funds, attempt to gain funds for project.
- Designing a new device/learn a new alchemy formula etc.
- Building/making an item.
- Research/Looking a place/person/item/creature etc.

More Complex Questions

You may ask one question and one question only no matter what your skills. You should explain what skills & resources you are using and then add as much detail as you wish, but anything over 1/2 page of normal text is probably too much.

Example "I would like to find out how to make Red Viper Snake antidote, so my character John Little will be going to the central library in his main town to look up snake bite antidotes, he will then ask his contacts in the Hatters Guild & visit the local medical practitioner to see what they know about the subject."

Submit your downtime with an updated character sheet as this helps the refs determine what you can do. This also will help the refs to write plot suitable for your character.

Note: Don't expect an answer just because you submit a question, you may not get an answer, or even a false answer, it may be a simple 'You find nothing' or a comprehensive report, depending what question you ask and the skills and resources at your disposal.

Updates of What Your Character is Doing

As well as your question you may also advise the refs what you have been and will be doing in the future or attempting to do at the next event, this is useful information, but won't be answered unless you have hit upon a topic that is very relevant.

Example "John Little at the last event made friends with Mr Big and asked for his help on a future matter, he also acquired the Sword of Doom off a dead body so at the next event he wants to do a ritual with the sword"

This information should be labelled as for information, so it does not get confused with your actual downtime.

Battles

Occasionally we run table top battles, Players that send a character to a battle will not get a downtime question answered, since they are considered involved in travelling, healing, organisation etc. they also may end up with other bonuses and information as result of taking part in the battle.

Additional Notes

None of this prevents a player asking refs questions at events when it is appropriate to do so. Likewise if you have a question relating to game mechanics then please still email your questions, the above are only to IC actions.

Making basic items for other PC's does not necessarily count as your downtime, however making something with abilities beyond being quality well-made items does. For example a quality sharp swords will not require a downtime, but building a imbued magic ring will. If your making a item request for another player you may use their downtime to make it, if they allow it. If unsure ask.

Part 2- Character Creation and Advancement

Character Creation

A starting Ascendancy character is created with:

- A name and character background, including their Shard of Origin.
 - Characters may also join an organisation as part of character creation.
- Cultural Lore of their Shard of Origin at Level 2
- Two hit points on the torso and one hit point on each limb, a Death Count of five minutes.
- 5 Mind Points, 5 Sanity Points, Max Sanity 5.
- A Source of Energy and a Focus.
- Six Heroic Action Points (HAP).
- Progression Level: Talented
- At least one Vocation and/or Heritage. See the Vocations and Heritages Section.
 - Gain three free levels to allocate amongst the Talents from the Vocations or Heritage.
- Lower Middle Class Social Background, as well as the levels of relevant Skills from this level of background.
 - This Social Background can be changed at either a cost of Karma to increase or gaining starting Karma to decrease. For further details see [Appendix A - Social Background](#).
- One Skill at Level 3, one Skill at Level 2 and one Skill at Level 1. (These must be different Skills to ones granted from Social Background)
- Four points of Flaws.
- 40 Starting Karma to be spent on Skills and Talents, at the rate of 20 Karma per level of Skill or Talent. Skills may not be raised above level 3 at Character Creation.

(Optional) Taking up to a further four points of Flaws, each point of Flaw will grant an additional 10 points of Starting Karma. Any points in Flaws taken in excess of this is at Ref discretion, but will not provide further Karma.

(Optional) Thunders Characters start with Honour 1, may be bought at character creation for 20 karma per level up to level 4, after that honour must be earned in the game.

Note: Starting Karma from Character Creation if it is not spent is lost.

Additional Note: Skills learned during Character Creation do not require a Teacher.

Starting Wealth

Wealth is initially based on your Social Status. You can use External Influence Levels you get from your Social Status to increase this at character generation if you wish at a rate of 1 Influence Level for 1 Wealth Level.

Social Status	Starting Wealth Levels	Starting Wealth Rank
No Social Status	0	0
Lower Lower Class	1	1
Upper Lower Class	2	1
Lower Middle Class	3	2
Upper Middle Class	4	2
Lower Upper Class	5	2
Upper Upper Class	6	3

Multiple characters

Players are encouraged to have two main characters, or at least one main and one backup in case of character death or character injury during an event. The crew will try to run personal and background plots for up to 2 characters that you play.

Players may create more than two characters, there can be many reasons for this, such as a relaxing character when they need a break, a trial run of a new character idea or one who can support another player or group. However, any characters after the two you have nominated as your primary two characters will not normally receive any individual personalised plot.

To help the refs, if you have more than two characters, we need to know which two are your main characters, these should remain stable and not change every event. These characters should also be the only ones you do downtime for.

Character Advancement

After each event players are awarded Karma and HAP, this amount may differ from event to event, but will be stated by the Refs and on the website. This Karma is awarded to the player, rather than the character, and may be spent on any of the player's characters, assuming they have been played for a proportion of the event.

Buying a Skill or Talent costs 20 Karma per level, assuming the character meets any prerequisites. For each level of a Skill or Talent they wish to buy, the character must already have the preceding levels of that Skill or Talent. For Skills to learn a new Skill at Level 1, or to increase above Level 3, the character must have a Teacher who knows the Skill and the Teaching Skill at the level they are advancing to or higher.

To be able to raise any Skill to Level 4 requires that the character has 8 HAP.

To be able to raise any Skill to Level 5 requires that the character has 10 HAP.

Progression Level

There are five distinct levels of characters progression: Talented, Veteran, Elite, Epic and Legendary. A starting character is considered to be Talented, as they meet certain requirements characters will be able to advance through these levels, increasing HAP Cap, as well as the number of Skills they may have at higher levels.

1) Talented

Total HAP is capped at 15 points
May only have one Skill at Level 5

2) Veteran

Total HAP is capped at 20 points
May have up to two Skills at Level 5

3) Elite

Total HAP is capped at 25 points;
May have up to four Skills at Level 5.

4) Epic

Total HAP is capped at 30 points;
May have up to eight Skills at Level 5.

5) Legendary

Total HAP is capped at 35 points;
May have an unlimited number of Skills at Level 5.

To increase in level the character must complete an advancement quest for the level they are advancing to, as well as meet the Minimum HAP required for the level, and have a number of Talents at level 5 within the same Triplet (This can be either Heritage or Vocation).

Lastly, the character must have a number of Ranks of Influence, this is the total of all Ranks, whether that be several Level 1

Ranks or Ranks of varying degrees. The Total Required depends on your Highest Influence Rank, with Higher Levels requiring more Ranks if you don't meet a certain threshold.

Character Advancement Requirements Table							
Character Level	HAP Minimum	Talents at 5 from Same Triplet.	Total Influence Ranks Required by Highest Influence Rank				
			Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Veteran	10	1	15	5	5	5	5
Elite	15	2	30	20	10	10	10
Epic	20	3	45	35	25	15	15
Legendary	25	3	60	50	40	30	20

You must have completed a Quest corresponding to the level you are advancing to for your character to advance. Advancement Quests can be assigned by a Ref, and on rare occasions may be part of an event rewards, however event quests only count up to Elite.

Vocations

In order for you to customise a character to fit the concept you have for them, you can create Vocation 'Triplets' from the Talent list. In many tabletop games you will choose a 'class' for your hero, a warrior, a mage, a healer etc. The Vocation 'Triplets' are used in a similar way to define the type of character you wish to play. For details of what each Talent allows you to do, see [Appendix B - Vocational Talents](#).

There are a number of rules in regards to which Talents you can choose for each Triplet - these are in place to keep the special abilities that would define a specific 'class' separate and individual.

- You must choose 3 Talents for each Triplet (you cannot add just 1 Talent and decide on a second or third later).
- Each Talent is assigned to a Triplet (Mind, Body or Spirit). Within each Triplet you can only select Talents from a maximum of 2 groups (So you could have all 3 Talents from Body, or 1 from Mind and 2 from Spirit. You cannot take a Talent from each of the Mind, Body and Spirit groups within the same Triplet)

MIND	BODY	SPIRIT
Astral Projection	Chi Powers * ✕	Aesthetic
Channel Power **	Combative	Animal Empathy *
Chronopathy *	Fortitude	Aura Reading
Clairvoyance	Pathfinder	Luck *
Learned	Potency	Machine Empathy *
Mage Sense *	Sharpshooter	Precognition
Mind Blank	Tenacity	Psychometry
Portal Sense *	Vigour	Spirit/Dreaming Speech *
Psychomoleate	Weapon Master	Touch of Grace *
* You may only have 1 of these Talents in each Triplet. ** Channel Power must be included in a Triplet that contains either Mage Sense or Spirit/Dreaming Speech . ✕ Can only be taken if your character has the 'Thunders' as your Shard of Origin and has at least 1 Honour.		

There are other Talents available in the game, however you may only create a 'triplet' from those in the table.

Third Triplet

You can only ever have 3 Vocation Triplets (or 2 Vocation Triplets and a Heritage). You cannot access the third Triplet until you have any 3 Talents in the first two Triplets at level 5.

Heritages

Heritages are non-human backgrounds that you may start play with. Somewhere in your character's lineage one of your ancestors was one of these and it has been passed down to you. In terms of the Elementals you will not be a 'full' elemental comprised solely of that element, you will be part human and part Elemental. Many of these Heritages can represent other 'related' races (for example an Air Elemental Heritage could be used for a Djinn, an Earth Elemental Heritage could be used for a Troll)

When you choose to have a Heritage you will gain 3 Talents that must be assigned to one of your first two Vocation Triplets. All these Talents go into the same Triplet and cannot be swapped out for any other Talent. These represent the natural talents of that race. In addition you will gain a Heritage Talent that is separate to the Triplets, these Heritage Talents have both positive and negative effects, which increase the more karma you put into them.

Please check with the Ref Team if you want to play something with a Heritage.

The Bloodlines

There are ancient races 'awakening' in the world, people who have the blood of these races in their ancestry can manifest and change from being a normal human to one of these races. Access to these special Heritages is restricted and only by Ref consent (normally as part of a personal plot). Due to the nature of these races, should you gain one, the Refs will inform you at a relevant time of the Talents, as well as any positive or negative side effects. Note that if you already have a Heritage you cannot develop into one of these Bloodlines at a later date.

For all of the following Heritages, you require some phys-rep indication of the Heritage, whether that be prosthetics or make up. This is not an extensive list, we do have a few other playable Heritages, but they are only available via agreement with a Ref.

Fae

An ancient race of creatures originating from the land of Faerie, ranging from the Sidhe (elves) through the numerous types of fairies and fairy like creatures from Fairy Stories you may have read (note that you need to choose a race that is one you can actually Phys-rep playing - unless you are only 6 inches tall you will not be able to play a Tinkerbell style fairy! - most characters will be Sidhe).

Heritage Talent: [Fae Nature](#)

Vocation Triplet Talents: [Aesthetic](#), [Aura Reading](#), [Vigour](#)

Elementals

The Elementals and their kin have been in existence for a very long time, and over that time some have bred with humans, creating more elemental kin.

Air Elemental

Heritage Talent: [Sylph Nature](#)

Vocation Triplet Talents: [Aura Reading](#), [Precognition](#), [Vigour](#)

Earth Elemental

Heritage Talent: [Gnomic Nature](#)

Vocation Triplet Talents: [Fortitude](#), [Potency](#), [Vigour](#)

Fire Elemental

Heritage Talent: [Salamander Nature](#)

Vocation Triplet Talents: [Combative](#), [Tenacity](#), [Vigour](#)

Naturekin

These are humans who have melded with the spirits of plants or have links with the flora around them. Creatures like Dryads, or shamanic types who become one with the nature around them fit into this Heritage.

Heritage Talent: [Naturekin Nature](#)

Vocation Triplet Talents: [Pathfinder](#), [Regenerate](#), [Vigour](#)

Water Elemental

Heritage Talent: [Undine Nature](#)

Vocation Triplet Talents: [Regenerate](#), [Touch of Grace](#), [Vigour](#)

Darklings

These beings are sometimes referred to as Void Elementals due to their affinity with that element. Darklings lived in a place known as the Netherworld and have strong ties to Portals.

Heritage Talent: [Darkling Nature](#)

Vocation Triplet Talents: [Astral Projection](#), [Portal Sense](#), [Vigour](#)

Beastkin

These are humans who have melded with the spirits of animals, have a link to the fauna around them, or were created in some horrific experiments. They can be of any kind of animal, their nature being linked with that of the animal.

Beastkin do not get a specific Heritage Talent as do the other Heritages, instead they get to choose the third Talent to go into the Vocation Triplet (based on the nature of the animal part of themselves).

Vocation Triplet Talents: [Animal Empathy](#), [Pathfinder](#) and then for the third choose one from [Combative](#), [Fortitude](#), [Potency](#), Regeneration, [Tenacity](#) or [Vigour](#), that suits the animal nature of the character.

Beastkin also gain the following:

Heightened Senses (as appropriate to the animal part of themselves - sight, hearing, smell etc.) - This will allow them to potentially notice things that a normal person cannot (sight will allow you to see something small or further away more easily, smell will allow you to track or detect something more easily etc). However, the downside is that they are more vulnerable to attack via these senses (flashes of light vs sight, loud noises vs hearing, strong scents vs smell etc) normally any such attack would last twice as long for those with Heightened Senses (So if a flash of light blinds for 10 seconds, it will be 20 seconds for a sight based beastkin), also they will sometimes be affected by things when other people are not, high pitch noises for example.

Optionally (and it has to fit with the animal type chosen - check with the Ref Team when designing your character) a beastkin can choose one of the following:

Body Weaponry - The character gains the ability to do non-Temporary damage in unarmed combat. However this body weaponry can be broken and shattered as per normal weapons, likewise attacking certain things (a stone golem for example) can also damage claws, requiring them to be healed before they can be used again.

Body Armour - The character gains an extra hit point to all locations, however they are also now more difficult to treat medically. Any medic working on them counts as 1 level lower than they actually are (this counts for surgery only, magical healing will work as normal)

Flaws

This is by no means a complete list of Flaws, and players should feel free to discuss ideas with a Ref for flaws that fall outside of this list. Many of the flaws are characterful, and the descriptions given are guidelines and not intended to be restrictive.

Flaws that affect a character physically should be discussed with a Ref.

All Flaws have a point cost, some Flaws have either a variable cost, indicated by a hyphenated cost e.g. 1-3, this indicates the severity of the Flaw. Other Flaws have an either/or cost, indicated by a slash e.g. 3/6, this shows the cost for lower and higher levels of the Flaw.

Flaw	Description	Points
Addict	Addicted to a substance, such as alcohol. The higher the level of the Flaw, the worse the reaction will be if they are unable to get the substance, and the less time they can go without it.	1-3
Ambitious	Driving need to progress, to achieve some specified goal. The higher the level of the Flaw, the more they will follow this goal to the exclusion of all else.	2-6
Avaricious	Always wants more wealth, never satisfied. No amount of money is enough.	2
Bad Habit	Irritating quirk, such as cracking knuckles, this can cause annoyance in those around the character.	1-3
Blackmailed	Subjected to a campaign of blackmail over an unpleasant secret which would cause extreme problems if released.	3
Blind	Unable to see - either partially sighted or completely blind.	3/6
Clumsy	Tends to break, drop or damage things unintentionally.	2
Cowardly	Tends to avoid conflict, or dangerous situation, may abandon allies in times of danger.	3
Crippled	Character is unable to use a limb effectively - arm or leg.	3/6
Curious	Driving need to investigate beyond the boundaries of 'safe'.	3
Dangerous Knowledge	Character has a piece of information, whether they know it or not, which may put them or others in danger.	3
Deaf	Unable to hear - either partially deaf or completely deaf.	3/6
Death Wish	Character ultimately wants to die, but is not suicidal.	6
Deranged	Character displays traits of madness and insanity. This can also take the form of a phobia or irrational fear.	2-6
Enemy	Character has an enemy, whether they know it or not, which may put them or others in danger.	2-6
Envious	Subject to a desire for someone else's possessions, status or lifestyle.	2
Fragile	Easily hurt, slow to recover.	3
Gluttonous	Always hungry, never satisfied.	2
Heroic	When there is Right to be done, the character will always do the Right Thing.	6
Hidden Master	Character has a controller, whether they know it or not, which directs their activities, for good or ill.	6
Hunted	Character is being actively sought by someone... or something.	2-6
Illiterate	Character is unable to read or write.	3
Indebted	Character owes someone a great deal of money, or a very big favour.	3
Innumerate	Character is unable to count to more than a hands worth, or do sums.	3
Intolerant	Character has an active dislike of someone, something or a group.	1-3
Loose Lipped	Finds keeping secrets difficult, tends to gossip, very unreliable.	3
Loyal	Shows unshakeable loyalty to a person, organisation or ideal.	3
Lustful	Behaves in a lusty manner towards other people.	2

Malady : Minor	Character has a minor illness, which does not always affect them, but gets inconvenient every so often.	2
Malady : Major	Character has a major illness, which frequently affects them, and inconveniences them every so often.	4
Malady: Terminal	Character has an illness, either manifesting as minor or major, which will progress and ultimately prove fatal.	6
Mean Spirited	Uncaring, selfish, heartless, mealy mouthed, unpleasant inconsiderate son of a ...	3
Oath-sworn	Sworn to an unbreakable vow to hold up a model of behaviour or to restrain from acting under certain circumstances.	2-6
Obligated	Subjected to a long term agreement of some form, for a fixed length of time, or until the terms of the agreement are met.	2-6
Old	Subjected to the ravages of time, becoming elderly and infirm.	6
Over Cautious	Rarely willing to stick their neck out, unless all possibilities are investigated, or until it is 'safe'.	3
Over Confident	Believes in themselves and their abilities utterly and is always willing to give things a go.	3
Pacifistic	Unwilling to hurt or injure someone or something, or unwilling to allow others to get into conflict.	4/6
Prideful	Demonstrates a great degree of arrogance about themselves and their abilities.	2
Sceptical	Unwilling or unable to believe in something that many others take for granted, such as the existence of Magic.	3
Self Righteous	Believes utterly that they are in the right, and all their opinions and ideas are correct. This is considerably worse when they are!	3
Slothful	Lazy and difficult to get motivated, or even moving!	2
Stubborn	Intractable and awkward, have difficulty changing their mind.	2
Squeamish	Finds blood and gore distressing.	2
Superstitious	Tends to irrational beliefs and behaviour to ward off evil and bring luck.	1-3
Ugly	Deformed, scarred, misshapen, just downright ugly.	3
Unable to Lie	Always tells the truth, no matter what the circumstances, whether because of a moral compulsion, or just being unimaginative.	3
Unforgiving	Bears grudges, rarely forgets or forgives a slight or wrong committed against them.	2
Unlucky	Things never quite go in the character's favour.	4
Vengeful	Will find and enact revenge against those who have committed wrongs against them or others close to them.	3
Wrathful	Short tempered, angry, irritable.	2-4

Appendix A- Social Background

By default characters start at Lower Middle Class.

For each level of Social Background you gain points in Internal and External Influence.

Internal Influence = influence level within a group/society you are a member of.

External influence = influence level within a group you are not part of

Any influence is subject to Ref approval.

Any Skills granted by Social Status at Character Creation CANNOT be stacked and must be separate skills. If you have Craft/Business 1, Craft/Academic 1, you cannot pick the same craft skill twice to get Craft Skill 2.

No Social Status

Players may choose to drop their default Social Background to this status at character creation, they gain 60 Starting Karma for doing so.

These characters are accepted only by a very small group of their peers, and are feared, sneered at, or spat on by almost everyone else, if their right to exist is acknowledged at all. It is difficult for them to gain employment or recognition in society even to start with.

They may be forcibly conscripted into the military, enslaved, rounded up or shot on sight. They have no income or equipment bar what they can salvage and scavenge.

Internal influence: 0
External influence: 0
Skills: Streetwise 2 or Survival 2
Flaws: Innumerate & Illiterate

Examples: The Achipelagan street vagrant, the suspicious mad old Salemite woman, an escaped Dust slave, or a Formorii Frontline Trooper.

Lower Lower Class

Players may choose to drop their default Social Background to this status at character creation, they gain 40 Starting Karma for doing so.

The character is one of the unwashed masses, life is hard, but they can earn just enough to feed themselves and their family, and keep a roof over their heads most of the time, working in poorly paid, unskilled or semi-skilled jobs, or making a living from subsistence agriculture. They are the lowest level of acceptable society.

Internal influence: 1
External influence: 0
Skills: Streetwise 1 or Survival 1, then either Literacy 1 or Numeracy 1
Flaws: Illiterate or Innumerate (depending on Skill choice)

Examples: A Five Thunders peasant, a Frontier settler, an Archipelagan Pirate, and a foot soldier in the Salem Military.

Upper Lower Class

Players may choose to drop their default Social Background to this status at character creation, they gain 20 Starting Karma for doing so.

They can feed themselves and their family well most of the time, and occasionally even stretch to meat. They may have received the fragments of a formal education, or at least acquired the rudiments of reading and writing, and many hold aspirations of a better life, if not for themselves, then for their children.

Internal influence: 1
External influence: 1
Skills: Literacy 1, Numeracy 1, Craft/Business/Lifestyle 1

Examples: A Dust Storekeeper, a Salemite Craftsman, an Army Sergeant, or a Frontier Tribal warrior.

Lower Middle Class

This is the default Social Background for characters.

The character comes from a band of society that provides well-trained professionals and are usually educated or trained to a fairly high standard. They are able to make a good living from their profession and have a level of respect and recognition for their jobs from the community at large, and are paid well for their skills and abilities.

Internal influence: 2

External influence: 1

Skills: Craft/Business/Lifestyle 2, Literacy 1 and

Numeracy 2 or Literacy 2 and Numeracy 1

Examples: A Salemite Parish Priest, an Archipelago Junior Guildsman, an Army Lieutenant, Tribal Elders and Chieftains will also count at this level for the purposes of comparison with other cultures.

Upper Middle Class

Players may choose to increase their default Social Background to this status at character creation, it will cost them 20 Starting Karma to do so.

The character comes from a band of society which has made its living through trade, politics or managing land and factories. They are usually well off and have plenty of time for social pursuits as well as their business interests.

Internal influence: 2

External influence: 2

Skills: Craft/Business/Lifestyle 2,

Craft/Business/Lifestyle 1, Literacy 2 and Numeracy 2

Examples: A Dust Merchant, An Archipelago Confederacy Army Captain, a Salemite Most-Fine Companion, a Whitewater senior Guildsman, a Tribal Shaman and a Five Thunders Local Governor

Lower Upper Class

Players may choose to increase their default Social Background to this status at character creation, it will cost them 40 Starting Karma to do so.

Born into, or occasionally marrying into well-bred families, Minor Nobility, the Lords and Ladies of society. Lesser Barons and Baronesses, Baronets, Senior Army Officers, and Church leaders such as Bishops and Cardinals. They usually have old money, titles, lands and influence.

Internal influence: 3

External influence: 2

Skills: Etiquette 2, Craft/Business 1, Craft/Academic 1, Literacy 3 and Numeracy 2 or Literacy 2 and Numeracy 3

For example: An Archipelagan Island Governor, a Salemite Bishop, an Army Colonel and a Dust Sheikh.

Upper Upper Class

Players may choose to increase their default Social Background to this status at character creation, it will cost them 60 Starting Karma to do so.

Major Nobility, Viscounts, Marquis and Marchionesses, and very, very senior Army Officers and very senior church leaders.

Internal influence: 3

External influence: 3

Skills: Etiquette 2, Craft/Business 1, Craft/Academic 1, Craft/Academic 1, Literacy 3 and Numeracy 3

Examples of this are a Dust Caliph, a Salemite Church Knight Commander or Archbishop, or Thunders Daimyo.

Appendix B- Vocational Talents

Aesthetic	Craft works of artistry and create magical items.	Natural or Supernatural
Animal Empathy	Communicate with and Influence animals.	Supernatural
Astral Projection	The ability to both enter the Astral Realm, but also to wander the World invisibly.	Supernatural
Aura Reading	Sense the flow of energies which surround all sentient beings. Ascertain physical and emotional state.	Supernatural
Channel Power	Affect the flow of magical energy and boost rituals. Pre-req: Mage Sense 1 or Spirit Speak 1 .	Supernatural
Chi Powers	Sense and Manipulate the Life Force of a Creature.	Supernatural
Chronopathy	Sense and interpret the flow of time.	Supernatural
Clairvoyance	View, and listen to far away places.	Supernatural
Combative	Increased effectiveness in unarmed combat.	Natural
Fortitude	Withstand greater amounts of damage.	Natural or Supernatural
Learned	Understand and gain great knowledge quickly.	Natural
Luck	Favoured with fortune's blessing.	Supernatural
Machine Empathy	Understand and influence complex machinery.	Supernatural
Mage Sense	Sense the flow of magic.	Supernatural
Mind Blank	Withstand mental assault and attempts to control your mind.	Natural or Supernatural
Pathfinder	Determine direction, location, and safe routes.	Natural or Supernatural
Portal Sense	Sense location and destination of Portals.	Supernatural
Potency	Perform great feats of strength.	Natural or Supernatural
Precognition	Sense portents and the outcome of future events.	Supernatural
Psychometry	Sense the history and powers of an object.	Supernatural
Psychomoleate	Shape solid materials with bare hands.	Supernatural
Sharpshooter - Bow	Increased effectiveness with a bow.	Natural
Sharpshooter - Firearms	Increased effectiveness with a firearm.	Natural
Spirit/Dreaming Speech	Speak to and understand spirits, travel to the Spirit Realms.	Supernatural
Tenacity	Continue to fight, despite debilitating wounds.	Natural or Supernatural
Touch of Grace	Heal the wounds and diseases of others.	Supernatural
Vigour	Resistance to diseases and poisons.	Natural to Supernatural
Weapon Master	Increased effectiveness with melee weapons.	Natural

Aesthetic

The character is able to create artwork or items that are pleasing to the eye. They are able to ask a higher asking price for their items and expect that to be paid. They are able to craft items which are capable of being imbued with Supernatural abilities. They require the relevant Craft Skill for the item they wish to create.

Level	Description	HAP cost
1	<p>The character can create an item that is capable of being imbued with a supernatural Talent or Spell equivalent to level 1. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 1 Craft available to them between games for 10 Karma.</p>	Variable
2	<p>The character can create an item that is capable of being imbued with a supernatural Talent or Spell equivalent to level 2. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 2 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable
3	<p>The character can create an item that is capable of being imbued with a supernatural Talent or Spell equivalent to level 3. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 3 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable
4	<p>The character can create an item that is capable of being imbued with a supernatural Talent or Spell equivalent to level 4. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 4 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable
5	<p>The character can create an item that is capable of being imbued with a supernatural Talent or Spell equivalent to level 5. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>In addition, items crafted at this level may be imbued as part of a ritual to create more powerful Artefacts.</p> <p>The character may buy a level 5 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable

Animal Empathy

The character is able to communicate with the animals around him on a very basic level. As their skills improve they are able to communicate on a more meaningful level. Be aware that any information gained will be from the animals' point of view. They can convince them to help him, or in extreme cases compel them to obey him. Any commands issued the animal must also be able to understand the concepts used, for example "Be Silent" or "Hold this" will work, while "Steal the maps" will only cause confusion.

Level	Ability	HAP Cost
1	You are able to read an animal's surface feelings and moods, as well as any immediate instinctual desires it has.	1
	You can give a simple command of up to three words to an animal. The target cannot be made to do anything to harm itself or directly contravene its nature. The effect lasts 30s+30s/HAP.	1
2	You can give a simple command of up to five words to an animal. The target cannot be made to do anything to harm itself or directly contravene its nature. The effect lasts 60s+30s/HAP.	2
	Using appropriate noises and gestures you may essentially hypnotise an animal, although you won't be able to make it do anything other than sit and watch you to the exclusion of all else. If your concentration is broken, or you otherwise stop focusing on the animal it will be free to move again. <i>You cannot spend any other HAP while hypnotising an animal.</i>	2
3	You are now able to hold more complex conversations with most animals, although to the outside observer you will simply be making animal noises. Certain animals will require research before you can communicate with them.	Variable
	You can ask three questions of the target. The target will respond honestly but the answers will be from an animalistic point of view.	3
	You are able to control an animal for 90s+30s/HAP, the creature will do whatever it is instructed during this time. The creature is aware of this. You cannot force the target to commit suicide in any form, but can order the target to attack its allies, for example.	3
4	You may attempt to hypnotise or command a group of animals, as per Level 2.	Variable
	You can implant a single suggestion into the target's mind. The suggestion cannot force a creature to harm itself or act against its nature. The effect lasts for 10 minutes or until the task is completed. The creature is not aware that it has been influenced by this effect.	4
5	You are able to 'ride' an animal's mind, subtly controlling what it does. Be wary though, if you try to force the animal to do anything it wouldn't normally do (such as put itself in mortal danger for no reason) it may resist your control.	Variable
	You may choose to call out for a type of animal in the local area e.g. howling in order to attract the attention of local wolves. The animals may choose not to respond, however those which do will be more amenable to helping you.	5

Astral Projection

The ability to both enter the Astral Realm, but also to allow your spiritual form to wander the World invisibly.

Your Conscious leaves your Body when you enter the Astral, control over actions in the Astral is a purely mental act. When your Conscious is in the Astral you are connected to your Body by a normally invisible Silver Cord, these are almost impossible to break but some entities have the capability to do so, without this Silver Cord you cannot find your way back to your Body without assistance.

While your Conscious is in the Astral your Body will be unconscious. Damage to either your Body or your Conscious will be transferred to the other. Should you fall unconscious in the Astral due to wounds, you will not be able to get yourself back into your Body without help. If your Body dies, then the Silver Cord will dissolve, and the Conscious is left to drift in the Astral.

For abilities that allow you to Enter and Leave the Astral Realm, the HAP cost must be paid for each direction. Unless you have level 3+ Astral Projection you cannot use any HAP Abilities (other than those that allow you to return to your Body) while in the Astral.

Level	Description	HAP cost
1	You are able to remove your Conscious from your Body and enter the Astral Realm, or return your Conscious to your Body. While here you are unable to do anything that requires you to spend HAP, other than to return back to your body. To Enter or Leave the Astral takes 30 seconds of concentration. You can only return to the Real World at your Body.	1
	You are able to remove your Conscious from your Body and travel anywhere in the Real World within 1 mile of your Body. Physical barriers will not stop you, however warded areas may do. You are not visible, nor can you be heard or interact with in the Real World at all. While here you are unable to do anything that requires you to spend HAP, other than to return back to your body. Certain people may be able to see or detect an Astral Projection. While your Conscious cannot be hurt by physical means, magic will still affect you normally. While in this state you cannot enter the Astral Realm itself. To Enter or Leave this form of travel takes 30 seconds of concentration. Actual travel times will vary, a Ref will inform you at the time how long things will take.	1
2	While in the Astral Realm you are sometimes able to sense the ripples in the realm that precede danger. You can sometimes sense others entering or leaving the Realm nearby.	None
	While in the Real World you are sometimes able to sense an Astral Presence nearby.	None
	You are able to travel in the Real World as per level 1, but you can travel up to 5 miles away. This involves separating yourself further from your Body, hence the increased cost.	2
3	While in the Astral Realm, you now have full access to your Talents, Skills and Abilities.	None
	You are able to take other people into or out of the Astral Realm. This will cost you 3 HAP + 1 HAP per person over 1 that you are taking with you. It will also take 60 seconds + 10 seconds per person over 1 that you are taking with you, to move everyone across.	3 + 1 per person over 1.
	You are able to travel in the Real World as per level 1, but you can travel up to 25 miles away. This involves separating yourself further from your Body, hence the increased cost.	3
4	You are able to forcibly remove someone from the Astral Realm. They may be able to resist if they have the ability to do so. If someone is pushed, they will be pulled back to their body (if they are not too far from it, otherwise they will be pushed back along the path of their Silver Cord a suitable distance) and be disorientated for up to 5 minutes, unable to re-enter the Realm. To remove someone from the Astral Realm who has lost their Silver Cord, you must have taken the Spirit to the Astral location of their Body. You cannot use this ability on creatures native to the Astral. It takes 5 seconds of continual contact to push someone.	4
	You are able to resist being pushed out of the Astral Realm, or help another resist.	4
	You are able to travel in the Real World as per level 1, but you can travel anywhere on the Shard. This involves separating yourself further from your Body, hence the increased cost.	4

5	You are able to take your Physical Body into and out of the Astral Realm at certain points in the world (Check with a Ref first, the Real World is not always close enough to the Astral to allow this). You have no Silver Cord in this state, but you also have no guideline back to the Real World. While it is possible to Travel this way, the times are not normally any faster than if you had walked the distance in the Real World, it is also extremely dangerous to travel this way for any distance. It takes 30 seconds to Enter or Leave the Astral this way, and for 30 seconds after you arrive/leave you are disorientated and unable to use any HAP.	5
	You are able to travel in the Real World as per level 1, but you can travel anywhere in the world. This involves separating yourself further from your Body, hence the increased cost.	5
	You are able to 'peek' into the Astral Realm for as long as you maintain concentration, this will allow you to see what is happening in that Realm from your current location. It takes 10 seconds of concentration to start. This ability will also allow you to see Astral Projections in the area. You cannot walk around while this ability is active, although you can rotate on the spot. Any combat or other use of HAP will require you to restart.	5

Aura Reading

The character is able to see the auras which surround all sentient beings. They are able to ascertain a subject's physical and emotional state, sometimes even at such a deep level they can be aware of unconscious motivations. They are also able to tell the touches of magical energy which surround Bloodline creatures, Fae and others.

Level	Ability	HAP Cost
1	You can get an impression of a subject's main emotional state, this will be in the form of a simple one word description e.g happy, sad.	1
	You can get an impression of a subject's main physical state, this will be in the form of a simple one word description e.g. tired, nauseous.	1
2	You can detect strong emotions even if they are not being shown.	2
	You can tell if a subject has any diseases, as well as the type of disease i.e how it is carried and how infectious it is.	2
3	You are able to sense the main motivation for a subject's actions.	3
	You can tell if a subject has any internal injuries which do not show outwardly. You are also able to spot the weak areas in a subject's aura which are left by long term injuries.	3
4	You can detect emotions (e.g. repressed anger, secret love) that are buried deep in a subject's psyche.	Variable
	Your ability to read the subjects aura improves the effectiveness of a relevant Talent or Skill being used on that subject. This can last for up to thirty minutes. The exact effect is at Ref discretion.	Variable
5	You are able to sense hidden motivations for a subject's actions.	5
	You are potentially able to recognise Bloodlines or non-human racial types, even if they are not showing any physical traits.	Variable
	You are aware when someone is lying to you. You need to ask OOC if they are lying and they must answer truthfully. This will remain active for one conversation or one hour.	5

Channel Power

Pre-reqs: This Talent can only be taken in a Triplet that also has [Mage Sense](#) or Spirit Speak in it. You must have at least 1 level in either of these Talents (to be able to detect the energy that this ability allows you to manipulate).

You are able to manipulate the flow of magical energy and power around people and artefacts, being able to focus energy into Talismans and move energy from one person or item to another. They are also powerful contributors to rituals, being able direct, focus and refine the energy used.

Talismans - These items are one-shot use spells/triggers or energy stores. Spells that require commands, instructions or a specific target cannot be cast via Trigger Talismans unless they target the Talisman or the holder (Trap triggers are the exception to this). This means that 'Blast' spells would not work as they need a direction 'from' the caster, but a Repel Dead would work as it is centred on the caster.

Suitable talismans can include carved sticks, charms, scrolls or amulets. Once the spell is cast the item becomes unusable. If the Talisman becomes damaged before it is used, it becomes ineffective. Individual components such as ribbons, beads, etc can be re-used.

You may only ever have 1 Talisman per Level of Channel Power at one time. The Base Cost for Talismans (not including the cost for the Spell itself) is Maintained (see the magic section for more details).

The times given for Energy Transfers below assume that both parties are actively using their Energy Focus (either touching them together, or holding them in one hand while transferring the energy). If either person does not use their Focus, transfer energy times will be doubled, or tripled if neither person has or uses their Focus.

Level	Description	HAP cost
1	Spell Talisman - You can put any level 1 spell you know into a Talisman, which only the creator can 'cast' at a later time with no casting time or HAP expenditure. This costs 1 HAP (Maintained) + normal Spell Cost for your Character, and takes 1 minute to create.	1 (M) + Spell
	Your participation in a Ritual can boost that ritual greater than others. The first point of HAP you donate is doubled to 2 HAP. This only works if the output of the HAP is a specific effect.	None
2	Spell Talisman - As Level 1, except any level 2 spell and costs 2 HAP (Maintained) + normal Spell Cost for your Character, and takes 2 minutes to create.	2 (M) + Spell
	Trigger Talisman - You can create a special 'Trigger' Talisman that you can combine with a Spell Talisman to have the Spell activate in different circumstances. Trigger Talisman's count towards the maximum number of Talismans you can have at one time. Each Trigger Talisman takes 2 minutes to create. Note that you cannot directly target someone else with a Trigger. The Trigger will only work if the Spell Talisman is suitable for the type of Trigger. Types of Trigger you can create are (one effect only per Trigger Talisman): <ul style="list-style-type: none">• <u>Enhance</u> - cast the Spell Talisman as an 'enhanced' spell, if suitable.• <u>Lifeforce</u> - Set either for first wound, first critical. specific location critical, when the relevant damage has been taken by the holder, the Talisman activates on the holder.• <u>Other User</u> - allows another person to target and activate the Spell Talisman.• <u>Timed</u> - Spell Talisman will cast after the time has expired on or centered on the holder.• <u>Trap</u> - Spell Talisman will cast when the Trap has been activated, which will happen with a sudden movement, The spell will project from the Talisman in a pre-set direction.	2 (M)
	Ritual contribution as level 1 except the first 2 HAP you donate is doubled to 4 HAP.	None

3	Spell Talisman - As Level 1, except any level 3 spell and costs 3 HAP (Maintained) + normal Spell Cost for your Character, and takes 3 minutes to create.	3 (M) + Spell
	You can draw HAP from a willing volunteer, or donate HAP to a willing subject. This is on a 2 for 1 basis, every 2 HAP given, 1 is received. This is a ritual that takes 30 seconds. If you are both using the same Energy Source, or if the Energy being transferred is Raw Essence of Magic there is no initial HAP Cost, if the Energy Sources are different then it costs 3 HAP to start the process and convert the energy to that of the Recipient.	3 or None
	By not spending any HAP, performing any strenuous activity, and staying in one area actively meditating (no combat, chatting, writing notes, etc.), you are able to boost the speed at which you are able to regain HAP. You gain one HAP back after every 15 minutes spent in this state rather than the 1 HAP back every 30 minutes. If you are attacked, have to run/walk to a new area or expend any HAP during this time, you must start again, you cannot pick off from where you left off.	None
	Ritual contribution as level 1 except the first 3 HAP you donate is doubled to 6 HAP.	None
4	Spell Talisman - As Level 1, except any level 4 spell and costs 4 HAP (Maintained) + normal Spell Cost for your Character, and takes 4 minutes to create.	4 (M) + Spell
	Energy Store Talisman - You can create an Energy Store Talisman which you can use later for personal spell casting or ritual use only (ie it cannot be used for any other HAP activity, or used to transfer to someone else). Energy is put into the Talisman on a 2 for 1 basis, so for every 2 HAP you put into it, it stores 1 HAP. This takes 1 min/HAP Stored to create. Once an Energy Store is created, you cannot add more energy to it later, you would have to create a second Talisman to store more. You also cannot draw energy out of the Talisman other than by using it to cast spells.	4 + HAP donated
	Ritual contribution as level 1 except the first 4 HAP you donate is doubled to 8 HAP.	None
5	Spell Talisman - As Level 1, except any level 5 spell and costs 5 HAP (Maintained) + normal Spell Cost for your Character, and takes 5 minutes to create.	5 (M) + Spell
	You can draw HAP from a willing volunteer, or donate HAP to a willing subject. This is on a 1 for 1 basis, every 1 HAP given, 1 is received. This is a small ritual that takes 30 seconds. If you are both using the same Energy Source, or if the Energy being transferred is Raw Essence of Magic there is no initial HAP Cost, if the Energy Sources are different then it costs 5 HAP to start the process and convert the energy to that of the Recipient.	5 or None
	Ritual contribution as level 1 except the first 5 HAP you donate is doubled to 10 HAP.	None
	In addition to the above, all other Characters in a Ritual class as having level 1 Channel Power meaning they contribute +1 HAP each as long as they donate HAP to the Ritual. This ability will only ever apply once, no matter how many Characters with level 5 Channel Power are present. Also it only affects those who have no levels of Channel Power.	None

Chi Powers

Each Chi power must be taught by a Chi Master (This will normally be an NPC although certain PC's may be considered Masters - check with a Ref first). Only Thunders characters can normally learn Chi Powers.

Level	Ability
1	Character may choose one Chi power from the Basic Chi Powers list.
2	Character may choose one additional Chi power from the Basic Powers list.
3	Character may choose one additional Chi power from the Basic Powers list.
4	Character may choose one additional Chi power from the Basic or Advanced Chi powers list.
5	Character may choose one additional Chi power from the Basic or Advanced Chi powers list.
5+	May buy additional Chi powers from the Basic or Advanced Chi list for 20 Karma each.

Basic Chi Powers

Crackerjack Timing

Cost: 5 HAP.

Negates up to five shots (i.e. bullet/knives/arrows) aimed at the character for the duration of 1 combat.

Chi Repulsion

Cost: 4 HAP.

Pushes back all opponents (not allies) within 5ft. Targets get pushed back 10 ft.

Disrupt Chi

Cost: 3 HAP.

Permanently negates one supernatural talent until restored by Positive Chi. One use per opponent. Does not affect heritage or natural talents, only supernatural, if a talent has multiple types and it is not known which assume it is natural. (Each Chi power is also a supernatural talent).

Positive Chi

Cost: 3 HAP.

Heals negative chi effects created by disrupt chi, only one effect may be cured per use.

Read Chi

Cost: 3 HAP.

As the talent [Aura Reading](#) Level 3.

Warming Hand

Cost: 2 HAP.

This ability allows the character to heal one point of damage to a location. This is instant the Chi user rubs their hands together then applies them to the damaged location, curing the 1 point of damage.

Advanced Chi Powers

Chi Shield

Cost: 5 HAP.

When enforced the character is totally invulnerable. However the user may do nothing at all whilst empowering the chi shield, including communicating in any way. May only be used once per day.

Death Trance

Cost: 3 HAP.

If near death or poisoned, the character may go into a deep trance state. They are vulnerable to all attacks but will take no further damage from injuries and effects they have already sustained.

Dim Mak

Cost: 3 HAP.

An opponent struck by Dim Mak will die within one month or more, unless cured with Positive Chi or a curative. (not cured by Blessing of Monkey King)

Healing Strike

Cost: 3 HAP.

Heal one critical hit and the damage to that location. Must spend 30 seconds with the target before a aimed strike hits the damaged location, curing it.

One Inch Punch

Cost: 5 HAP.

This chi power allows the character to knock back any opponent 10ft, causing a two points of damage through armour and stuns them for five seconds.

Ranged Strike

Cost: 5 HAP.

Allows a basic chi power or other unarmed combat ability to work at a range of 10ft.

Blessing of the Monkey King

Cost: 5 HAP.

Once per day Heals all Disrupt Chi in a 20ft area.

Master Chi Powers

All Master Chi powers cost 5 HAP to use but most may only be used once per day.

Master Chi powers can only be learned from a Chi Master once a character has reached level 5 in the Chi Powers Talent, most Chi Masters will only be able to teach one technique. Master Chi powers require 6 or more Honour before they will be taught and cost 20 Karma to learn.

Mountain-Which-Steals-Breath

Cost: 5 HAP.

If an opponent is placed in a bear hug they will become completely immobilised, slowly falling into unconsciousness and eventual death if the hold is maintained. There is only *one escape from this death grip Lightning on the mountain. *Some very powerful creature or those that can turn insubstantial may also be able to escape.

Lightning on the Mountain

Cost: 5 HAP.

This is an advanced form of Chi Repulsion that pushes back all opponents within 20ft a distance of 20foot. It is the only counter to Mountain-Which-Steals-Breath and breaks the opponents grip.

Cyclone Amongst Straw

Cost: 5 HAP.

A powerful Chi powers. When performed the character momentarily becomes a whirling dervish, deflecting all shots aimed at them and disarming all opponents within a 5ft radius. Counter disarm will not work against this skill.

Masters Strike

Cost: 5 HAP.

The Character can do a full heal (as the level 4 healing spell) the character must spend 1 minute with the victim before a perfectly aimed strike/punch hits them in the chest. This Master Chi power may be used multiple times and is not restricted to the once per day rule.

Dragon Whip

Cost: 5 HAP.

When performed this Chi Power allows the character to catch one projectile, including bullets, and return them with equal impetuous and damage back at the opponent.

Quenching Blade

Cost: 5 HAP.

This ability is an advanced form of Body Hardening that allows the character to overcome extreme conditions such as intense heat, cold, vacuum, etc. The character can only move incredibly slowly whilst maintaining this Chi Power and will lose it if they lose concentration. This is not a protection against combat damage.

Form of the Turtle

Cost: 5 HAP.

This ability allows the character to move while within a Chi Shield, the must be on walk on both hands and feet and can do nothing else all but move at pace similar to slow walking pace.

Grip of Iron

Cost: 5 HAP.

This is a one use, permanent effect. Once performed the item of choice, usually a weapon, will bond to the character whenever it is placed in their hands. It cannot be removed or affected by force or magic. As a result disarm, advanced disarm, heat metal, drop, etc have no effect. The only way to remove it is by the character releasing it by choice or by the removal of the arm holding it. This ability is applied once, for one weapon and the effects are permanent.

The Famous Lost Chi Powers

Lost Chi powers can only be found by a quest specifically designed to gain them, they cannot be taught or learned by spending Karma.

Death of the Viper

Cost: 5 HAP.

Can strike an opponent with a simple finger touch that will render them paralysed apart from their voice and on a 2 minute death count.

Cracking the Monkey Kings Nuts

Cost: 5 HAP.

This lost chi power can remove a chi shield.

The above are samples, others may be discovered in game.

Chronopathy

This is the basic awareness of the flow of time and temporal situations. This is the basis for the use of the Skills in the Horology section - the power to put the theory into practice.

Level	Ability	HAP Cost
1	A Ref may elect to inform you whether a location is being affected by powerful Horological or major supernatural effect which has Horological elements.	1
	You can determine the relative flow of one temporal event against another.	1
2	A Ref may elect to inform you whether a person is significantly Horologically active or is being affected through major Horology.	2
	You can determine the relative flow of time of one temporal event against another and calculate the increasing or decreasing gap.	2
3	A Ref may elect to inform you whether a location is being affected by subtle Horological or minor supernatural effect which has Horological elements.	3
	May use horological devices.	None
4	A Ref may elect to inform you whether a person or item is being affected by subtle Horological or minor supernatural effect which has Horological elements.	4
	You can determine the relative flow of time of one temporal event against another and calculate the increasing or decreasing gap. Can predict the pattern of future fluctuations.	4
5	A Ref may elect to inform you whether there are traces of Horological residue in an object, person or location, and provide further information if required.	5
	Can understand horological devices, allowing programming.	None

Clairvoyance

The character is able to view, and listen to, far away or familiar places by entering into a deep trance. As skill increases so does range, allowing viewing of people never met, or even places across the other side of the world.

Level	Ability	HAP Cost
1	You are able to view a person or place with which you have a great deal of familiarity e.g. your house or your immediate family.	1
	You are able to view a place or person within 1 mile of your current location.	1
2	You are able to view a person or place with which you have passing familiarity e.g. you local market place or an associate.	2
	You are able to view a place or person within 5 miles of your current location.	2
3	You are able to view a person or place which you have interacted with e.g. a tavern owner you bought drinks from or a boarding house you have stayed in.	3
	You are able to view a place or person within 25 miles of your current location.	3
4	You are able to view a person or place which you have seen from a distance e.g. the leader of an enemy army view from a hill or the enemy camp itself.	4
	You are able to view a place or person within the local Shard. As long as you have some link to them. This can be either in the form of an item from that person or place, or by having had a talismanic link attuned to you at that person or place.	4
5	You are able to view a person or place which you have never seen as long as you have a link to that thing as at level 4.	5

Combative

The character is an impressive, unarmed fighter, at higher levels able to match armed opponents.

Level	Ability	HAP Cost
1	You know how to use your body to inflict damage. Each unarmed blow deals one point of temporary damage.	None
	You may resist the effect of pain-causing Spells and Stun attempts.	1
2	You may resist the effects of Subdue and Knockdown attempts.	2
	You may catch or deflect an opponent's uncalled blow. Unless you are wearing an armoured gauntlet or thick glove you will take damage.	2
3	You can perform a nerve strike, this will disable one limb (arm or leg) for 1 minute. This can be performed through armour.	3
4	You may catch or deflect an opponent's called blow. Unless you are wearing an armoured gauntlet or thick glove you will take damage.	4
5	You can perform a stunning blow, this causes two points of real damage through armour and stuns them for five seconds.	2

Fortitude

The character is incredibly tough, able to take sword blows in their stride, and far harder to injure.

Level	Ability	HAP Cost
1	The character may take no damage from the first uncalled blow received in combat. Though it will hurt, and the character should react, it will not reduce Hit Points.	1
2	The character gains an additional Hit Point to each location.	None
3	The character may take no damage from the third uncalled blow received in combat. Though it will hurt, and the character should react, it will not reduce Hit Points.	1
4	The character gains another additional Hit Point to each location.	None
5	The character may take no damage from one called blow in an encounter. Though it will hurt, and the character should react, it will not reduce Hit Points.	2

Learned

The character has spent a great deal of time studying various aspects of the world around them. Their expertise becomes vast, this Talent may also affect research attempts made in Downtime.

Level	Ability	HAP Cost
1	You are able to ask the Refs for information on a subject you have knowledge in. On a successful bead draw you may get some interesting additional trivial information.	1
	Level 1 Academic Skills now cost only 10 Karma.	None
2	You are able to choose a specific sub section of a knowledge and be considered one level higher in that Academic Skill in that specific area (ie History 3: Specialty Artifacts)	2
	Level 2 Academic Skills now cost only 10 Karma.	None
3	Cram - You may gain one Academic Skill at Level 2 for the duration of one game (chosen at the beginning of the game). Representing cramming of information to be prepared.	3
	Level 3 Academic Skills now cost only 10 Karma.	None
4	You gain a positive bonus on any draw made on academic skills/research that you make.	4
	Level 4 Academic Skills now cost only 10 Karma.	None
5	You may ask a question relating to any academic subject as if you had Level 2 of that Skill.	5
	Cram now gives the effectiveness of a level 3 skill in that area.	None
	Level 5 Academic Skills now cost only 10 Karma.	None

Luck

The character is incredibly lucky, the odds bend in their favour, turning disaster into a lucky miss.

Level	Ability	HAP Cost
1	For each bad draw you get from a Ref, the next draw by the same Ref may be modified in your favour by a proportional amount at their discretion. Occasionally coincidences will go your way.	Variable
2	All draws you have to take may be modified by one point in your favour if you spend HAP.	1
	You take no damage from uncalled melee hits that could have bounced off equipment or be caught in clothing. A statement of "that was lucky!" or similar must be made.	2
3	Bullets shot at you will occasionally miss by a fraction of an inch or ricochet off or embed themselves in equipment. If a shot, even a Called Shot, can feasibly hit an item of equipment, you take no damage. A statement of "that was lucky!" or similar must be made.	3
4	All draws you have to take may be modified by two points in your favour if you spend HAP.	3
5	Every gun fired at you will automatically miss, unless it is fired at point blank range.	None
	You take no damage from Called melee hits that could have bounced off equipment or be caught in clothing. A statement of "that was lucky!" or similar must be made.	3
	You must now also keep a lucky charm visibly about your person at all times. If this charm is lost or destroyed you need to see a Ref immediately.	None

Machine Empathy

The character has a natural understanding of machines on a basic level. They are able to see the workings of machines and bend them to their will. They can create machines, see [Appendix E - Rise of the Machine](#).

Level	Ability	HAP Cost
1	You can ask a Ref about the basic nature, purpose and workings of a simple machine.	Variable
	You know how to give power to a simple machine, causing it to activate or remain activated for longer. You may attempt this with a more complex machine, however the results will be less reliable.	Variable
2	You are able to attempt to fix or alter the workings of a simple machine, assuming you have the necessary Skills for patching or creating new parts. You may also deactivate simple machines without damaging them.	2
	You are able to control a simple machine for 1 minute, causing it either to go against its nature, assuming it is physically capable of doing so e.g. causing a watch to run backwards, or altering what it is focusing on.	2
3	You can ask a Ref about the basic nature and purpose of a complex machine.	Variable
	You are able to create simple machines, capable of performing one task, for a limited amount of time before needing recharging with some form of power. You still need the appropriate Skills to manipulate the material you wish to use.	Variable
4	You are able to attempt to fix or alter the workings of a complex machine, assuming you have the necessary Skills for patching or creating new parts. You may also deactivate complex machines without damaging them.	Variable
	You are able to control a simple machine for 3 minutes, or a group of up to 5 simple machines for 1 minute.	4
5	You are able to create complex machines, capable of performing multiple tasks, for a longer amount of time before needing recharging with some form of power. You still need the appropriate Skills to manipulate the material you wish to use.	Variable
	You are able to control a complex machine for 2 minutes.	5

Mage Sense

You can sense energy of a magical nature and more easily use energy to cast spells. On occasion you may get a Ref Call to inform you that you can passively sense energy in the area, this will usually be due to a significant energy source or residual effect, this sensing costs 0 HAP. Active use of the abilities below will cost HAP.

Level	Description	HAP cost
1	Detect Magic - You can focus for 30 seconds and detect if a location is affected by powerful magical or supernatural energy or spells.	1
	Identify - You can identify any spells up to level 1 that have been cast on someone or something. Depending on your skills and those of the original caster, you 'may' also get more information regarding the spell such as the energy behind it or how long it has been active for. You will be aware if there are higher level spells cast on the target, just not any details.	1
	Allows the casting of known level 1 spells at normal HAP cost, with a reduced casting time.	None
2	Detect Magic - As level 1 Detect Magic, however you can also detect if a person is affected by powerful magical or supernatural energy or spells.	2
	Identify - As Level 1, however you can identify any spells up to level 2.	2
	Allows the casting of known level 2 spells at normal HAP cost, with a reduced casting time.	None
3	Detect Magic - As previous levels, however you can also sense if a location is affected by subtle magical or supernatural energy or spells.	3
	Identify - As Level 1, however you can identify any spells up to level 3.	3
	Allows the casting of known level 3 spells at normal HAP cost, with a reduced casting time.	None
4	Detect Magic - As previous levels, however you can also detect if a person is affected by subtle magical or supernatural energy or spells.	4
	Identify - As Level 1, however you can identify any spells up to level 4.	4
	Allows the casting of known level 4 spells at normal HAP cost, with a reduced casting time.	None
5	Detect Magic - As previous levels, however you can sense traces of magical or supernatural energy or spells, even if they have now stopped being active.	5
	Identify - As Level 1, however you can identify any spells up to level 5.	5
	Allows the casting of known level 5 spells at normal HAP cost, with a reduced casting time.	None

Mind Blank

The character has trained, or inherited, an incredibly strong mind. They are able to protect their thoughts and mind from outside influence and even full out attack. Certain Spells/Abilities can be resisted with Mind Blank, however, for Mind Blank to successfully resist something you need a high enough level, as well as the HAP equal to that of the thing you are resisting. If a spell/ability is 'Enhanced' then it will cost an additional 2 HAP to Resist.

In the case of 'Mass' Spells (such as Mass Command) you resist the level of the original Spell not the Mass spell. So to resist Mass Command, you only need Mind Blank 1 and to spend 1 HAP.

Level	Ability	HAP Cost
1	Any Spells, Supernatural Talents or Skills of Level 1 that affect the mind can be resisted.	1
2	Any Spells, Supernatural Talents or Skills of Level 2 that affect the mind can be resisted.	2
3	Any Spells, Supernatural Talents or Skills of Level 3 that affect the mind can be resisted.	3
4	Any Spells, Supernatural Talents or Skills of Level 4 that affect the mind can be resisted.	4
5	Any Spells, Supernatural Talents or Skills of Level 5 that affect the mind can be resisted.	5

Pathfinder

The character has a knack for finding the way through many and varied territory, be it the safest route, or the shortest. They have a natural, inbuilt compass and an unerring sense of direction.

Level	Ability	HAP Cost
1	Can find your way back to a location as long as you have travelled there on a previously. Take educated guesses at suitable short cuts.	None
	May buy a level 1 Survival Skill available to them between games for 10 Karma.	
2	Can attempt to find your way back to a location that you are familiar with, regardless of where you are travelling from. Less likely to become lost as a consequence of a detour.	None
	Know one area like the back of your hand, whether it is wilderness, or a city that you live in.	
	May buy a level 2 Survival Skill available to them between games for 10 Karma.	
3	You are able to sense any Cardinal Point, just by thinking about it. Able to determine a location in relation to yourself, in conjunction with a map, and keep a rough direction for it in your head when traveling.	2
	By briefly looking at a map, or hearing a description, you can attempt to find your way to a destination and avoid trouble on route.	Variable
	May buy a level 3 Survival Skill available to them between games for 10 Karma.	None
4	You may attempt to cover your tracks. Level 4 Trackers will be at the equivalent of level 2 for the purpose of following your trail. Level 5 Trackers will be at the equivalent of level 3.	3
	May buy a level 4 Survival Skill available to them between games for 10 Karma.	None
5	You can, with time, work out exactly where you are in relation to a well-known place.	5
	You can travel effortlessly to any location, as long as you have a vague idea where you are going. You will be able to take any route you like, shortest, easiest, least troublesome etc, and should reach your destination considerably quicker than even a seasoned traveller.	Variable
	May buy a level 5 Survival Skill available to them between games for 10 Karma.	None

Portal Sense

The character has an innate sense of understanding about the particular type of energies which surround Portals. As their ability with this Talent increases they are able to see more subtle shifts in the energies, gaining greater insight.

Level	Ability	HAP Cost
1	You can detect the presence of a Portal but not its exact location unless it is very close	1
2	You can determine a Portal's Shard of destination.	2
3	You can detect the presence of a Portal and its exact location, and can determine its region of destination.	3
	You can determine whether a Portal can be controlled or has other properties.	3
4	You can determine whether a Portal has been recently used or is on a cycle.	4
5	You can detect the presence of a Portal and its exact location, and can determine its exact destination.	5

Potency

The character is able to attempt feats of strength beyond the abilities of most people. They can break metal, throw objects larger than themselves and smash through armour.

Level	Ability	HAP Cost
1	You may bend or break almost anything that is no thicker than your own thumb.	1
	You are able to call 'knockdown' on contact with an opponent.	1
2	You are able to carry an armoured man or someone larger than yourself without aid.	None
	You are able to call 'Mighty Blow' that does an extra point of damage.	2
3	You may perform a Feat of Strength (e.g. turn over a fully laden cart or throw a grown man up to ten feet). You choose you can perform a Feat of Strength at half cost, but afterwards you will become tired (need to sit down, cannot spend HAP. This lasts for two minutes).	4 or 2
	You may bend or break almost anything that is no thicker than your own wrist.	2
4	You are able to call 'Crush' to deal a Crushing Blow that deal 4 Damage to the Target, 1 Damage to an item it strikes. If it causes a Wound to the target then the location will suffer from a Break injury.	4
5	You may perform an Amazing Feat of Strength (e.g. uproot trees or throw a fully-grown man up to thirty feet). You choose you can perform an Amazing Feat of Strength at half cost, but afterwards you will become Exhausted (need to lie down, a slow walk may cause you to collapse, cannot spend HAP, this lasts for three minutes).	6 or 3
	You may bend or break almost anything that is now thicker than your own neck.	4

Precognition

You are able to see glimpses of the future, worrying out clues about how events will unfold.

Level	Ability	HAP Cost
1	A Ref may elect to inform you that you are in immediate, or nearly immediate danger. This will take the form of a simple verbal warning with no hints as to what the nature of the threat is or how soon it will arrive.	None
2	Your character may conduct a short ritual such as dangling a pendulum over a map, which allows them to sense whether you may be subjected to an experience relating to a particular person, event or incident during next few hours. This will take the form of a cryptic clue.	2
3	A Ref may elect to inform you that you are in immediate, or nearly immediate danger. This will take the form of a strong verbal warning with some vague information of what the threat is and how soon it will arrive.	None
4	You may undertake an activity, such as drawing up a Horoscope, which allows you to sense whether you may be subjected to an experience relating to a particular person, event or incident during the day. This will take the form of a muddled and confusing dream.	4
5	You may conduct an event such as falling into a deep meditative trance whether you, or those close to you may be subjected to an experience relating to a particular person, event or incident during the weekend. This will take the form of a detailed but mysterious vision.	5

Psychometry

The character is able to gain flashes of insight into the history or use of an item.

Level	Ability	HAP Cost
1	You may ask a Ref whether an item is powerful, or significant in some way. Their answer will take the form of a simple verbal statement with no hints as to what the nature of the power is or its significance.	None
2	As level 1 but an answer will take the form of a simple verbal statement that the item is of Magical or Historical significance, for example.	None
3	You may now also ask a Ref how an item may have been used. Their answer will be a simple statement about its use, i.e. Ritualistic, used in a murder etc.	None
4	As previously but the answer will be a cryptic statement or a short vision or flashback.	None
5	You may receive a detailed vision or flashback or detailed statement.	None

Psychomoleate

By touching a substance you are able to manipulate it into different forms and alter its nature. You must choose one specialist substance when the talent is purchased.

Level	Ability	HAP Cost
1	You have the ability to manipulate small amounts of your chosen substance without the need for tools - quantity is no larger than your fist, or no thicker than your thumb.	1
2	You may change a property of an item made out of your chosen substance, such as making ceramic permeable, blunting a metal blade, making wood soft or rigid.	2
3	You are practiced enough to work almost any mundane substance with only minimal tools, you are sufficiently in tune with your chosen substance that you are able to work large amounts without the need for tools, no larger than your head, or thicker than your wrist.	3
4	You may make items covered by a Craft Skill you possess without the need for tools. You may change the physical state of your chosen substance, such as setting wood on fire, or liquidizing metal.	4
5	You may touch an inanimate object either of your chosen material, or similar in nature to it and by concentrating you may render it down to its component elements. This item must be no larger than your body and no thicker than your waist.	5
	You are sufficiently in tune with your chosen substance that you are able to do almost anything with any amount, given sufficient time and HAP.	Variable

Sharpshooter- Bow

The character has excellent abilities with a bow, they are able to shoot while moving and with lethal accuracy.

Level	Ability	HAP cost
1	The character may shoot when moving.	None
2	The character may call 'Knockdown' with a shot, this knocks the target off their feet.	2
3	You may choose one bow, you are now able to do one extra point of damage with this bow.	2
4	The character may, whilst stationary or moving slowly, use the call 'lethal' when firing at an unaware target. The shot must hit the torso.	4
5	The character may, whilst stationary or moving quickly, use the call 'Lethal Critical' when firing at an unaware target. The shot must hit the torso.	5

Sharpshooter- Firearms

The character has excellent abilities with a gun, they are able to shoot while moving and with lethal accuracy.

Level	Ability	HAP cost
1	The character may shoot at a rapidly moving target. They must be stationary or move slowly.	None
2	The character may shoot when moving rapidly. The target must be stopped or slow moving.	None
3	The character may aim whilst stationary, at a location (torso, arm or leg) of a stationary or slowly moving target. The call for this is 'Target - Location'	1
	You may choose one gun, you are now able to do one extra point of damage with all bullets fired from this gun.	1
4	The character may aim whilst moving rapidly, at a location (torso, arm or leg) of a stationary or slowly moving target. The call for this is 'Target - Location'	1
	In addition, if stationary or slowly moving they may aim at a specific location, such as hand, kneecap, foot, elbow etc. The call for this is 'Target - Location'	2
5	The character may, whilst stationary or moving slowly, use the call 'lethal' when firing at a target. The shot must be an aimed shot. The call for this is 'Target - Lethal'.	4

Spirit/Dreaming Speech

There are two versions of this Talent, if you were to want both you would have to learn them separately. The powers below work the same for both versions however there are differences in what the Talent gives access to.

- Dreaming Speech - allows access to the Dreaming, the realm of 'living' spirits of creatures and elements of the world (Totems, Elementals).
- Spirit Speech - allows access to the Spirit Realms, the realms of 'dead' spirits/ancestors etc. Depending on where you are when you enter the Spirit Realms will depend on where you arrive. For example, if you enter the Spirit Realm while in a Temple, you are going to end up in the realm linked with the Temple.

Note: The term Spirit Realms is used below but refers to both Dreaming and Spirit Realm.

Your Spirit leaves your Body when you enter and move through the Spirit Realms.

While your Spirit is in the Spirit Realms your Body will be unconscious. Damage to either your Body or your Spirit will be transferred to the other. Should you fall unconscious in the Spirit Realms due to wounds, you will not be able to get back into your Body without help. If your Body dies, then your Spirit is left to drift in the Spirit Realms.

For abilities that allow you to Enter and Leave the Spirit Realms, the HAP cost must be paid for each direction. If you run out of energy you will be unable to return to your Body. Unless you have level 3+ Spirit/Dreaming Speech for the Realm you are in, you cannot use any HAP Abilities (other than those that allow you to return to your Body) while in the Spirit Realms.

You can only perceive spirits that are on or manifesting on the same Realm (or the Real World) that you are on. So you cannot detect a Spirit that is purely in the Spirit Realm while you are in the Real World, but can detect one that is manifesting in the Real World (such as a poltergeist). Certain spirits (especially the more powerful ones) may be able to hide themselves from those with lower skills.

Level	Description	HAP cost
1	You are able to remove your Spirit from your Body and enter the Spirit Realm, or return your Spirit to your Body. While here you are unable to do anything that requires you to spend HAP, other than to return to your body. To Enter or Leave takes 30 seconds of concentration. You can only return to the Real World at the location of your Body.	1
	Able to perceive and communicate with minor spirits of chosen type.	1
	Allows the casting of known level 1 spells at normal HAP cost, with a reduced casting time.	None
2	While in the Spirit Realm you are sometimes able to sense the ripples in the realm that precede danger. You can sometimes sense others entering or leaving the Realm nearby.	2
	Able to bargain with minor spirits of chosen type.	None
	Allows the casting of known level 2 spells at normal HAP cost, with a reduced casting time.	None
3	While in the Spirit Realm, you now have full access to your Talents, Skills and Abilities.	None
	You are able to take other people into or out of the Spirit Realm. This will cost you 3 HAP + 1 HAP per person over 1 that you are taking with you. It will also take 60 seconds + 10 seconds per person over 1 that you are taking with you, to move everyone across.	3 + 1 per person over 1.
	Able to perceive and communicate with major spirits of chosen type.	None
	Allows the casting of known level 3 spells at normal HAP cost, with a reduced casting time.	None
4	You are able to forcibly remove someone from the Spirit Realm. They may be able to resist if they have the ability to do so. If someone is pushed, they will be pulled back to their body and be disorientated for up to 5 minutes, unable to re-enter the Realm if they were pushed out. You cannot use this ability on creatures native to the Spirit Realm. It takes 5 seconds of continual contact in order to push someone.	4
	You are able to resist, or help stop another being pushed out of the Spirit Realm.	4
	Able to bargain with major spirits, or command minor spirits of chosen type.	None
	Allows the casting of known level 4 spells at normal HAP cost, with a reduced casting time.	None
5	You are able to take your Physical Body into and out of the Spirit Realm at certain points in the world (Check with a Ref first, the Real World is not always close enough to the Spirit Realms to allow this). While it is possible to Travel this way, the times are not normally any faster than in the Real World, it is also extremely dangerous to travel this way for any distance. It takes 30 seconds to Enter or Leave the Spirit Realm this way, and for 30 seconds after you arrive/leave you are disorientated and unable to use any HAP.	5
	You are able to 'peek' into the nearest Spirit Realm for as long as you maintain concentration, this will allow you to see what is happening in that Realm from your current location. It takes 10 seconds of concentration to start. This ability will also allow you to see Spirits in the area. You cannot walk around while this ability is active, although you can rotate on the spot. Any combat or other use of HAP will require you to restart.	5
	Able to perceive and communicate with greater spirits of chosen type.	None
	Allows the casting of known level 5 spells at normal HAP cost, with a reduced casting time.	None

Tenacity

Tenacity can only be activated when you have taken a critical wound and would otherwise be unconscious. The character's Death Count does not stop however, so even if you keep going, if it's not treated within 5 minutes you will collapse and potentially die. Any use of tenacity to keep fighting when wounded will make it much more awkward for you to be healed.

Level	Ability	HAP Cost
1	Your character is unconscious for 30 seconds but can then waken to crawl to safety. The character can do nothing more until treated. Any further wounds will knock the character unconscious again. Until healed the character can not use any skills or abilities that require HAP.	1
2	Your character is unconscious for 30 seconds but can then waken to crawl to safety. The character can only defend themselves until treated. Any further wounds will knock the character unconscious again. Until healed the character can only use Skills and Talents at level 1.	2
3	Your character is staggered for 30 seconds - during this time they can only defend themselves. After that they can fight normally - any further wounds will stun the character again. Until Healed the character can only use Skills and Talents up to level 2.	3
4	Your character is staggered for 30 seconds - during this time they can only defend themselves. After that they can fight normally. Until Healed the character can only use Skills and Talents up to level 3.	4
5	Your character can continue fighting normally even when critically wounded. Until Healed the character can only use Skills and Talents up to level 4.	5

Touch of Grace

The character is able to remove a subject's pain, debilitating diseases or long term illnesses. With any of the permanent cure abilities, you must always see a Ref first. You cannot use Touch of Grace on yourself.

Level	Ability	HAP Cost
1	Can stop pain and cleanse minor poisons with a touch.	1
2	While sitting with/tending a patient you can halve the time it takes for them to recover wounds. You must be nearby to them and checking wounds etc for the duration. You can sit with them as long as you want, to recover as many wounds as they require. The HAP cost is to activate this ability only. Should you leave the patient for more than a minute or should they engage in combat, you will have to restart.	2
3	You can cure diseases and poisons with a touch, this takes at least a minute.	2
	You can temporarily relieve symptoms of a minor malady the patient has for a day.	Variable
4	You can sit with up to 5 patients as at level 2.	4
	You can potentially cure a patient of a minor malady permanently. In addition to the HAP cost to the character, this will also cost the patient 20 karma points.	Variable
	You can temporarily relieve symptoms of a major malady the patient has for a day	4
	You can also potentially cure a character of a mental condition (paranoia etc). This will cost the patient 10 karma per point of the flaw if it is a permanent condition that is being cured.	Variable
5	You can potentially cure a patient of a major malady permanently. In addition to the HAP cost to the character, this will also cost the patient 40 karma points.	5
	You can temporarily relieve symptoms of a terminal malady the patient has for a day	Variable
	You can also potentially cure a character of a physical condition (blindness etc). This will cost the patient 10 karma per point of the flaw if it is a permanent condition that is being cured.	Variable

Vigour

The character is able to resist disease and poisons, their immune system being far more robust than an average person.

Level	Ability	HAP Cost
1	The character has a strong immune system, and is able to resist or shake off minor illnesses. Though this will probably not protect a character against many diseases in game, they will be unusually healthy.	None
2	The character is resistant to most diseases and will recover quickly if they are infected. In addition, most minor poisons will have a reduced effect on them. Major poisons will have full effect, though they may recover quicker with treatment.	Variable
3	The character is resistant to almost all diseases and will recover from them quickly if infected. They also show an increased resistance to disease-like effects, and are immune from minor poisons. Major poisons will have a reduced effect on them	Variable
4	As above, but Major poisons have no effect on them. Resistant to Supernatural poisons/diseases.	Variable
5	Ageless, does not suffer for getting old - still dies at end of lifespan. The character is not immortal.	None

Weapon Master

The character is a master in the use of weaponry. Through years of training or sheer natural ability they have honed their use of weapons, changing the damage they are able to do with them.

Level	Ability	HAP Cost
1	You may elect to do temporary damage or even no damage with a weapon.	1
2	Pre-Req: Disarm. When using disarm you may also seize the weapon from them. If the opponent uses Resist Disarm, you are unable to take the weapon from them.	2
	You are able to disarm two-handed weapons but you may not seize them.	2
3	You may choose a weapon or paired weapons, when using this weapon/combination all Weapon Master and Weapon Specialisation HAP costs are 1 less.	None
4	You may attempt to resist a Disarm attempt.	2
	If you hit an unarmoured location you may do a Critical wound. The call for this is 'Critical'	4
5	You may elect to do temporary damage or even no damage with a weapon.	None
	You may use the Skill Resist Disarm for your chosen weapon/s for zero HAP cost.	None

Appendix C- Heritage Talents

Darkling Nature	Linked to the element of Void or Aether, they have their origins in the Netherworld.	Supernatural
Fae Nature	Part of the ancient race of the Faeries.	Supernatural
Gnomic Nature	Linked to the element of earth.	Supernatural
Naturekin Nature	Linked to the plats of the world.	Supernatural
Regenerate	Rapidly recover from injuries.	Supernatural
Salamander Nature	Linked to the element of Fire.	Supernatural
Sylph Nature	Linked to the element of Air.	Supernatural
Undine Nature	Linked to the element of Water.	Supernatural

Darkling Nature

The character is deeply attuned to the element of Void, giving them abilities beyond the average man, but also flaws and vulnerabilities to match. When casting spells, you are considered to have [Spirit/Dreaming Speech](#): Void Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Void Spirits.	1
	You are able to create a fist sized ball of elemental Void.	1
	You are not affected by level 1 elemental Void effects.	None
	You are allergic to elemental Spirit and Lead; you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Void Spirits.	2
	You are able to throw a Void Bolt.	2
	You are not affected by level 2 elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, if your skin comes in contact with them, you will be in extreme pain and the affected area will swell up, needing cleansing.	None
3	You are able to perceive and communicate with major Void Spirits.	3
	You are able to cast a Void Blast.	3
	You are not affected by level 3 elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, if you are damaged by these substances, you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Void Spirits and bargain with major Void Spirits.	4
	You are able to throw a Void Strike, dealing 4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields.	4
	You are not affected by level 4 elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, if you are damaged by these substances, you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken, requiring medical attention to regain consciousness.	None
5	You are able to perceive and communicate with greater Void Spirits.	5
	You are able to turn any armour you are wearing into Etheric Armour. This doubles the protection value of the armour. All Magic cast at the wearer is absorbed, including from friendly sources. Any other magic effects on the wearer are also removed. It is instantaneous and lasts for 2 minutes.	5
	You are now immune to elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, any damage you take from these substances causes an immediate critical wound.	None

Fae Nature

The character is one of the races of Fae that or come from Faerie. The character is able to alter the perceived reality and emotions of those around them. They can create illusions and shared hallucinations. You do not need to spend additional HAP on the upkeep of Glamour (illusion) effects, however the initial HAP spent on the effect will not regenerate until after the effect is dropped. If you lose consciousness or all HAP, any effects will fade.

Choose an allergy, either Salt, Sulphur, or Cold Iron

Level	Ability	HAP Cost
1	You may conceal a single give-away part of your Fae Heritage (e.g. pointed ears, or unusually coloured skin), everything else must be concealed with clothing or make-up. You may also enhance or add a Fae Heritage feature. Certain people may still be able to see through the Glamour. This effect must be fully phys-repped.	1
	By wearing non-descript clothing and acting in a way that doesn't draw attention, you may 'fade' into the background, becoming less likely to be attacked or noticed.	1
	You are afraid of your allergy and will go out of your way to avoid it.	None
2	During times of heightened emotion, you may project your feelings onto others, this is uncontrolled. This affects anyone within ten feet. Those who read Auras may be particularly affected, characters with Mind Blank may not be affected at all.	2
	By singing or storytelling you can actively affect the emotional state of one target.	2
	If your skin comes in contact with your allergy, you will be in extreme pain and the affected area will swell up. This will need to be cleansed.	None
3	You may hide all but one of your Fae Heritage features. You may also choose to exaggerate or add Fae Heritage features, though these remain illusionary. These must be fully phys-repped. You may also use the level one ability of this Talent on up to three willing targets. This may not be used to hide the remaining Fae Heritage feature of someone else.	3
	If you work in conjunction with other Fae with this Talent, you may take a location, such as a glade, and create an atmosphere to settle or unsettle the nerves, using illusionary lights, sounds (such as music), smells etc. These must be phys-repped.	
	If you are damaged by your allergy you will take an extra point of damage and be in pain.	None
4	You may project almost any emotion of your choosing onto a single person and you may dictate the severity of the emotion felt. Those who read Auras may be particularly affected, while characters with Mind Blank may not be affected at all.	4
	By singing or storytelling you are able to affect the emotional state of up to 5 targets.	4
	If you are damaged by your allergy you will take damage as above, but also fall unconscious, regardless of how much damage you have taken. Requiring medical attention to awaken.	None
5	You can alter your physical appearance to make yourself look like a member of another humanoid race. This does not grant you any racial abilities, but as far as any physical detection techniques (e.g. smell, touch, etc.) are concerned you will be a full member of that race. This cannot hide the character's aura. This effect must be fully phys-repped.	5
	Working in conjunction with other Fae you may weave an odd performance of wild dance and atonal music which will create an elaborate illusion designed to entrap all those who step within its boundaries. The illusion may take any form you wish, but it must be a form that is enticing to the people or creatures you are trying to target. The illusion will last for five minutes after you stop dancing and you cannot use this on the same creature again that day. Characters with Mind Blank may be able to resist the effects of the illusion.	5
	You are extremely allergic to either salt, Sulphur or Cold iron, any damage you take from these substances causes an immediate critical wound.	None
	You may also use level 3 of this Talent on up to three willing targets.	

Gnomic Nature

The character is deeply attuned to the element of Earth, giving them abilities beyond the average man, but also flaws and vulnerabilities to match. When casting spells, you are considered to have [Spirit/Dreaming Speech](#): Earth Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Earth Spirits.	1
	You are able to create a fist sized ball of elemental Earth.	1
	You are not affected by level 1 elemental Earth effects.	None
	You are allergic to elemental Water and Copper, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Earth Spirits.	2
	You are able to throw a Earth Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Earth Spirits.	3
	You are able to cast a Earth Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Earth Spirits and bargain with major Earth Spirits.	4
	You are able to throw a Earth Strike, dealing 4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields.	4
	You are not affected by level 4 elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Earth Spirits.	5
	You are able to turn any armour you are wearing into Earthen Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. The armour becomes as tough as stone, as a result all damage is reduced by 1 point per hit and the armour is immune to Shatter type spells, although the character can not move faster than a walk while the ability is active.	5
	You are now immune to elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, any damage you take from these substances causes an immediate critical wound.	None

Naturekin Nature

The character is able to communicate with the plants around them, be aware that any information gained will be from the plants' point of view. They can convince them to help, or in extreme cases compel them to obey.

Level	Ability	HAP Cost
1	You are able to read the basic nature of a plant i.e., harmful or helpful to humans.	1
	You can cause a target to be held in place for 1 minute by roots, their feet sinking into the ground etc. Stronger creatures may not be affected by this (Potency 1 can get out in 30 seconds, Potency 2+ can break free in 10 seconds). Creatures can still attack while entwined.	1
	You are allergic to salt; you are afraid of it and will go out of your way to avoid it.	None
2	By focusing on a group of plants in a given area you can gain a rough understanding of what has happened in that area within the lifespan of the plants you are talking to.	2
	You know how to affect the health of plants, either encouraging growth, or killing them off.	2
	You are extremely allergic to salt, if your skin comes in contact with it you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to create an area 10ft in diameter that will entangle anything within it. Targets are held in place for up to 3 minutes with roots, vines, mud, etc. holding them in place. Targets can attempt to free themselves. Feat of strength can also pull someone free.	3
	By remaining still and immersing yourself in plant life you are able to boost the speed at which you regain HAP. You gain one HAP back after every 15 minutes spent in this state rather than the 1 HAP back every 30 minutes. If you are attacked, have to run/walk to a new area or expend any HAP during this time, you must start again.	3
	You are extremely allergic to salt, if you are damaged by this substance you will take one extra point of damage and be in extreme pain.	None
4	You are able to recognise the relevant parts of a plant and what their uses are, e.g. the leaves of a certain plant is good for helping bones knit together. You can encourage plants to develop certain parts of itself over other parts, at Ref discretion.	Variable
	You are able to supply energy to a plant in order to heal it of wounds or diseases or remove any stains of unnatural corruption. This is at Ref discretion.	Variable
	You are extremely allergic to salt, if you are damaged by this substance you will take damage as above, but you will also fall unconscious, requiring medical attention to awaken.	None
5	You are able to 'ride' the plants in an area, experiencing what they experience and what they have previously experienced in their lifetimes, filtered into human understanding.	Variable
	You may speed up the growth, or life cycle, of a plant. This can range from the seeds of a plant reaching maturity more rapidly, or even a tree growing to maturity within day.	Variable
	You are extremely allergic to salt, any damage taken causes an immediate critical wound.	None

Regenerate

The character is able to regenerate damage, reducing the need for medical attention. Damage taken from fire or explosions may not be regenerated. If a broken bone is not set you will not be able to regenerate the damage.

Level	Ability	HAP Cost
1	Any treated, non critical wound (ie above 0) will regenerate in 15 minutes rather than 30.	1/wound
2	Any non treated, non critical wound (ie above 0) well regenerate in 15 minutes.	2/wound
3	Any treated critical wound (0 hits) will regenerate in 15 minutes.	3/wound
4	Can reduce a lethal wound to a normal point of damage.	4
5	Can activate advanced regeneration for 2 minutes, all damage taken is reduced by 1, and you regenerate 1 hit point (total, not per location) every 30 seconds. After the two minutes you are exhausted and cannot use any skill or talent that requires HAP for 5 minutes.	5

Salamander Nature

The character is deeply attuned to the element of Fire, giving them abilities beyond the average man, but also flaws and vulnerabilities to match. When casting spells, you are considered to have [Spirit/Dreaming Speech](#): Fire Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Fire Spirits.	1
	You are able to create a fist sized ball of elemental Fire.	1
	You are not affected by level 1 elemental Fire effects.	None
	You are allergic to elemental Earth and Lodestone, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Fire Spirits.	2
	You are able to throw a Fire Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Fire Spirits.	3
	You are able to cast a Fire Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Fire Spirits and bargain with major Fire Spirits.	4
	You are able to throw a Fire Strike, dealing 4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields.	4
	You are not affected by level 4 elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Fire Spirits.	5
	You are able to turn any armour you are wearing into Firey Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. As well as protecting the wearer from any fire damage, any close combat hit (or physical contact) on the wearer will cause 1 point of fire damage on the attacker.	5
	You are now immune to elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, any damage you take from these substances causes an immediate critical wound.	None

Sylph Nature

The character is deeply attuned to the element of Air, giving them abilities beyond the average man, but also flaws and vulnerabilities to match. When casting spells, you are considered to have [Spirit/Dreaming Speech](#): Air Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Air Spirits.	1
	You are able to create a fist sized ball of elemental Air.	1
	You are not affected by level 1 elemental Air effects.	None
	You are allergic to elemental Fire and Gold, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Air Spirits.	2
	You are able to throw a Air Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Air Spirits.	3
	You are able to cast a Air Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Air Spirits and bargain with major Air Spirits.	4
	You are able to throw a Air Strike, dealing 4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields.	4
	You are not affected by level 4 elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Air Spirits.	5
	You are able to turn any armour you are wearing into Air Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. No physical small missile or thrown weapons will affect the wearer. Cannon shot and Ballista's will still effect the wearer.	5
	You are now immune to elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, any damage you take from these substances causes an immediate critical wound.	None

Undine Nature

The character is deeply attuned to the element of Water, giving them abilities beyond the average man, but also flaws and vulnerabilities to match. When casting spells, you are considered to have [Spirit/Dreaming Speech](#): Water Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Water Spirits.	1
	You are able to create a fist sized ball of elemental Water.	1
	You are not affected by level 1 elemental Water effects.	None
	You are allergic to elemental Air and Crystal, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Water Spirits.	2
	You are able to throw a Water Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Water Spirits.	3
	You are able to cast a Water Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Water Spirits and bargain with major Water Spirits.	4
	You are able to throw a Water Strike, dealing 4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields.	4
	You are not affected by level 4 elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Water Spirits.	5
	You are able to turn any armour you are wearing into Watery Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. All blows are slowed when they hit the armour, as a result all hits do only a single point of damage. In addition the armour 'heals' one point of armour once it falls below its normal armour value. So a 4 point set of chainmail will have 8 points with the spell active. If it falls below 4 it will regain 1 point every 30 seconds to a maximum of 4.	5
	You are now immune to elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, any damage you take from these substances causes an immediate critical wound.	None

Appendix D- Skills

Skill	Description	Type
Accountancy	Manage accounts and money effectively	Business
Administration	Run organisations effectively	Business
Archaic Knowledge	Specialist knowledge in one non-scientific subject	Academic
Archaic Science	Specialist knowledge in a specific field of Science	Academic
Armour Repair	Able to use and maintain armour effectively	Martial
Craft	Character has a craft, such as blacksmith, brewer, herbalist, alchemist.	Craft
Cultural Lore	Special knowledge of the nature of a society	Academic/Lifestyle
Demolition	Construct and deploy bombs and explosives	Martial
Divination	Improves a character's supernatural abilities	Mystical
Etiquette	Understanding social behaviour	Lifestyle
Forgery	Able to duplicate the craftsmanship of another	Craft
Horological Theory	Able to understand the complexities of meddling with time.	Mystical
Incapacitate	Reduce effectiveness of opponent, without a fight	Martial/Lifestyle
Investigation	Make enquiries and discover information	Business/Academic
Literacy	Ability to read and compose texts	Lifestyle/Academic
Medicine	Able to heal others	Medical
Numeracy	Knowledge in all aspects of Mathematics	Lifestyle/Academic
Portal Control	Manipulate and control portals	Lifestyle
Psychology	Awareness of and ability to treat mental affliction	Medical/Academic
Research	Invent, create, discover new ways of doing things	Academic/Craft
Ranged Weapon Specialisation - Artillery	Training in using Artillery pieces.	Martial
Ranged Weapon Specialisation - Firearms	Training in using Firearms.	Martial
Seamanship	Able to sail or crew a ship	Lifestyle
Security	Awareness of arranging security... or bypassing it	Lifestyle
Spell: Command	Able to cast a spell to control others	Mystical
Spell: Entrap	Able to cast a spell to impede movement	Mystical
Spell: Heal	Able to cast a spell to heal wounds	Mystical
Spell: Imbue	Able to cast a spell to impart magical properties	Mystical
Spell: Ward	Able to cast a spell to protect	Mystical
Spell: Wound	Able to cast a spell to inflict injuries	Mystical
Strategy	Able to plan a military campaign	Martial
Streetwise	Able to survive in the rougher areas of a city	Lifestyle
Survival	Able to survive in the great outdoors	Lifestyle
Tactics	Able to control a military unit	Martial
Teaching	Train others in Skills possessed by the teacher	Academic
Technology Skill	Skill in one of the Technologies of the world.	Special
Theology	Specialist knowledge in the tenets of a faith	Mystical/Academic
Tracking	Able to find tracks and follow people	Lifestyle
Trade	Trade items for profit and run businesses	Business
True Faith	Absolute belief in one particular faith	Lifestyle/Mystical
Unarmed Specialisation	Training to fight unarmed	Martial
Weapon Specialisation	Training in a particular weapon and fighting style	Martial

Accountancy

Requires Numeracy of at least Level 2.

Level	Ability
1	Understand basics of the subject, able to manage simple personal accounts
2	Schooled in the subject, able to keep the books for a small business or household, able to remove small amounts of money secretly.
3	Well-schooled and experienced, able to manage the books for a medium sized business or large household, able to detect simple frauds
4	Able to manage the books of a large business or settlement, able to embezzle funds
5	Able to manage almost all books, able to detect most fraudulent activity.

Administration

Requires Literacy of at least Level 2.

Level	Ability
1	Understand basics of the subject, able to manage simple personal records and documents.
2	Schooled in the subject, able to keep the records for or run a small business or household, able to find information within records quickly and efficiently.
3	Well-schooled and experienced, able to manage the records, and run a medium sized business or large household, able to improve on efficiency and management of organisations.
4	Able to manage the affairs of a large business or settlement.
5	Able to manage almost any business, or small government.

Archaic Knowledge

Specific subject - Philosophy, History, Law, Politics, Economics, Geography etc. May be taken multiple times.

Level	Ability
1	Understand basics of chosen subject.
2	Schooled in the subject and can work in this field.
3	Well-schooled and experienced, understands complex issues.
4	Dedicated to subject, little that you do not understand, researches new concepts in the subject.
5	Considered one of the foremost authorities on the subject.

Archaic Science

Specific subject i.e. Astronomy, Chemistry, Biology, Physics, etc. May be taken multiple times.

Level	Ability
1	Understand basics of chosen subject .
2	Schooled in the subject and can work in this field.
3	Well schooled and experienced, understands complex issues.
4	Dedicated to subject, little that you do not understand, researches new concepts in the subject.
5	Considered one of the foremost authorities on the subject.

Armour Repair

Every time this Skill is used it decreases the maximum amount of armour points of the armour by one, to a minimum of one. The only way to restore the normal maximum of armour points is to have the armour repaired using the Craft: Blacksmith or Craft: Leather work Skills.

Level	Ability	HAP Cost
1	May repair armour and restore a maximum of 1 point of Armour per location. This will take a minimum of 1 minute per point and must be properly Phys Repped.	1
2	As level 1 but restore up to a maximum of 2 points of Armour per location.	2
3	As level 1 but restore up to a maximum of 3 points of Armour per location.	3
4	As level 1 but restore up to a maximum of 4 points of Armour per location.	3
5	As level 1 but restore up to a maximum of 5 points of Armour per location.	3

Craft

Specific craft - Painting, sculpting, alchemy, herbalism, leather working etc. May be taken multiple times.

There are two different forms of Craft skills:

- Permanent Items - Weapons, armour, jewellery etc.
- One shot Items
 - Potions, salves, powders etc.
 - You can create effects equal to your Skill Level (see Spell Lists for ideas and guidelines) as long as you have a recipe and ingredients for it. All effects require Ref sanction.

Example potions:

- Remove Pain - Level 1 Herbalism/Pharmacy
- Stabilise - Level 1 Herbalism/Pharmacy
- Black Powder - Level 2 Alchemy
- Single Point Heal - Level 2 Herbalism/Pharmacy
- Cure Poison - Level 3 Herbalism/Pharmacy

Characters start an event with a number of potions equal to Skill Level x 2 (from ones you can make).

Level	Ability
1	Basic knowledge, can repair simple items.
2	Can create and repair basic items.
3	Can create and repair good items.
4	Effectively has Level 1 Research Skill in chosen craft. Items created at Level 4 can be classed as Masterwork if made with reasonable materials - these can potentially be enchanted.
5	Effectively has Level 3 Research Skill in chosen craft. A permanent item created at this level can potentially have a 1 shot edge upon it (at Ref discretion). Once used they cannot be "recharged". E.g. A sword with 'resist shatter' or 'double damage' or 'through'.

Cultural Lore

This is Shards specific e.g. Union, Frontier, etc. This may be taken multiple times.

Level	Ability
1	Common to all characters. Allows access to campaign material regarding their culture.
2	As above but allows some knowledge of famous people and deeds.
3	Comprehensive knowledge of famous people and deeds.
4	Outstanding knowledge of the famous and renowned, plus have access to obscure events, peoples and places long forgotten by the majority.
5	Few secrets hidden, few events unknown, few people forgotten. The knowledge of your Shard is at your fingertips.

Demolition

Please note that in order to make black powder or other explosive chemicals you will need the Craft: Alchemy Skill. This skill deals simply with using those chemicals within explosive devices.

Level	Ability
1	You are able to put together simple grenades and other devices that have a simple fuse and limited area of effect. You have a rudimentary knowledge of timing explosions.
2	You know how to construct a device in such a way as to direct the explosion in a particular direction. You are also able to construct simple explosive traps
3	You are able to construct larger and more complex devices with more efficient fuses. Your timing is near impeccable and even with a simple string fuse you can get it to within a second or two.
4	You have sufficient knowledge that, given time and the right tools, you are able to defuse most explosive devices, some more complex devices may be too complex to defuse. You are able to construct more complex explosive traps.
5	You are able to construct very complex devices, and with the right combination of other Skills can make very complex fuses and timers (e.g. fuses that work by mixing chemicals and clockwork timers).

Divination

Level	Ability	HAP Cost
1	By undertaking a focusing activity such as drawing a tarot card, you can ask a ref a question about a subject. The answer will be vague and cryptic, covering a short time period.	1 HAP
2	By undertaking a short ritual such as dangling a pendulum over a map, you can ask a ref a question about a subject. The answer will be cryptic, covering a short time period.	2 HAP
3	By undertaking a ritual or ceremony, such as casting and reading runes, you can ask up to two questions of a Ref about a certain subject. The predictions are much more specific, although they may be very cryptic.	3 HAP
4	By undertaking an activity, such as drawing up a Horoscope, you can ask a question of a Ref about a subject. The predictions are much more specific, although they may be very cryptic, however they can cover a much longer period of time.	4 HAP
5	By undertaking an event such as falling into a deep meditative trance, you can ask up to two questions of a Ref about a subject. The predictions are much more specific, although they may still be cryptic, they can cover a much longer time period.	5 HAP

Etiquette

Level	Ability
1	Understand the basics of etiquette in high society.
2	Know how not to offend in higher social circles.
3	Know the proper form of address for nearly all ranks in own culture.
4	Can get by without seriously offending people in any culture.
5	Knows the proper form of address for nearly all cultures.

Forgery

Requires Craft to equivalent level and field as item to be duplicated. If item was created with the use of the [Aesthetic](#) Talent, an equivalent level of [Aesthetic](#) Talent is needed for a successful forgery.

Level	Ability
1	Allows the forger to duplicate simple documents, or items of little worth or poor craftsmanship.
2	As above but can duplicate complex documents, signatures and seals pass casual inspection.
3	As above but can duplicate items, signatures and seals pass close inspection. Minor alterations to documents will pass casual inspection. Able to copy another existing artifact almost exactly, sufficient to fool many experts.
4	Documents, signatures, and seals almost indistinguishable from originals, can generate whole new passages of text from samples of handwriting that pass close inspection. Can create new artifacts in the style of another craftsman or artist.
5	As above but entirely new and complex documents or artifacts can be produced from small samples of handwriting or existing artifacts that might even fool their original creator.

Horological Theory

There are three trees of Horological study and application: Seeker, Manipulator and Anchor, but they must be bought separately. Each Level requires [Chronopathy](#) at the same Level to Learn.

Anchor

This is the ability to 'ground' a person to a particular temporal setting.

Level	Ability	HAP Cost
1	Horologist able to ground oneself in a temporal frame following travel or horological effect.	1
2	As level 1 but may ground an adjacent target they can touch.	2 (+1 per target)
3	As level 1 but may ground in an enclosed circle with other Horologists.	3
	Horologist may act as a temporal anchor against (or for) another horologically active entity thus trapping them to the current time frame for 10 seconds.	3
4	As above but may ground a circle of people without the aid of additional Horologists	4
	Horologist may act as a temporal anchor against (or for) another horologically active entity thus trapping them to the current time frame for 10 seconds and extend it by 10 seconds at the cost of 1 HAP for each 10 second slot.	4 (+1 for each 10 seconds)
5	As above but may ground a whole area within sight.	5
	May absorb time from a horologically affected person at the cost of 1 point per day. This provides the time to donate to a person for the purposes of healing etc.	5
	Horologist may act as a temporal anchor against (or for) a number of horologically active entities thus trapping them to the current time frame for 10 seconds and extend it by 10 second jumps at the cost of 1 HAP for each 10 second slot.	5 (+1 per target or 10 secs)

Manipulator

The ability to affect the flow of time around the Horologist and at higher levels affect the world around them.

Level	Ability	HAP Cost
1	Able to recognise potential horological activity.	1
	Can determine the direction of flow of horological activity, whether backwards or forwards.	1
2	As above, but the Horologist is able to call a personal 3 second time-freeze to perform a non-HAP action. This causes everything and everyone around the Horologist to be 'frozen' for three seconds while they are still able to act.	2
3	As above but Horologist is able to focus a 3 second time freeze on another individual or area in order to perform a non-HAP action.	3
	May increase a personal time freeze by an extra 3 seconds per HAP point spent (no other HAP activity may be undertaken during this time).	3
4	As above but Horologist is able to focus a 3 second time freeze on another individual or area and may increase the time freeze by an extra 3 seconds per HAP point - no other HAP skills may be used during this time.	4
5	As above but horologist is able to perform a person HAP action (such as healing).	5
	Horologist is able to create a personal time field which will keep themselves or a target in stasis until a set moment with concentration or 5 minutes whichever is the higher. This may be collapsed at the will of the Horologist.	5
	Horologist may choose to swap time with a person or object allowing the gain or loss of time which must be taken from the horologist or another person at a cost of 1 day per HAP point	5

Seeker

This is the ability to find objects, persons, areas of a particular temporal field.

Level	Ability	HAP Cost
1	Able to locate horologically active object or person of prior contact - given an idea of the general area (if local) or Shard if off Shard.	1
2	As above but narrows the location - works as a beam in line of sight for specific location and general area in another Shard.	2
3	As above but may use a possession or part of the object to perform the same function if they have not met the person or seen the object.	3
4	As above but may use a possession or object to locate a specific horologically active location.	4
5	As above but may seek by remote viewing and locate on another Shard without the need for a possession.	5

Incapacitate

Level	Ability	HAP Cost
1	You can strike a blow using a cosh, stave or similar, which will temporarily Stun someone for 5 seconds. The blow must be applied to the torso, and must catch their target by surprise. The location hit and the head must be unarmoured.	1
2	You can strike a blow using a cosh, stave or similar which can knock someone out for up to five minutes. The blow must be applied to the upper torso, and must catch their target by surprise. The location hit and the head must be unarmoured. The call for this is Subdue.	2
	In addition, a character can strike a blow using a cosh, stave or similar to a limb to cause that location to seize up and become useless for up to 1 minute. Anything in a hand is dropped. If a leg is struck the target should stumble. The location hit must be unarmoured. The call for this is Nerve Strike.	2
3	A character may use a suitable weapon to perform a Lethal strike on anyone that is unable to resist or evade the blow. The weapon must be applied/aimed at an unarmoured location.	3
4	A character may use a suitable weapon to ambush a standing target and perform a killing blow. The blow must be applied to the torso, and must catch the target by surprise. The location hit must be unarmoured. The call for this is Lethal.	4
	You are able to cause a limb to stop working, with the call 'Paralyse Limb', until medical attention is applied. If no medical attention is applied, further repercussions may be applicable. This only does one point of damage. The location hit must be unarmoured.	4
5	A character may use a suitable weapon to perform a killing blow. The blow must be applied to the torso, and must catch the target by surprise. The location hit must be unarmoured. The call for this is Lethal Critical.	5

Investigation

Level	Ability
1	Your character can use their contacts or resources to find simple information. Your character can ask one question of a Ref when searching for information, which will usually result in either a yes or no answer, or a snippet of information such as a name or location. This will require your character to be out of play or performing a research activity for a period determined by a Ref.
2	As level 1 but can gain more accurate information. Your character can ask three questions of a Ref when searching for information, which will usually result in either a yes or no answer, or a piece of information such as a name or location, or a short sentence or description. This will require your character to be out of play or performing a research activity for a period determined by a Ref.
3	As above, but your character is also able to spend a variable amount of HAP points, determined by the Ref to improve the quality of the information, or obtain the same information as at level II quicker.
4	Your character can use their contacts or resources as above and can gain more accurate information. You may ask five questions of a Ref when searching for information, which will result in an answer as complex as the Ref feels is appropriate. This will require your character to be out of play or performing a research activity for a period determined by a Ref.
5	As above, but your character is also able to spend a variable amount of HAP points, determined by the Ref to improve the quality of the information, or obtain the same information as at level IV quicker.

Literacy

Level	Ability
1	Your character is just about able to hold a writing implement correctly and write wobbly and erratic letters, which are barely legible. Spelling and grammar are very rudimentary. They can read only very simple words and gain little meaning from text.
2	Your character is able to produce mostly legible text. Spelling is still poor, and grammar may be a little scrambled, but the product is usually just about readable and comprehensible. You will still be unfamiliar with longer words and may get confused about what a particular piece of writing may signify.
3	Your character is a confident writer, capable of producing comprehensible text, both in content and in spelling and grammar. Any inability to spell or form grammatical sentences is now down to idiosyncrasy and obstinacy more than actual inability. They can read complex texts and understand their meaning.
4	Your character is a clear and concise writer, or florid and complex writer, capable of producing fine works of literature, or writing a comprehensible essay or scientific paper.
5	Your character is superbly gifted creative Talent, the works of whom are without compare within the Shard Worlds

Medicine

In ideal circumstances you shouldn't need to spend any HAP to use this Skill. However, in adverse conditions such as poor light or the middle of a battle expenditure of HAP may be required at a Ref's discretion. If you leave the patient before recovery or being relieved treatment is considered to have been stopped.

Level	Ability	HAP Cost
1	You can stem blood flow and double the current death count of a Critically Injured patient.	Variable
2	You know how to set broken bones, tie splints and reset dislocation. You can stem blood flow and add five minutes to the death count of a Critically Injured patient.	Variable
	Your character may perform basic surgery such as stitching minor wounds and removing simple foreign objects such as normal bullets and arrows. This allows you to restore hit points, but only to non-critical wounds.	
	Your character may draw out simple poisons.	
3	Your character may perform more complex surgery such as amputations and stitching mortal wounds. This allows you to restore hit points to Critical Injuries.	Variable
	You can direct other characters (even those with no Medical Skill) to hold wounds as at Level 1, but only if you give them constant supervision.	
4	You can stop a characters Death count while tending their wounds, however you are unable to restore their Hit Points while doing so.	Variable
	You can draw out complex poisons.	
5	You can modify a bead draw by +1 when treating a patient by spending HAP.	Variable

Numeracy

Level	Ability
1	Your character is just about able to hold a writing implement correctly and write wobbly and erratic numbers, which are barely legible. They can cope with counting and adding up to approximately 10.
2	Your character is usually comfortable with a pen, and able to produce mostly legible numbers. They can easily count and add up to 50 and are starting to grasp the basics of multiplication and division.
3	Your character is a confident mathematician capable of multiplying, dividing and adding large numbers.
4	Your character has moved on to more complex mathematical concepts, such as integration and statistics.
5	Your character has the ability to deal with extremely complex mathematical concepts, including imaginary numbers.

Portal Control

Prerequisite: [Portal Sense](#) Talent

Level	Ability	HAP Cost
1	May open and close simple portals under normal circumstances.	1
2	May open and close portals under normal circumstances and may try and take control of a portal from another Navigator.	2
3	May open and close portals under difficult circumstances and may try and take control of a portal from another Navigator. Can also try and force portals to open and close.	3
4	As for Level 3. May divert a nearby portal or attempt to change its destination. Maintain control under difficult conditions (reduces harmful bead modifiers).	4
5	May attempt to force the creation of new portals or divert the path of other travellers.	5

Psychology

In Game treatments take a minimum of 30 consecutive minutes talking with the patient.

Mind Points per day can only restore points actually lost on that event. Points lost in previous events cannot be restored in game time via Psychology, but they can be treated in downtime. Note you can only treat someone once a day, no matter your level of Psychology. A Patient can only be treated for Mind Points once per day - speaking to a second or third Psychologist will have no further Mind Point benefit.

Mind Points per downtime are the total number of Mind Points the Psychologist can restore if their major downtime action is treating people. The amount of Mind Points restored equals their level in Psychology, and can be split as desired over a number of patients, however no patient can be restored to more than 5 Mind Points.

Only a level 5 Psychologist can restore Sanity Points, and only 1 per downtime, as well as restoring Mind Points. To restore a Sanity Point requires the patient to be on 5 Mind Points. Once a Sanity Point is restored the characters Current Sanity is increased by 1 and their Current Mind Points drop to 1.

Maximum Sanity Points cannot be restored using Psychology. A loss of a Maximum Sanity Point represents such a massive traumatic experience that no amount of counselling will ever help.

You cannot both treat other people and receive treatment yourself during the same Downtime.

You also cannot treat yourself with this skill.

Group sessions are possible, for Mind Point restoration only, however they require the HAP and Mind Point loss cost to be spent per patient involved.

Level	Description	HAP cost
1	1 Mind Point per downtime, no personal loss	1
2	1 Mind Point per day per character, 1 Mind Point personal loss	2
	2 Mind Points per downtime, no personal loss	None
3	1 Mind Point per day per character, no personal loss	3
	3 Mind Points per downtime, no personal loss	None
4	2 Mind Point per day per character, 1 Mind Point personal loss	4
	4 Mind Points per downtime, no personal loss	None

5	Can potentially mitigate a Sanity Point lost via reaching 0 Mind Points (will not work to mitigate a call of Sanity Point loss, and if Mind points do not go negative) if you can start work with the Patient within 5 minutes of the incident - this will require Ref sanction, and 30 minutes treatment - you can only use this on one person at a time, you cannot do this via a 'group session'. If successful the patient goes back to 1 Mind Point and the psychologist loses 1 Mind Point. You can only use this ability on a patient once an event.	5
	5 Mind Points per downtime, no personal loss	None
	1 Sanity Point per downtime, 1 Mind Point personal loss	None

Ranged Weapon Specialisation - Artillery

Level	Ability
1	Basic training, a heavy weapon takes twice as long to load if crewed entirely by powder monkeys.
2	Now a slick member of a team, can load and fire a heavy weapon competently and quickly.
3	Accurate and experienced gunner. Can man a single small cannon or other heavy weapon on their own
4	Expert user of heavy weapons, can site for maximum effect. Can supervise two guns as though a gunner, or help crew one gun to reduce loading time (See Rapid Reload in Firearms)
5	Expert user of heavy weapons, can site an entire battery or gun deck for maximum effect . Can supervise and work with the crews of three heavy guns of the same type, to reduce loading time as above.

Ranged Weapon Specialisation- Firearms

A character must buy Firearm for a single type of firearm chosen from: Pistol, Longarm, Blunderbuss, etc. Characters may purchase the Firearms Skill multiple times. Skills must be associated with a particular type of Firearm available to you. They do not transfer, so, for example a character with Off-hand Gun - Pistol is not able to use a musket in their off-hand unless they also purchase Off-Hand Gun - Musket as well.

Level	Ability
1	Your character may take one Firearm Skill that you meet the prerequisites for.
2	Your character may take one Firearm Skill that you meet the prerequisites for.
3	Your character may take one Firearm Skill that you meet the prerequisites for.
4	Your character may take one Firearm Skill that you meet the prerequisites for.
5	Your character may take one Firearm Skill that you meet the prerequisites for.

Both Guns Blazing:

Pre-req: Pistols (Off-Hand Gun), Longarm and Blunderbuss (One-Hand Gun, Potency 1+)

You can use a gun in each hand and fire at either separate targets or the same target.

Longshot:

Pre-req: ([Sharpshooter - Firearms](#) 1+)

Able to extend the range that the weapon is able to fire. Requires an aim time of 10 seconds. A pistol can be fired at a target 20-30 yards away. A Longarm gains the range of shouting distance, a target that does not hear the shot and call is assumed to have been missed. Cannot be used with a Blunderbuss.

Multiple-Barrel Proficiency:

Pre-req: ([Sharpshooter - Firearms](#) 1+, one other Firearm Skill)

Can use a multi-barrelled version of chosen weapon.

Off-Hand Gun:

You can fire a gun in your off-hand. If a weapon requires two hands to use, it will still need to be supported, preferably with the other hand/arm if you do not have the One-hand Gun Skill as well.

One-Hand Gun:

Pre-req: ([Potency](#) 1+)

If a gun type normally requires two hands to aim and support it, your character may use only one. May not call a location for shooting, shots hit the torso.

Quick Draw:

Pre-req: ([Sharpshooter - Firearms](#) 2+, Snapshot)

Cost: 2 HAP.

A character may draw/unsling a firearm and fire it immediately without the requirement to aim for three seconds. May perform a Called Shot.

Rapid Reload:

Proficient at reloading a weapon quickly. Reduce the amount of time to reload by a third.

Scattershot:

Cost: 2 HAP.

Your character may fire a Blunderbuss at up to three targets within range. This deals two points of damage, which may be allocated to locations of the targets' choosing, per target.

Shot In The Dark:

Pre-req:

You can fire a shot at a moving target in the dark within their normal range and still expect to hit. Requires Level 2 [Sharpshooter - Firearms](#) as a prerequisite. Blunderbuss users may take this Skill. This is not weapon specific.

Snapshot:

Pre-req: ([Sharpshooter - Firearms](#) 2+)

You can fire a shot without the three-second aim requirement. The shot is assumed to hit the Torso. You cannot use this to perform a Called Shot. Blunderbuss users may take this Skill.

Trickshot:

Pre-req: ([Sharpshooter - Firearms](#) 4+)

Cost: 2 HAP.

Your character is able to rebound a shot to hit a target otherwise out of sight. The shot must be aimed and you cannot call a specific location, the shot is assumed to hit the torso. Cannot be used with Blunderbuss.

Research

While it is possible to create new things without this skill - it will be extremely difficult, time consuming and expensive with no guarantee of any success. With this skill you can develop recipes, designs, etc. that will allow you to create items or potions with special abilities.

Research is generally a Downtime action skill, although occasionally it may be used in game. Generally, you can create a single design with an effect up to the Level of your Research Skill within a Downtime. Certain designs may take longer based on your Skill Levels and the complexity of the design, at Ref discretion.

It is possible to create designs for things you do not have high enough Skill to create yourself, however you will need some level in the Skill concerned.

Level	Ability
1	Design items with Level 1 effects.
2	Design items with Level 2 effects.
3	Design items with Level 3 effects.
4	Design items with Level 4 effects.
5	Design items with Level 5 effects.

Seamanship

Level	Ability
1	Knows the ropes, requires supervision to work properly and does not possess the Skills to handle even a small vessel single-handed.
2	Capable of commanding a small vessel and is an effective sailor. Understands basic navigation.
3	Capable of Captaining an ocean-going ship, can navigate accurately by sun and star.
4	Can command a small flotilla of ships effectively.
5	Can command a large fleet of ships effectively

Security

Level	Ability
1	Understands the basics and can disable a lock, as long as they have the appropriate tools.
2	Allows the manufacture of simple locks and affords the knowledge of how to disassemble and pick them.
3	As above plus allows the manufacture of keys from impressions for any lock of any complexity. Also the manufacture of skeleton keys for standard locks.
4	As above plus allows the construction and removal of traps found on locks and vessels.
5	As above plus allows the user to attempt to pick locks and disable traps of a magical or divine nature

Spell: Command

No Command Spell can make the target directly injure themselves, nor can the Caster directly injure them. If the Caster tries to make either of these happen the Spell ends immediately. All Commands are Verbal - so everyone around can hear the commands, if the target cannot hear/understand the command being given it has no effect.

NOTE: [Mind Blank](#) will work against all Command Spells assuming the Target has the relevant level and HAP Available.

Level	Spell Name	Description	HAP	Casting Time	Duration
1	Command	Caster can give a simple command of up to three words to the target. The target cannot be made to do anything to harm itself. The spell lasts it's duration or the command is completed, whichever happens first. Examples: "Drop your weapon", "Fear me", "Be Silent"	2/1	3s / 2s / 1s	30s+30s/HAP
2	Compel	Caster can give a command of up to five words to the target. The target cannot be made to do anything to harm itself. The spell lasts it's duration or the command is completed, whichever happens first. Example "Drop your weapon and flee"	4/2	6s / 4s / 2s	60s+30s/HAP
	Question	Caster can ask 3 questions, which the Target must answer truthfully, although their answers may be cryptic. Target must be able to understand the caster for this to work, and they will be aware of the spell once it has finished.	4/2	6s / 4s / 2s	N/A
3	Control	The Caster can control a creature for duration of the spell, the creature will do what ever it is instructed during this time. The creature is aware of this and may not be happy when the three minutes is over. The Caster cannot force the target to commit suicide in any form, but can order the target to attack its allies, for example.	6/3	9s / 6s / 3s	90s+30s/HAP
	Suggestion	Implant subtle suggestion that target will follow for duration of spell, target is not aware of the spell adjusting their thoughts however this can't be against their nature (you cannot make a pacifist become a murderer, you can make a guard take an early break). Caster must inform target when Spell is over.	6/3	9s / 6s / 3s	90s+30s/HAP
4	Dominate	Control actions of target (verbal only). Target cannot cause direct damage to self & Caster cannot cause direct to Target (otherwise spell is negated). Caster must inform target when Spell is over.	8/4	12s / 8s / 4s	120s+30s/HAP
	Mass Command	The Caster can affect any creature within a 15ft diameter area with the Command Spell.	8/4	12s / 8s / 4s	120s+30s/HAP

5	Dismiss	Caster can Dismiss anything they have Summoned. If you have Relevant Talents, you can also attempt to Dismiss beings from other Planes that you have not Summoned (some entities may be able to resist).	10/5	300s / 240s / 180s	N/A
	Summon	<p>The Caster can Summon a specific Target that they know the True name of, a Calling name of, or if they have a personal item that is somehow linked to the Target.</p> <p>The Target will make its way to the Caster as fast as it can, although if it is a creature from another plane, the spell acts as a Gateway at the point of the focus.</p> <p>The Target is not controlled in any way by this spell and is free to leave once it has arrived.</p> <p>The initial casting of this spell will remain active for 1 hour and while the Maintenance cost is paid, the Caster can increase the time by spending another HAP per hour (this extra HAP is not maintained).</p> <p>Anyone with any levels of Mind Blank will know they have been summoned, even if they cannot resist it.</p> <p>This spell requires some form of physical ritual component as the focus for the summoning, and this is where the target will be summoned to. This focus must remain stationary, moving it will break the spell.</p>	10/5	300s / 240s / 180s	1hr+1hr/HAP
	Mass Control	The Caster can affect up to 5 creatures within a 15ft diameter area with the Control Spell.	10/5	15s / 10s / 5s	150s+30s/HAP

Level	Spell Name	Description	HAP	Casting Time	Duration
1	Trip	Target falls over, dropping anything they are carrying.	2/1	3s / 2s / 1s	N/A
	Entwine	Target is held in place by roots, their feet sinking into the ground etc. Stronger creatures may not be affected by this (Potency 1 can get out in 30 seconds, Potency 2+ can break free in 10 seconds). Creatures can still attack while entwined.	2/1	3s / 2s / 1s	30s+30s/HAP
	Stun	Target is dazed for 5 seconds	2/1	3s / 2s / 1s	15s
2	Slow	The target can only move at half speed.	4/2	6s / 4s / 2s	60s+30s/HAP
	Lock	The caster can Lock an aspect of the target (i.e. limb - stops a single limb being used, mind - confuses the target) by touching the target. If the target is an item that can be opened, the caster can lock it and ensure it cannot be opened for the duration (even if it has no lock it cannot be opened)	4/2	6s / 4s / 2s	60s+30s/HAP
	Unlock	The caster can remove the effects of a Lock spell, or open a Locked item.	4/2	6s / 4s / 2s	N/A
3	Hold	This spell will stop the target moving at all while the caster focuses on them (they are released when the caster stops focusing on them).	6/3	9s / 6s / 3s	Maintained
	Entangle	This spell creates an area 10ft in diameter that will entangle anything within it. Targets are held in place with roots, clothing, mud etc holding them in place. Targets can still move, fight and can cut themselves free if they have blades or fire. A feat of strength can also pull someone free.	6/3	9s / 6s / 3s	90s+30s/HAP
4	Paralyse	This spell will stop the target from being able to move.	8/4	12s / 8s / 4s	120s+30s/HAP
	Mass Slow	This spell affects up to 5 creatures within a 15ft diameter area with the Slow Spell.	8/4	12s / 8s / 4s	120s+30s/HAP
5	Barrow	The caster can place a target into suspended animation which will last while Maintained, unless dispelled. Nothing can harm the target while the spell is active, but the target also cannot move on their own. The Target can be an inanimate object.	10/5	300s / 240s / 180s	Maintained
	Mass Hold	This spell affects up to 5 creatures within a 15ft diameter area as per the Hold spell.	10/5	15s / 10s / 5s	Maintained

Spell: Heal

If you have the [Touch of Grace](#) Talent, you can use that in place of both [Mage Sense](#) & [Channel Power](#) for the purpose of HAP Costs and Casting Times.

Note that Healing Spells do not stop a death count while they are being cast!

Level	Spell Name	Description	HAP	Casting Time	Duration
1	Stabilise	Stops target death count and stops any rotting or decaying (including on items) while in physical contact. When the caster stops concentrating any effects will continue.	2/1	3s / 2s / 1s	Maintained
	Purify	Cleanses wounds and neutralises low level poisons or rot on targets including items like food & water. Likewise rust will be removed (although not replaced). Requires touch.	2/1	3s / 2s / 1s	N/A
2	Heal	Heal 1 HP to a living creature. This cannot heal Called damage like Lethal or Broken Bones.	4/2	60s / 45s / 30s	N/A
	Mend	Heal 1 Damage / Repair Shatter against an Item or can Heal a broken bone (Note that this will not restore hit points)	4/2	60s / 45s / 30s	N/A
3	Cure	Allows the caster to remove one effect inflicting the target i.e. blindness, poison, mind effects	6/3	60s / 45s / 30s	N/A
	Regenerate	Regenerate small body part (Eye, Finger, etc), enhance natural plant life within 10ft or repair an item (like a shattered door). Living parts take 1hr after casting to fully regrow, objects are restored upon casting. Spell must be maintained for the full hour if healing a living being.	6/3	300s / 240s / 180s	Maintained
	Heal Multiple Wound	Heal 1 HP to each location of a living creature or can treat a called wound like Lethal	6/3	120s / 90s / 60s	N/A
4	Full Heal	Heals 4 HP to each location of a living creature, or helps treats a serious Wound (Crush, major damage). Target will be weary for 5 minutes after this spell takes effect.	8/4	240s / 180s / 120s	N/A
	Delay Death	Delays death count of Target for the next 30 minutes, until spell expires or Target is healed they cannot move.	8/4	12s / 8s / 4s	30m
5	Mass Delay Death	Acts as Delay Death but on up to 5 Targets within 10ft of the Caster, who must remain in place concentrating to keep the spell running. Caster will need to rest for 10 minutes after the spell has finished before they can run, fight or cast spells	10/5	15s / 10s / 5s	Maintained
	Re-growth	Can Regrow an Organ, Limb, etc, re-grow plant life in a 100ft diameter or repair a small building/parts of a larger one. Living targets regrow over the next 24 hours (however for Limbs etc, they have a Max of 1 Hit Point, recovering 1 Max Hit Point each 24 hours until fully healed), inanimate objects repair at the end of the spell. Spell must be Maintained for the initial 24 hours.	10/5	600s / 480s / 360s	Maintained
	Transfer Health	Caster can share Hit Points between 2 willing targets (an unconscious wounded recipient counts as willing). 1 Hit Point can be transferred every 10 seconds. Caster must be in contact with both. The Caster can be one of the Targets.	10/5	15s / 10s / 5s	Maintained

Spell: Imbue

Level	Spell Name	Description	HAP	Casting Time	Duration
1	Detect	Allows the Caster to detect the presence of a specific type of thing i.e. Poison, magic, possession, a particular substance etc. Caster gets vague information if searching an area (general direction) and more detailed information if touching an item (i.e. general type of magic, strength of poison).	2/1	3s / 2s / 1s	N/A
	Understanding	Can understand a specific thing, like a scroll or a spoken language. You do not get specifics, only a concept and certain items/writings or languages may not be understandable with this spell. Note it is concept only, so you might learn a scroll holds a password, but not the actual password. Does not give the ability to learn or speak a language, you understand what is being said. To communicate with another creature you would both need this cast on you. The duration is for a spoken language, you can understand a single item without a duration.	2/1	3s / 2s / 1s	30s+30s/HAP
	Transfer	Transfer 1 HAP/5 Seconds to Target. If Target uses a different Energy Source to Caster then the Target gets 1 HAP for every 2 HAP Donated (still takes 5 Seconds per HAP the Target receives). UNLESS Caster uses Raw Essence of Magic, then it is still 1 for 1. You CANNOT raise HAP above the Target's Maximum HAP. The times given for Transfer above assume that both parties are actively using their Energy Focus.	2/1	3s / 2s / 1s	5s/HAP Transferred
2	Imbue	Caster can give the Target one of the following Talents at Level 2 (Combatative, Fortitude , Potency , Tenacity or Vigour). Target must expend any HAP to use these abilities. These levels do not Stack with existing levels of these. The following can only be given if the CASTER knows them at Level 2+ (Pathfinder , Sharpshooter, Weapon Master).	4/2	6s / 4s / 2s	60s+30s/HAP
	Emotion	Allows the caster to change the targets emotions. i.e. fear, bravery, confident, paranoid, calm	4/2	6s / 4s / 2s	60s+30s/HAP
	Enhance	Enhances a Spell or Item (Add the Enhance HAP Cost and Casting Time to that of an enhanced Spell before it is fully cast). Spell effects vary with spells - if there is a Duration then that would be doubled (Base duration only for spells that have Extended durations). Items (these effects only last for the duration of the spell, even if not used). Weapon: Next 3 hits do +1 Damage Armour: +1 Armour per Location (these are lost first) Shield: +1 Damage Reduction (does not give any extra resistance to Crush/Shatter damage) Enhance does NOT Stack.	4/2	6s / 4s / 2s	60s+30s/HAP

3	Curse	<p>The Target can be given a Flaw from the Flaw list that will start to affect them after the casting ritual is complete. Alternatively it can be placed on an object and will target the first person to interact with it (such as opening a box). The success of this spell is often based on bead draws (sometimes contested between the caster and target - with modifiers for things like having personal belongings of the Target). The Curse lasts while maintained and can potentially be removed by the Dispel or the Remove Curse Spells. If the Curse is Enhanced then only an Enhanced Dispel or Remove Curse will work. The longer a Curse is in effect the more difficult it may be to remove it.</p> <p>Note that the Maintained Cost of this spell is the normal casting HAP + the Flaw Cost. So the traditional 'Mummy's Curse' which gives the Target a Terminal Malady (6 flaw points) would require a total of 9 Maintained HAP!</p>	6/3 + Flaw Cost	300s / 240s / 180s	Maintained
	Remove Curse	Assuming the nature of a Curse is known this will remove a Curse from the Target. If cast within 1 hour of the Target being Cursed then this spell just costs the normal HAP cost, after an hour it requires additional HAP equal to the cost of the Flaw of the Curse to be spent. You cannot remove a Curse if you do not know its nature.	6/3 + Flaw Cost	300s / 240s / 180s	N/A
	Infuse	Caster can give the Target one of the following Talents at Level 2 for the duration of the spell (Aura Reading , Luck , Mind Blank , Precognition , Premonition). Target must expend any HAP to use these abilities. These levels do not Stack with existing levels of these. The following can only be given if the CASTER knows them at Level 2+ (Chronopathy , Mage Sense , Portal Sense , Animal Empathy , Machine Empathy , Spirit/Dreaming Speech).	6/3	9s / 6s / 3s	90s+30s/HAP
4	Empower	Can put Energy into an enchanted item to power it, or into an item as a store so it can be used later. Mundane items not designed to hold energy can only hold 3 HAP and the energy dissipates next dawn. You can only have 1 item storing energy like this at a time. Only the Caster or someone specified during casting can remove the energy from the item. To Power an Enchanted Item, the Caster MUST use the same Power Source as the Item.	8/4	12s / 8s / 4s	120s+30s/HAP
	Mass Imbue	<p>Caster can give Talents on up to 5 Targets as per Imbue.</p> <p>Alternatively the Caster can give a Single Target a Talent at Level 4 as the rules above, but they must have the relevant Talent at Level 4 themselves</p>	8/4	12s / 8s / 4s	120s+30s/HAP

5	Drain	Allows the Caster to Drain HAP from an Item, Person, Spell or Ritual. If the Energy Source being drained matches the Casters then they can absorb the HAP into themselves if they choose, otherwise the energy is dispersed and lost. The Caster can absorb more than their Maximum HAP with this spell, but for every 3 HAP or part thereof over their Maximum they suffer 1 Hit Point to the Torso (this cannot be absorbed or negated in anyway). In addition while they have this additional HAP the wounds suffered can NOT be healed. This spell requires Contact with a Target and drains 1HAP / 10 seconds for up to 150s. Any Spell/Ritual drained to 0 HAP stops working. You cannot drain HAP from a Target that does not have any HAP Available.	10/5	15s / 10s / 5s	150s
	Mass Infuse	Caster can give Talents on up to 5 Targets as per Infuse. Alternatively the Caster can give a Single Target a Talent at Level 4 as the rules above, but they must have the relevant Talent at Level 4 themselves.	10/5	15s / 10s / 5s	150s+30s/HAP
	Enchant	Only works on Master Crafted Items. Depending on Item Used this can give different Effects. Spells only work while the enchanted item is useable, a destroyed Weapon or Shield, or Armour reduced to 0 on ALL locations stops the effects listed below. Armour affects all physical armour being worn, removing armour pieces from the target means they lose their enchantment. Only 1 location needs armour to have the effect <u>Base Spell Bonus</u> <u>Weapon</u> : +1 Damage, can choose at casting if weapon does Physical or Magical damage for the duration of the spell. <u>Armour</u> : Doubles current Armour Rating on each location, these points are lost first. <u>Shield</u> : +1 Damage Reduction against all forms of damage. If the caster has the correct skills they can REPLACE the bonuses above with ONE of the abilities in the lists below. <u>Elemental Enchant</u> Req: Mage Sense 5 or Spirit/Dreaming Speech (Dreaming) 5 <u>Earth</u> <u>Weapon</u> : Weapon can Crush (costs 4 HAP), is Immune to Shatter type effects <u>Armour</u> : Armour gets 1 Damage Reduction against Physical Damage (reduces all physical damage by 1), Immune to Shatter type effects	10/5	300s / 240s / 180s	150s+30s/HAP

Shield: Shield gets +1 Damage Reduction against Physical Damage, Immune to Shatter type effects. Doubles Damage Reduction against any Earth attacks

Air

Weapon: Weapon can Knockback (costs 2 HAP) & Stun (Costs 1 HAP) on a hit, can combine both calls at once.

Armour: Cannot be hit by non-spell Ranged Attacks, however large weapons (Cannon shot/Ballista's etc) will work as normal. 1 Damage Reduction against Air/Lightning Damage

Shield: Cannot be hit by non-spell Ranged Attacks from the direction your shield is held, can use Shields normal Damage Reduction against Cannon shot/Ballista's. Note can still be affected by Ranged Attacks from other directions as normal. Doubles Damage Reduction against any Air attacks

Fire

Weapon: Weapon can Ignite (costs 4 HAP) on a hit, setting target on fire causing 1 dam/10 seconds to the location until put out. Will take 30 seconds to do to self, 10 seconds if helped by another

Armour: If hit in Melee, attacker takes 1 point of Fire Damage (costs 1 HAP). 1 Damage Reduction against Fire Damage

Shield: Negates all Fire Damage from the direction the Shield is held in

Water

Weapon: Weapon can Slow (costs 2 HAP) or Knockback (costs 2 HAP) on a hit

Armour: Armour gets 1 Damage Reduction against Physical Damage and non-spell Ranged Attacks

Shield: Shield gets +1 Damage Reduction against Physical Damage. Reduces Shield Parrying costs by 1 HAP. Doubles Damage Reduction against any Water attacks.

Spirit Enchant

Req: [Spirit/Dreaming Speech](#) (Spirit) 5

Spirit

Weapon: If hitting an unarmoured location can call cause a Critical wound (4 damage, costs 4 HAP), can strike Spirits even if they are incorporeal

Armour: 1 Damage Reduction against Spiritual attacks, cannot be possessed, anchored to current plane (cannot be pushed unwillingly into or out of the Spiritual Realms)

Shield: Doubles Damage Reduction against any Spirit attacks

		<p>Astral Enchant: Req: Astral Projection 5</p> <p>Astral <u>Weapon</u>: If hitting an unarmoured location can cause a Critical wound (4 damage, costs 4 HAP), can strike Astral beings even if they are incorporeal <u>Armour</u>: 1 Damage Reduction against Astral attacks, Anchored to current plane (cannot be pushed unwillingly into or out of the Astral) <u>Shield</u>: Doubles Damage Reduction against any Astral attacks</p> <p>Ether Enchant: Req: Channel Power 5</p> <p>Ether <u>Weapon</u>: Ignores all Armour, Shields, Wards and Damage Reduction but only does 1 damage a hit and cannot make any other call with the weapon (no Mighty Blow, Critical, Crush, Disarm etc) <u>Armour</u>: All Magic cast at the wearer is absorbed, including from friendly sources. Any other magic effects on the wearer are also removed. <u>Shield</u>: Doubles Damage Reduction against any Ether/Void attacks. All magic from the direction the Shield is held is absorbed.</p>			
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Spell: Ward

Various Ward Types:

- Magic: Stops all spells of the ward level and lower from crossing the boundary.
- Spirit: Stops all spiritual attacks of the ward level and lower from crossing the boundary of the ward.
- Physical: Stops all physical attacks from crossing the boundary of the ward.

All Wards can also potentially stop some creatures of the same type from crossing the boundary. Wards can also be overloaded from constant attack.

If you are trying to do something that is not covered by these rules, please speak to a Ref when creating/preparing your ward.

Level	Spell Name	Description	HAP	Casting Time	Duration
1	Armour	This gives 1 point of Armour on the location cast on, this does not stack with any other Armour on the location. You can cast this once on each location of someone if you wish. Note as this is Armour attacks that ignore armour (Bullets, Arrows etc) will go through this spell without affecting it.	2/1	3s / 2s / 1s	Maintained
	Lesser Ward	Either one person, or a specific item can be placed in a warding circle (must be phys rep'd). The ward protects whatever is within it against 1 effect, (i.e. Level 1 magic, low level spirits, physical hits), specified at time of casting. The ward is static and lasts while maintained until broken.	2/1	3s / 2s / 1s	Maintained
	Resist	Allows the caster to resist the effect of a level 1 spell.	2/1	Instant	N/A

2	Chant	As long as the Caster is chanting a repetitive mantra (must be at least 4 words in the chant) they will be ignored by 'most' creatures that would see them as a threat. While Chanting you cannot move or do anything else. This does not work on a target you have attacked.	4/2	6s / 4s / 2s	Maintained
	Shield	This Spell give a Damage Reduction of 1 against the next attack that strikes the Caster, it is then dispersed. This spell can be cast up to 3 times on a single Target.	4/2	6s / 4s / 2s	Maintained
	Resist	Allows the caster to resist the effect of a level 2 spell.	4/2	Instant	N/A
3	Dispel	This spell can remove a single spell effect (of up to level 3) from a person or item. It may be possible to dispel higher-level spells, depending on the situation. If used on a magical device, the Dispel will merely stop it working for a period of time, depending on the power of the item.	6/3	Instant	N/A
	Reflect	The caster can reflect any single physical hit or spell of level 1-3 back at the originator. Note this does not work for 'area' effect attacks where the caster is not the sole target.	6/3	Instant	N/A
	Resist	Allows the caster to resist the effect of a level 3 spell.	6/3	Instant	N/A
	Ward	The Ward spell allows the caster to protect an area of up to 20ft diameter within a ward circle (must be phys rep'd). The ward protects whatever is within it against 1 effect, (i.e. magic (level 1-3 spells), spirits, physical hits), specified at the time of casting. The ward is static and lasts while maintained until broken.	6/3	9s / 6s / 3s	Maintained
4	Deflect	The caster can deflect any single spell (up to level 4) or physical attack aimed at them onto another target within 20ft. Note this does not work for 'area' effect attacks where the caster is not the sole target.	8/4	Instant	N/A
	Protection	This spell provides 1 Damage Reduction against a specified Damage Type (Physical, Fire etc) for the duration of the Spell. This spell cannot be stacked. If enhanced the Duration is doubled not the Damage Reduction.	8/4	12s / 8s / 4s	120s
	Resist	Allows the caster to resist the effect of a level 4 spell.	8/4	Instant	N/A
	Mass Shield	Allows the caster to give up to 5 targets the Shield spell, or give 1 target the effect of three Shield spells.	8/4	12s / 8s / 4s	Maintained
5	Repel	Allows the caster to repel (either living or dead) all creatures within a 20ft diameter of them. Everything repelled is knocked back 20ft, falls over and is stunned for 5 seconds.	10/5	15s / 10s / 5s	N/A
	Greater Ward	The Greater Ward spell allows the caster to protect an area of up to 100ft diameter within a ward circle (must be phys rep'd). The ward protects whatever is within it against 2 effects, (i.e. magic (level 1-5 spells), spirits, physical hits), specified at the time of casting. The ward is static and lasts while maintained until broken.	10/5	15s / 10s / 5s	Maintained

Spell: Wound

Upon purchasing this Spell Skill, you must choose one type of effect for the long-range damaging spells: Bolt, Blast, Strike and Storm. For example, a Shaman could choose Spirit, or a Mage could choose Fire. Your character is unable to cast other 'types' of long-range damaging spells unless they purchase this Skill again.

Level	Spell Name	Description	HAP	Casting Time	Duration
1	Smite Down	This does not actually do any damage, but causes Knockdown.	2/1	3s / 2s / 1s	N/A
	Pain	While the caster concentrates on the target, the target is wracked with pain and agony, this causes no actual damage to the target, however, unless they have some resistance to pain, they will drop anything they are carrying and fall to the ground debilitated.	2/1	3s / 2s / 1s	30s+30s/HAP
2	Bolt	1 Damage Through Armour. This is a Direct Physical Attack that can be blocked by Shields. Enhanced Bolt: As Bolt but 2 Damage.	4/2	6s / 4s / 2s	N/A
	Break	(Touch Spell) Does 1 Damage to an inanimate object (lowering the Damage Reduction of a Shield, breaking a Weapon or Door for example). If an unarmoured location is touched it suffers a Break injury. Enhanced Break: As Break but does 2 Damage.	4/2	6s / 4s / 2s	N/A
	Weaken	Allows the caster to remove all strength from a person or item. Items become fragile and if hit hard will be treated as if shattered. Characters lose the ability to use any strength related abilities, cannot lift anything heavier than a short sword and if in chain or heavier will fall to the floor, unable to get up on their own.	4/2	6s / 4s / 2s	60s+30s/HAP
3	Blast	Causes no damage but everyone within 20ft in the direction the caster is facing is pushed back 20ft and then suffers Knockdown. While the Knockdown can be resisted, only extremely heavy things or things stuck to the ground somehow can resist being pushed back.	6/3	9s / 6s / 3s	N/A
	Shatter	As the Break Spell but has a 10ft Range. Enhanced Shatter: As Enhanced Break but 10ft Range.	6/3	9s / 6s / 3s	N/A
	Inflict	The target is inflicted by a specific thing chosen by the caster. For example, blindness, deafness, poison, fever. The effect cannot kill the target, in the cases of poisons/fevers etc they are debilitating until treated.	6/3	9s / 6s / 3s	90s+30s/HAP
4	Strike	4 Damage (does NOT bypass armour). This is a Direct Physical Attack that can be blocked by Shields. Enhanced Strike: As Strike but 8 Damage.	8/4	12s / 8s / 4s	N/A
	Decay	Will decay an area that is touched. The item/area affected will rapidly. Items smaller than a shield will be destroyed after this time, larger objects will be damaged. If a living creature is touched the decay spreads over the targets body and will destroy a small area (a hand, finger, foot, eye, tongue etc) as determined by the caster. During this time the target will be in severe pain.	8/4	12s / 8s / 4s	120s+30s/HAP

5	Corruption	A stronger version of the Decay spell. The spell will corrupt an area that is touched, and that corruption will spread. Items and small structures (less than 20ft diameter) will be destroyed, large structure will be damaged. An area of land of up to 100ft diameter, spreading outwards from the caster, can be corrupted, killing any plant life. If a living creature is touched an entire limb will be destroyed, the target suffering from extreme pain while this happens.	10/5	15s / 10s / 5s	150s+30s/HAP
	Storm	Everyone within 20ft in the direction the caster is facing is pushed back 20ft and then suffers Knockdown, Stun (for 5 seconds) and takes 1 Damage to the Body. This Damage cannot be blocked by a Shield but does NOT bypass armour). Enhanced Storm: As Storm but causes 2 Damage.	10/5	15s / 10s / 5s	N/A

Strategy

Strategy Types - Land Warfare, Sea Warfare, Guerrilla Warfare, Siege

This skill represents your ability to look at the 'bigger picture' of a large battle or long-term conflict, including logistics for supporting multiple armies.

Your skill will be compared to your opponent, with the highest skill getting bonuses. The exact bonuses you will get will depend on how a conflict is being resolved (bead draws/tabletop battles, etc) It might be a bead draw modifier, or a number of dice re-rolls useable anywhere in a tabletop battle or positional bonuses.

Level	Ability
1	Choose a Primary Strategy Type, you are capable of managing a large force operating as a single unit under your direct command.
2	Choose a Second Strategy Type, this acts a level lower than your Primary Strategy Type.
3	You are capable of managing a large force spread over multiple locations within a region on a shard.
4	You are capable of managing multiple large forces spread over multiple locations within a shard.
5	You are capable of managing a full war with multiple forces spread over multiple locations across one or more shards.

Streetwise

Level	Ability
1	Can survive at subsistence level in any inhabited urban area.
2	As above but also gains a chosen contact in an urban area.
3	As above but also gains three chosen contacts in an urban area.
4	As above but also gains a chosen high level contact in an urban area.
5	As above but also gains a second chosen high level contact in an urban area.

Survival

Choose one terrain type: mountain, forest, jungle, desert, swamp, plains, tundra, arctic, etc. You are considered to be one level higher for your Shard of Origin.

Level	Ability
1	Able to determine which plants are safe to eat, able to build small fires and simple shelters.
2	Can easily find fresh water if available, skin and gut small animals, construct simple snares and traps.
3	Able to build better quality fires and shelters, able to identify poisonous animals, able to identify animal habitats. Survival 1 in other terrains.
4	Able to source fresh water in adverse conditions, able to build shelters that will withstand most weather conditions, able to skin and gut larger animals, able to construct complex traps.
5	You can withstand almost anything your chosen terrain can throw at you. Survival 2 in other terrains.

Tactics

This skill represents your ability to effectively control a force within a specific conflict.

Your skill will be compared to your opponent, with the highest skill getting bonuses. The exact bonuses you will get will depend on how a conflict is being resolved (bead draws/tabletop battles etc) it might be a bead draw modifier, or a number of dice re-rolls useable for your unit in a tabletop battle.

The exact size of a unit may also vary based on the way a conflict is being resolved, so are generalised in the table below into small/medium/large)

Level	Ability
1	Effective command of a Small squad / skirmish group
2	Effective command of a Small Unit
3	Effective command of a Medium Unit
4	Effective command of a Large Unit
5	Effective command of an Army, controlling multiple units

Teaching

You can teach someone a skill you know (up to the lowest level in either the Skill or Teacher Level)

Level	Ability	HAP Cost
1	Can teach up to Level 1 Skills. Can teach 1 person at a time.	None
2	Can teach up to Level 2 Skills. Can teach up to 5 people at once.	None
3	Can teach up to Level 3 Skills. Can teach up to 10 people at once.	None
	Can temporarily give someone +1 level in a single skill that you know while supervising them. Cannot take their Level above your own Skill Level. 1 action/task only.	3
4	Can teach up to Level 4 Skills. Can teach up to 20 people at once.	None
	Can learn any single Academic Skill at Level 1 with access to sufficient reference books.	None
5	Can teach up to Level 5 Skills. Can teach up to 30 people at once.	None
	Can supervise as at Level 3, but on up to 5 people, or one person at a +2 bonus.	5

Technology Skill

See [Appendix E - Rise of the Machine](#) for Technology List and Pre-Req's.

Level	Ability
1	Allows you to understand the technology and use it.
2	Adapt designs by others and build copies of devices.
3	Make your own design only using known areas of the technology.
4	Make breakthrough designs using the technology.
5	Mix 2 technologies you know to create designs provided you have minimum level 3 in the other or work with multiple technologies or work with other people that also have level 5.

Theology

Choose specific belief structure: Salemite, Voudou, Nian, etc.

Level	Ability
1	Understand basic tenets, scriptures and laws of chosen religion. If taken to trial can prove faith (not necessary innocence) in a court of law.
2	Able to conduct simple religious ceremonies such as baptism and handfasting.
3	Understand basic tenets, scriptures and laws of two other religions.
4	Can ordain priests. Understands complex theological doctrines of the religion chosen at Level 1
5	Understand basic tenets, scriptures and laws of all non-secret religions.

Tracking

Level	Ability
1	You can follow tracks that have been left in soft ground no longer than 24 hours ago, you are also able to spot game trails and inexpertly hidden paths.
2	You can follow tracks that have been left in soft ground no longer than 48 hours ago, you are also able to spot other things such as broken branches that indicate someone or something passing by recently.
3	You can follow tracks in sand and other surfaces that do not hold footprints very well; you are also able to find disused game trails and expertly hidden paths. You are only likely to lose a trail if whatever you're following is specifically and expertly hiding their tracks.
4	You can follow tracks through soft ground that has been disturbed since the tracks were made; you are also able to tell if you are being tracked by listening to the ground, etc.
5	You can follow old tracks that others might have missed, you can tell that someone or something has passed through an area just by looking at patterns of disturbed leaves and similar.

Trade

Specific area - Furs, Old Books, Spices etc. May be taken multiple times.

Level	Ability
1	Evaluate specific goods. (choose one)
2	As above plus can barter specific goods (choose one)
3	As above plus allows large scale trade along caravan routes. May select second trade as though at level 1
4	As above but can set up a trading house to allow large scale trade between shards. Second trade now level 2.
5	As above but will be renowned throughout the shards for your product. Second trade now level 3.

Level	Ability	HAP Cost
1	You may bless up to a pint of water at one time, when splashed on undead creatures the blessed water will cause them pain. Blessed water can also be used to boost the power of some rituals and ceremonies. Once water has been blessed it remains so until dawn.	1 per pint of water
2	You may drive back lesser undead creatures, as long as you are praying and brandishing a holy symbol at them. If interrupted or stopped it will require additional HAP to restart.	2
	You may consecrate an area of ground up to 20 feet in diameter using prayer and blessed water; the consecration will not stop undead entering the area (though it may slow them down) but will provide a focus for rituals and ceremonies. The ground will remain consecrated if at least five minutes of religious rites are performed every 24 hours.	2
3	You may bless objects such as weapons, armour, or holy symbols. You can also bless up to ten arrows or bullets. Blessed weapons or ammunition may cause great pain and additional damage to undead creatures. Blessed holy symbols can be used in rituals or ceremonies.	3 per Item.
4	You may cause lesser undead creatures to flee, and drive back greater undead creatures as at Level 2. Very powerful undead may be able to resist.	4
	You may also perform exorcisms. Using prayers, blessed water and a blessed holy symbol you may drive spirits and demons out of a host. Note that this does not necessarily destroy them, and more powerful spirits or demons may manifest after being driven out!	Variable
5	You may consecrate large areas such as rooms or even buildings. You will require at least one other person of your faith and blessed water, the larger the area the more people and water will be needed. Any undead or spirits in the area will be driven out and any which try to enter will be hurt or even destroyed. A blessed area is a powerful focus for holy rituals.	Variable

Unarmed Specialisation

Level	Ability
1	You may choose a technique from the list below.
2	You may choose a further technique from the list below.
3	You may choose a further technique from the list below.
4	You may choose a further technique from the list below.
5	You may choose a further technique from the list below.

Heavy Blow

Pre-req: (Combatative 1+)

Cost: 1 HAP.

Causes two temporary wounds.

Trip/Throw

Cost: 1 HAP.

Knocks opponent to the floor.

Disarm

Cost: 1 HAP.

Disarms an opponent of one item if the blow lands on the arm carrying that item.

Dodge

Cost: 1 HAP.

Negates the effects of one uncalled melee hit.

Improved Dodge

Pre-req: (Combatative 2+, Dodge)

Cost: 2 HAP.

Negates the effect of one called melee hit.

Blinding Strike

Pre-req: (Combatative 1+)

Cost: 1 HAP.

Blinds opponent for 5 seconds.

Knife Hand

Pre-req: (Combatative 1+)

Cost: 1 HAP.

Negates the effect of armour to cause one actual wound.

Knock Back

Cost: 1 HAP.

Must be combined with a strike and causes opponent to stumble back 2 paces.

Push

Cost: 2 HAP.

Pushes opponent back 10ft.

Limb Lock

Cost: 2 HAP.

You can control opponents physical movement if maintaining contact with both hands for up to 5 minutes or until Slip Lock or a Feat of Strength is called, may be reapplied at further HAP cost.

Slip Lock

Pre-req: (Combatative 1+)

Cost: 2 HAP.

You are able to break free of a Limb Lock.

Weapon Specialisation

You may choose any melee weapon e.g. Knife, sword. You may buy this Skill multiple times for different weapons.

Level	Ability
1	You may choose one technique from the list below.
2	You may choose a further technique from the list below.
3	You may choose a further technique from the list below.
4	You may choose a further technique from the list below.
5	You may choose a further technique from the list below.

Disarm

Pre-req: ([Weapon Master](#) 1 or [Potency](#) 1)

Cost: 2 HAP.

You may disarm an opponent of a single-handed weapon. The weapon must be thrown at least three feet away. A wielder of a two-handed weapon need only take one hand off the weapon.

Improved Disarm

Pre-req: (Disarm)

Cost: 3 HAP.

As Disarm but you can disarm two-handed weapons.

Resist Disarm

Cost: 2 HAP.

You may attempt to resist a Disarm attempt.

Counter Disarm

Pre-req: (Disarm and Resist Disarm)

Cost: 3 HAP.

If an opponent attempts to disarm you, you may opt to disarm them instead.

Knockdown

Pre-req: ([Potency](#) 2 or [Weapon Master](#) 2)

Cost: 2 HAP.

You may knock your opponent to the ground, calling 'knockdown'.

Paired Weapons

Pre-req: (Off-Hand Weapon)

May wield a single-handed weapon in either hand.

Shield Bash

Cost: 1 HAP.

You may strike an opponent with your shield. This does Temporary damage.

Shield Slam

Pre-req: (Shield Bash)

Cost: 2 HAP.

You may knock an opponent to the ground using your shield.

Shield Expert

Pre-req: (

As long as you are actively using your shield defensively you gain an extra point of armour to your torso and shield arm. You cannot use either Shield Bash or Shield Slam while gaining this extra armour.

Deflect Crush

Pre-req: (Shield Bash and Strongarm Parry)

Cost: 4 HAP.

You may negate a Crushing Blow that is used against your shield.

Strongarm Parry

Cost: 2 HAP.

If you manage to parry the blow effectively you may resist a Knockdown attempt.

Off-hand weapon

Allows a character to use a weapon in their off hand.

Appendix E- Rise of the Machine

Characters can only learn these Skills if they have all the pre-reqs in addition to a Teacher. Check with a Ref before trying to learn any of these skills.

Steam Power

Pre-Req: [Machine Empathy](#) equal to level of the skill being purchased..

This is all about steam, other gases, pipes, gears, pistons, pressure valves, coal burning and industrial revolution, which will lead to the development of some large powerful items. Steam harpoon guns or paddle steam ships, aqualungs, submarines, hydrogen filled air ships with steam powered propeller engines.

Steam Power is the predominant technology of Archipelago and Union, it's also the path followed by the Dwarves and Formori of Faerie.

Clockwork Miniatures

Pre-Req: [Chronopathy](#) and [Machine Empathy](#) equal to level of the skill being purchased..

This could also be called the skill of micro mechanics. The look and feel of items are represented by clockwork insects and the building of very small devices that are programmed by complex gears to carry out a very simple task. People who learn this skill can build replicas of flying insects to deliver poisons, small beetles that burrow into people, recording devices and timers for bombs. At the extreme; artificial organs with enhanced abilities such as artificial eyes or hearing aids.

This technology combined with crystal matrices or ghost in the machine could create more intelligent devices like flying spy insects.

Clockwork Miniatures is the predominant technology of the Thunders mainly the region known as the Sanctuary but finding the source and teacher will be hard.

Lightening Control

Pre-Req: [Psychomoleate](#) and [Machine Empathy](#) equal to level of the skill being purchased..

The look and feel of this technology involve cables, capacitors, glass valves, spark plugs and glowing tubes. Lightening is powered by Radium, and with it, those with skills can build items such as lights, switches, lightning guns, servos and night vision goggles.

Lightening control combined with Crystal matrices could lead to Artificial Brains; or perhaps combined with steam to create high powered lightweight engines.

This is the predominant technology of Latveria and really Victor Von Dumas; he is the only person likely to teach anyone.

This skill is hard to learn since teachers are few.

Elemental Enslavement

Pre-Req: [Mage Sense](#) and [Machine Empathy](#) equal to level of the skill being purchased..

This is the permanent enslavement of Elementals and Djinn to power machines and devices. e.g. air elementals filling balloons with air and blowing them along, fire elementals making cannons fire further, superhot furnaces to melt exotic metals or steam engines burning fiercer, water elementals jetting high pressure water, earth elementals making things tougher than they would normally be, this technology is about power and strength.

Elementals are almost stripped of their will in the process so some who consider all elementals intelligent beings look on this as an evil practice, while others who consider most elementals to be no more intelligent than a fly see no problem.

This is the predominant technology of Dust; finding a teacher is possible, but can be difficult as some will think you a slaver and dislike you.

There is another path; some manage to achieve similar effects in a much harder way by negotiation an agreement with willing elementals; this requires expert negotiations to achieve, is slower, more difficult and results are less reliable and consistent.

Ghost in the Machine

Pre-Req: Spirit Speak and [Machine Empathy](#) equal to level of the skill being purchased..

This is an abhorrent skill which grafts or binds spirits into machines, giving them intelligence beyond anything that can be created with lightening and crystal matrices. Such devices can be made to control other devices and even control other beings. This technology is about control. The look and feel is glowing coloured light at night; those that are attuned to spirit world will see their presence even in daylight.

Anyone using the skill is looked upon in same way as White Hand Necromancers that bind spirits into the undead.

Players who learn this skill should keep it quiet; few would understand and some seek and destroy those who practice this skill.

Crystal Tuning

Pre-Req: [Portal Sense](#) and [Machine Empathy](#) equal to level of the skill being purchased..

This is all about the tuning and powering crystals, gems and other rare metals and materials put together to form devices that transmit energy. People who learn this technology should be able to make short range communications devices, glasses, sensing devices to see into the spirit realm, or see other odd energies. At the extreme; crystal matrix brains. The technology could also be combined - e.g. crystal matrix brains put into lightening powered mechanical man or resonating crystal field with Occult tech might allow the building of linked device to device teleporters.

This technology has come partially from the outside world Castalan, mixed with old Alfar magic, studied and improved by Sivanna, used by Ilona to create a brain, the extremes banned by the Sorcerer Supreme since it is not technology of this world, used also by Von Dumas in his Doom-bots and finally passed on by the Little Green Men. This technology can be learned at the Institute of Curiosities on Union via the LGM's or via Sivanna at her Crystal Caves in Dust, providing the teachers are willing.

Occult Mechanics

Pre-Req: [Channel Power](#) and [Machine Empathy](#) equal to level of the skill being purchased.

This is the use of magic and machines together; it's not a happy union and devices tend to do the unexpected. The look and feel of Occult devices involve lots of complex symbolism, swirling lines, gold inlay and silver bindings or big blocks of carved granite combined with gears and wheels along with other moving parts. Items are created with rituals and mechanics.

What this technology is really good at is linked machines, building two or sometimes more machines which are totally linked so that as you move one, the copy moves in the same way. For example, turn a dial to hot on one machine the dial will move to hot on the other even if it's on the other side of the world; move the arm of one, the arm of another will copy, a basic communication device that could point to words or letters.

This is predominant technology of Thule brotherhood on Salem.

This is a hard skill to learn as many of the devices require rituals and lots of magic pouring into them and even sometimes sacrifices, since that provides the greatest energy.

Organic Engineering

Pre-Req: [Aura Reading](#), [Learned](#) and [Touch of Grace](#) equal to level of the skill being purchased..

This is genetic manipulation, the ability to graft changes onto living tissue or grow specially designed creatures. This technology ranges from beastkin to enhanced organs or even living devices, artificial gills or living guns that spit acid.

This is predominantly the technology of the Saurons on Frontier, but it is also known to some members of the Intelligencium who may be able to teach you the basics.

This is very hard skill to learn and getting access to a teacher is next to impossible.

Machine Grafting

Pre-Req: [Aura Reading](#) and [Machine Empathy](#) equal to level of the skill being purchased..

This is the joining of machine to organic components, unlike organic engineering which alters the body this technology uses machines to enhance the body or the bodies energy to enhance machines. Examples would be blood powered machines using the fresh blood of someone to power a device or grafting a mechanical eye into a person to enhance their vision.

This is predominantly the technology of the Vampires who were gifted it from the future.

This is a hard skill to learn and abhorrent in the way it tortures its targets in accepting the changes

Notes

Players will be restricted and controlled by the refs in what they can build. What has been built before will be considered, designs will not be allowed to leapfrog from a simple steam engine directly to a Zeppelin.

As well as the skill, resources, specialist exotic materials and construction time will be important; devices can only be built in downtime and will take months to complete.

Any item used in game will need a physical representation, therefore always discuss your project before you build it. Obviously some items will just be represented by off scene effects. Building an item is not cheap, most require exotic materials that refs may require you to quest for in game.