

Ascendancy LRP

Appendix D.

Skills

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.	Training in a particular black-powder weapon, either firearms or artillery.	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
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 chosen 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 chosen 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 one point of Armour per location. This will take a minimum of 1 minute per point and must be properly Phys Repped.	1 HAP
2	May repair armour and restore up to a maximum of two points of Armour per location. This will take a minimum of 1 minute per point and must be properly Phys Repped.	2 HAP
3	May repair armour and restore up to a maximum of three points of Armour per location. This will take a minimum of 1 minute per point and must be properly Phys Repped.	3 HAP
4	May repair armour and restore up to a maximum of four points of Armour per location. This will take a minimum of 1 minute per point and must be properly Phys Repped.	3 HAP
5	May repair armour and restore up to a maximum of five points of Armour per location. This will take a minimum of 1 minute per point and must be properly Phys Repped.	3 HAP

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.
- ☞ These require Aesthetic to enchant.
- ☞ Enchantment on these items can be one shot, but can also be permanent or re-usable.
- ☞ All items need referee sanction.

One shot items -

- Potions, salves, powders etc.
- These do not require Aesthetic to enchant.
- You can create effects equal to your Skill Level (see Spell Lists for ideas and guidelines) as long as you have a recipe for it, and the ingredients. These can be gained from NPCs, other players or researched during Downtimes. All effects require referee sanction before they can be used. Certain things cannot be recreated via potions.

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

Each Location 1 Point Heal - Level 3 Herbalism/Pharmacy

Cure Poison - Level 3 Herbalism/Pharmacy

Your character can start each event with a number of potions equal to twice your Skill Level (from the ones you are able to make).

More can be made during the game if you can get the components needed.

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 referee 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. 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, but this doesn't really extend beyond how long the fuse is!
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. However, some more complex devices may simply be too complicated 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 timers that run on clockwork).

Divination:

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

Etiquette:

Level	Ability
1	Understand the basics of 'posh' etiquette.
2	Knows how not to offend in higher social circles.
3	Knows 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, such as a note from your mother, 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. IT is possible for a character to learn all three of these Skills, but they must be bought separately.

Manipulator

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

Level	Ability	Pre-requisites	HAP Cost
1	Able to recognise potential horological activity.	Chronopathy Level 1	1
	Can determine the direction of flow of horological activity, whether backwards or forwards.	Internal influence with Guild of Horology or equal level NPC Horologist – 1	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 he is still able to act.	Chronopathy Level 2 Internal influence with Guild of Horology or equal level NPC Horologist – 1	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.	Chronopathy Level 3 Internal influence with Guild of Horology or equal level NPC Horologist – 1	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.	Chronopathy Level 4 Internal influence with Guild of Horology or equal level NPC Horologist – 1	4
5	As above but horologist is able to perform a person HAP action (such as healing).	Chronopathy Level 5 Internal influence with Guild of Horology or equal level NPC Horologist – 5	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

Anchor

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

Level	Ability	Pre-requisites	HAP Cost
1	Horologist able to ground oneself in a temporal frame following travel or horological effect.	Chronopathy Level 1 Internal influence with Guild of Horology or equal level NPC Horologist – 1	1
2	As above but is touch based so the horologist may ground an adjacent person(s) they can touch.	Chronopathy Level 2 Internal influence with Guild of Horology or equal level NPC Horologist – 1	2 (+1 per person touched)
3	As above but may ground in an enclosed circle with other Horologists. 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.	Chronopathy Level 3 Internal influence with Guild of Horology or equal level NPC Horologist – 1	3 3
4	As above but may ground a circle of people without the aid of additional Horologists 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 second jumps at the cost of 1 HAP for each 10 second slot	Chronopathy Level 4 Internal influence with Guild of Horology or equal level NPC Horologist – 1	4 4 (+1 for each 10 second slot)
5	As above but may ground a whole area within sight. May absorb time from an 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. 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 (initial cost is 5 HAP + 1 HAP per entity above 1).	Chronopathy Level 5 Internal influence with Guild of Horology or equal level NPC Horologist – 5	5 5 5 +1 per entity above 1 (+1 per 10 second slot)

Seeker

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

Level	Ability	Pre-requisites	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.	Chronopathy Level 1 Internal influence with Guild of Horology or equal level NPC Horologist – 1	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.	Chronopathy Level 2 Internal influence with Guild of Horology or equal level NPC Horologist – 1	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.	Chronopathy Level 3 Internal influence with Guild of Horology or equal level NPC Horologist – 1	3
4	As above but may use a possession or object to locate a specific horologically active location.	Chronopathy Level 4 Internal influence with Guild of Horology or equal level NPC Horologist – 1	4
5	As above but may seek by remote viewing and locate on another Shard without the need for a possession.	Chronopathy Level 5 Internal influence with Guild of Horology or equal level NPC Horologist – 5	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. 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 (items that are fragile OOC may be placed safely on a surface to prevent them from being damaged). If a leg is struck the target should stumble. The location hit must be unarmoured. The call for this is Nerve Strike.	2 2
3	A character may use a suitable weapon to perform a Lethal strike on anyone that is lying prone or unable to resist or evade the blow. The weapon must be applied/aimed at an unarmoured location. The wound inflicted is a Critical wound and needs medical treatment as such. This puts the target on a 60 second Deathcount.	3 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. This only deals one point of damage. The call for this is Lethal. This puts the target on 60 second Deathcount. You are able to paralyse a limb until medical attention is applied. If no medical attention is applied, further repercussions may be applicable. This only does one point of damage.	4 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. This reduces the location to zero The wound inflicted is a Critical wound and needs medical treatment as such. This puts the target on a minute Deathcount. If the target has less than a minute, the Deathcount is not changed.	5

Investigation:

Level	Ability
1	Your character is able to use their contacts or resources in order to find simple information. Your character is able to ask one question of a Referee 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 time determined by a Referee before the questions are answered.
2	Your character is able to use their contacts or resources as above, and can gain more accurate information. Your character is able to ask three questions of a Referee 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 You to be out of play or performing a research activity for a time determined by a Referee before the questions are answered.
3	As above, but your character is also able to spend a variable amount of HAP points, determined by the Referee to improve the quality of the information, or obtain the same information as at level II quicker.
4	Your character is able to use their contacts or resources as above, and can gain more accurate information. Your character is able to ask five questions of a Referee when searching for information, which will result in an answer as complex as the Referee feels is appropriate. This will require you to be out of play or performing a research activity for a time determined by a Referee before the questions are answered.
5	As above, but your character is also able to spend a variable amount of HAP points, determined by the Referee 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 usually comfortable with a pen, and 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 are able to 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 at least, writing a comprehensible essay or scientific paper.
5	What more can be said? 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 Referee'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 (i.e. if the death count is currently on 45 seconds you give the patient another 45 seconds) of a mortally wounded 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 mortally wounded patient. 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.	Variable
3	Your character may perform more complex surgery such as amputations and stitching mortal wounds. This allows you to restore hit points, to critical and lethal wounds. 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.	Variable
4	Your can stop a characters Death count while tending their wounds, however you are unable to restore their Hit Points while doing so. You can draw out complex poisons.	Variable
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:

Psychologists cannot cure themselves and need another psychologist of at least their level to treat them. It takes a time of 10 minutes per Mind Point regained, plus another 10 minutes, to treat a patient.

Level	Ability
1	Understand basics of chosen subject. You are able to determine basics of a personality and suggest ways of improving someone's outlook on life.
2	As above plus knowledge of complex issues in chosen subject. You are able to give therapy to characters with basic disorders (e.g. phobias that do not affect day-to-day life). For each mind point they heal, they lose two mind points, but these will be regained at a rate of one mind point per half hour. Only one mind point can be returned per player per day.
3	As above plus able to conduct research in chosen subject. You are able to give therapy to characters with more complex disorders (e.g. phobias that prevent them from leading a normal life). For each mind point they heal, they lose one mind point, but these will be regained at a rate of one mind point per half hour. Only one mind point can be returned per player per day.
4	As above. You are able to give therapy to characters with complex disorders (e.g. bipolar). At this grade no mind points are lost. Only one mind point can be returned per player per day.
5	As above. You are able to give therapy to characters with very complex disorders (e.g. paranoid schizophrenia). At this grade no mind points are lost. Only two mind points can be returned per player per day. Alternatively you can attempt to treat a character who is 'Lost' (i.e. on zero mind points or less) as at Grade II.

Ranged Weapon Specialisation – Firearms:

A character must buy Firearm for a single type of firearm chosen from: Sidearm, Longarm, Blunderbuss, Blunderbuss Pistol, and Shotgun.

Characters may purchase the Firearms Skill multiple times.

In order to improve their ability to aim with a firearm they must take levels in the Sharpshooter: Firearms Talent. In order to improve their effectiveness with a particular firearm your character may take a Gun Fu Skill as a supporting Skill when purchasing a level of the Firearm Skill.

You begin an event with a number of shot based upon your Level in this Skill.

The total number of shots = (5 + total of all Firearms Skills) multiplied by the number of days in the event. These shots do not carry on between events.

It takes 30 seconds to reload a normal pistol/musket.

It takes 60 seconds and 2 'shots' worth of powder to reload a Blunderbuss weapon.

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

Gun Fu Skills

Most Gun Fu 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.

Rapid Reload:

Your character is proficient at reloading a weapon quickly. They reduce the amount of time taken to reload a gun by about a third. This is not weapon specific.

Multiple-Barrel Proficiency:

Your character is familiar with the subtle differences in weight, balance and accuracy found in a multiple-barrelled weapon version of their chosen weapon to use one. You must have at least one other Gun Fu Skill and Level I Sharpshooter as a prerequisite.

One-Hand Gun:

If a gun type normally requires two hands to aim and support it, your character may use only one. Whilst using only one hand, your character may not call a location for shooting, shots are assumed only to hit the torso. Your character must have the Potency Talent in order to buy this Skill.

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.

Both Guns Blazing:

You can use a gun in each hand and fire at either separate targets or the same target. This requires the Off-Hand Gun Skill as a prerequisite. For Longarm, Blunderbuss and Shotguns, the One-Hand Gun Skill is also required as a prerequisite, as well as the Potency Talent. Blunderbuss users may take this Skill.

Trickshot:

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. This Skill requires Sharpshooter Level 4 as a prerequisite. Cannot be used with Blunderbuss. This costs 2 HAP.

Scattershot:

Your character may fire a Blunderbuss, Blunderbuss Pistol or Shotgun at up to three adjacent (i.e. within two feet of each other) targets within range. This deals two points of damage, which may be allocated to locations of the targets' choosing, per target. This costs 2 HAP.

Snapshot:

You can fire a shot without the three-second aim requirement. This requires Sharpshooter Level 2 as a prerequisite. The shot is assumed to hit the Torso. You cannot use this to perform a Called Shot. Blunderbuss users may take this Skill.

Longshot:

Your character is able to extend the range that their weapon your character is able to fire through careful judging of powder, trajectory and wind resistance. This requires an aim time of 10 seconds. A pistol fired with this ability can be fired at a target 15-20 yards away. A Longarm gains the range of shouting distance. There is no guarantee that the shot will hit, however, and a target that does not hear the shot and the accompanying call is assumed to have been missed. This requires Level 1 Sharpshooter as a prerequisite. This cannot be used with a Blunderbuss.

Shot In The Dark:

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 as a prerequisite. Blunderbuss users may take this Skill. This is not weapon specific.

Quick Draw:

A character may draw or unsling a firearm and fire it immediately at a target within range without the requirement to aim for three seconds. This requires the Snapshot Talent and Level 2 Sharpshooter Talent as a prerequisite. You may use this to perform a Called Shot. Blunderbuss users may take this Skill. This costs 2 HAP.

Ranged Weapon Specialisation – Artillery:

Specific area – Heavy Weapons.

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. If necessary 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.

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. Once these recipes are created they can be shared with others.

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.

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 referee discretion.

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 handling a small vessel under own command, and is an effective sailor who is an asset to his ship. 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

Strategy:

Strategy Types – land warfare, sea warfare, guerrilla warfare, siege.

Level	Ability
1	Gives +1 modifier to campaign battles.
2	Chose type of strategy. Gives +2 in chosen category and +1 in the other
3	Gain +3 modifier in the chosen category and +2 in the other.
4	Gain +4 modifier in the chosen category and +3 in the other. Plus can use personal or group karma to affect the outcome of battles.
5	Gain +5 modifier in the chosen category and +4 in the other. Plus can use personal or group karma to affect the outcome of battles.

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, can skin and gut small animals, able to construct simple snares and traps.
3	Able to build better quality fires and shelters, able to identify poisonous animals, able to identify animal habitats. Able to survive in other terrain types as if at Level I
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 type can throw at you. Able to survive in other terrain types as if at Level II

Tactics:

Level	Ability
1	Able to command a squad in a battle.
2	Able to command a platoon in a battle.
3	Able to command a company in a battle.
4	Able to command a regiment in a battle.
5	Able to command an army in a battle.

Teaching:

You can teach someone a skill you know (up to the lowest level in both the Skill and the Teacher Skill)

eg: Skill 5, Teaching 1 = can teach level 1

Skill 3, Teaching 5 = can teach level 3

Each Skill Level has a maximum number of people you can teach up to level 1. In order to teach higher Skill Levels to a group, you will need to divide by the Skill Level being taught to see how many people you can effectively teach.

Level	Ability
1	Can teach others Skills as explained in the character advancement rules. Can teach 1 person at a time.
2	Can teach others as explained in the character advancement rules. Can teach up to 5 people at once.
3	Can teach others as explained in the character advancement rules. Can teach up to 10 people at once. Can give someone +1 in a single skill (temporarily) that you know while supervising them. You can't take their Level in the Skill above your own Skill Level. This is for 1 action/task only (e.g. building one thing, casting 1 spell). This costs your character 3 HAP.
4	Can teach others as explained in the character advancement rules. Can teach up to 20 people at once. Can learn any single Academic Skill at Level 1 (this still costs Karma) with access to sufficient reference books.
5	Can teach others as explained in the character advancement rules. Can teach up to 30 people at once. Can supervise as at Level 3, but on up to 5 people, or one person at a +2 bonus. This costs your character 5 HAP.

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 are able to 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 are able to 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 are able to 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. You are able to spot little things like snapped twigs and crushed leaves.
4	You are able to 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 using tricks such as listening to the ground or sticking a sword into the base of a tree and feeling the vibrations.
5	You are able to 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 and use as though grade I
4	As above but can set up trading house to allow large scale trade between shards. Second trade improves to grade II
5	As above but will be renowned throughout the shards for your product. Second trade improves to grade III.

True Faith:

Grade	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 the next day.	1 per pint of water
2	<p>You may drive back lesser undead creatures, as long as you are praying and brandishing a holy symbol at them. If the prayer is interrupted or you stop brandishing the symbol the effect will end and will require additional expenditure of additional HAP.</p> <p>You may also 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. Consecrated ground is also used as a site for shrines and graveyards. The ground will remain consecrated as long as you say a prayer lasting at least five minutes and splash the area with blessed water once every 24 hours.</p>	2 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 to boost the power of some rituals or ceremonies can also be used against undead.	3 per weapon, piece of armour, holy symbol or ten arrows or bullets.
4	<p>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.</p> <p>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!</p>	4 Variable
5	You may consecrate large areas such as rooms or even whole buildings! You will require at least one other person of your faith and some blessed water to perform the consecration and 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 the blessed area 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

Causes two temporary wounds. Your character must have at least Level 1 in the Combatative Talent. This costs 1 HAP.

Trip/Throw

Knocks opponent to the floor. This costs 1 HAP.

Disarm

Disarms an opponent of one item if the blow lands on the arm carrying that item. This costs 1 HAP.

Dodge

Negates the effects of one uncalled melee hit. This costs 1 HAP.

Improved Dodge

Negates the effect of one called melee hit. Character must have the Combatative Talent at Level 2, as well as Dodge. This costs 2 HAP.

Blinding Strike

Blinds opponent for 5 seconds. Your character must have at least Level 1 in the Combatative Talent. This costs 1 HAP.

Knife Hand

Negates the effect of armour to cause one actual wound. Your character must have at least Level 1 in the Combatative Talent. This costs 1 HAP.

Knock Back

Must be combined with a strike and causes opponent to stumble back 2 paces. This costs 1 HAP.

Push

Pushes opponent back 10ft. This costs 2 HAP.

Limb Lock

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. This costs 2 HAP.

Slip Lock

You are able to break free of a Limb Lock. Your character must have at least Level 1 in the Combatative Talent. This costs 2 HAP.

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	Choose a type of weapon you are familiar with, you are able to use one of the techniques 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

You may disarm an opponent of one single-handed weapon. If the disarm is successful the weapon must be thrown at least three feet away. If you attempt to disarm somebody of a two-handed weapon they need only take one hand off the weapon. You must have the Finesse or Potency Talents at Level 1 as a prerequisite. This costs 2 HAP

Improved Disarm

You are also now able to disarm two-handed weapons but you may not seize them. You must have Disarm as a prerequisite. This costs 3 HAP

Resist Disarm

You may attempt to resist a Disarm attempt. This costs 2 HAP

Counter Disarm

If an opponent attempts to disarm you, you may opt to disarm them instead. This costs 3 HAP. You must have both Disarm and Resist Disarm as prerequisites.

Knockdown

You may knock your opponent to the ground, calling 'knockdown'. You must have the Potency or Weapon Master Talent at Level 2. This costs 2 HAP.

Paired Weapons

You may wield a single-handed weapon in either hand, these weapons do not have to be of the same type but you will still only be able to use Weapon Specialisation Techniques with weapons you have specifically chosen at Level 1. You must have Off-Hand Weapon as a prerequisite.

Shield Bash

You may strike an opponent with your shield. This does Temporary damage. This costs 1 HAP.

Shield Slam

You may knock an opponent to the ground using your shield. This requires Shield Bash as a prerequisite. This costs 2 HAP.

Shield Expert

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

You may negate a Crushing Blow that is used against your shield. This requires Shield Bash and Strongarm Parry as prerequisites. This costs 4 HAP.

Strongarm Parry

If you manage to parry the blow effectively you may resist a Knockdown attempt. This costs 2 HAP.

Off-hand weapon

Allows a character to use a weapon in their off hand. This is a prerequisite for Paired Weapon.

Spells – Various

The six Spell Skills are listed below with spells available at each level.

All the Spells listed below cost a number of HAP to cast equal to their Level.

The Spells will only affect mundane humanoid characters and items for definite.

If a Character has Mage Sense, they may affect Elementals with their spells, or affect the elements in the world.

If a Character has Spirit Speak they may affect Spirits with their spells, or affect things on the Spiritual Realms.

Depending upon the exact spell and its use, other Talents and Skills can sometimes make a difference to spells. In addition, rituals can also affect spell effects, potentially increasing power, effect time etc. Speak to a referee if you have any questions.

Command:

Level 1	
Command	<p>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 until the command is completed or 1 minute has passed, whichever happens first.</p> <p>Examples: “Drop your weapon”, “Fear me”, “Be Silent”</p>
Level 2	
Compel	<p>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 until the command is completed or 2 minutes have passed, whichever happens first.</p> <p>Example “Drop your weapon and flee”</p>
Question	<p>Caster can ask three questions of the target. The target will respond honestly but the answers may be cryptic.</p>
Level 3	
Control	<p>The Caster can control a creature for up to 3 minutes, 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.</p>
Suggestion	<p>The Caster 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 spell lasts for 10 minutes or until the task is completed, whichever is sooner. The creature is not aware that it has been influenced by this spell.</p>
Level 4	
Dominate	<p>The Caster can completely control a creature for up to 30 minutes, the target following all commands given to it during this time. The creature is aware of this and may not be happy when the thirty minutes is over.</p>
Mass Command	<p>The Caster can affect any creature within a 15ft diameter area with the Command Spell.</p>
Level 5	
Dismiss	<p>Caster can dismiss any creature they have Summoned. Assuming they have the relevant Talent they can also try and Dismiss elementals or spirits, even if they were not summoned by the caster (ie an exorcism etc). This spell takes at least 5 minutes to cast.</p>
Summon	<p>Caster can summon a creature that they know the true name of, or that they have a personal item that belongs to the creature they wish to Summon. The creature will make its way to the caster as fast as it can. The creature is not controlled in any way by this spell other than to turn up.</p> <p>Assuming they have the relevant Talent they can also try and Summon a random elemental or spirit (or a number of lesser elementals/spirits up to the level of the Talent – Spirit Speak for Spirits, Mage Sense for elementals). This spell takes at least 5 minutes to cast.</p>
Mass Control	<p>The Caster can affect up to 5 creatures within a 15ft diameter area with the Control Spell.</p>

Imbue:

Level 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). The spell functions for up to 1 minute.
Understanding	Allows the Caster to understand a single specific thing i.e. (a magical text, a spoken language, a piece of writing, identify an item). The spell lasts for 1 minute. Depending upon the complexity of the item that is trying to be understood, results may be varied.
Transfer	Allows the Caster to transfer energy (HAP) from himself to another person. The Caster can transfer up to as many points as he has left in one casting of the spell. Note that it still costs the caster 1 HAP to cast the spell in the first place. This spell can increase the targets HAP above their normal maximum, however they will not regain any HAP until they fall below their normal maximum. In addition the caster will not regain any HAP until the target has spent the HAP granted to them.
Level 2	
Imbue	Gives a person a Level 2 Physical Talent for 1 minute (Combatative, Fortitude, Potency, Tenacity). The Target still has to expend HAP to use any abilities of the talent gained and the levels do not stack if the Target already has levels in the Talent granted.
Emotion	Allows the caster to change the targets emotions for 2 minutes i.e. fear, bravery, confident, paranoid, calm
Enhance	Allows the caster to Enhance an item or spells effects (will increase a weapons damage by a point, a piece of armours protection by a point, a single healing draught will be as effective as 2 etc) lasts 1 minute. If used on a spell it will double the time effect of a spell, or double the damage/amount healed, the spell being enhanced does not have to have been cast by the caster. The caster must touch the item, or caster of the spell as it is being cast, being enhanced. Enhance Spells cannot be stacked.
Level 3	
Curse	Caster can give a person or item any single flaw. Can be removed by the remove curse spell, which must be cast within 1 hour of the curse being placed or the curse may become permanent depending upon the severity of the flaw.
Remove Curse	Caster can remove any single curse from a person or item.
Infuse	Allows the caster to give a person a level 2 Supernatural Mental Talent (Mind Blank, Clairvoyance, Aura Reading etc) or the ability to cast any single spell the caster can cast (up to level 2), for 1 minute. The Target still has to expend HAP to use any abilities of the talent gained, or to cast an infused spell.
Level 4	
Empower	Allows the Caster to place some of his energy (HAP) into an item to either power it, or store the HAP for later use. Only the caster or someone specified during casting can remove the energy from the item unless the item is designed to hold charges to activate it like a wand (it does not cost any HAP to take energy from an item, but the item being used must be held). Unless the item is designed to hold charges, the item holds the power until the next dawn. Mundane items (amulets, weapons etc) can only hold 3 HAP at a time. Items designed to store power can potentially hold more.
Mass Imbue	Allows the caster to give 1 person a level 4 physical ability, or up to 5 people/ a level 2 physical ability, for 2 minutes (as per the Imbue spell). The Target(s) still has to expend HAP to use any abilities of the talent

Level 5
Enchant

This spell takes 5 minutes to cast and lasts for 2 minutes.

Only items that were created by a crafter with level 4+ Craft Skill can be enchanted.

Weapon: Weapon does an extra point of damage per hit – can hurt creatures only affected by magic.

Armour: Armour gains double normal protection points.

Items which are neither weapons nor armour can also be enchanted – their effect will vary depending on the intent of the casting – see a referee for these instances.

Mage Sense : If the caster has Mage Sense of level 3+ they can add a specific ability to the item (casters choice at time of casting) as detailed below.

Earth - Weapon: Hits cause crushing damage (unarmoured locations go critical, armoured locations lose all armour until repaired, shields shattered). In addition the weapon is immune to Shatter type spells Note that the weapon becomes very heavy at the casting of this spell, so will require two hands to wield effectively (even small items such as daggers). In addition no special calls can be made (disarms etc). In the case of missile weapons they take twice as long to load.

Earth – Armour: 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 spell is active.

Air - Weapon: Anyone hit is knocked back 10ft and stunned for 5 seconds.

Air – Armour: No physical small missile or thrown weapons will affect the wearer. Cannon shot and Ballista's will still effect the wearer.

Fire - Weapon: Hits cause a target to ignite, they will take an additional point of burning damage every 30 seconds until the fire is put out.

Fire – Armour: 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 spell is active.

Water - Weapon: A hit from this weapon causes the ground around the target to become saturated, the target will sink to their knees and become trapped for 30 seconds, unless someone helps to free them. sources like healing. Area effect spells still effect everyone else in the area of effect.

	<p>Water – Armour: 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 spell is active.</p> <p>Spirit Speak : If the caster has Spirit Speak of level 3+ they can add a specific ability to the item (casters choice at time of casting) as detailed below.</p> <p>Spirit – Weapon: Attacks hit the spirit of the target (if it has one). Any hit (not hitting armour) will cause a critical wound – if there is more than one spirit in a body (ie a possession) then that spirit will be cast out of the body although not necessarily destroyed.</p> <p>Spirit – Armour: Wearer is immune to all attacks & possession from spirits.</p> <p>Astral – Weapon: If the wielder is in the normal world, all hits strike both the normal world and the Astral/Dreaming. If the wielder is in the Dreaming attacking someone else in the Dreaming (you cannot hit the normal world if in the Dreaming) then the weapon causes critical wounds if it hits an unarmoured location.</p> <p>Astral – Armour: Protects the wearer from physical attacks from the Astral/Dreaming by reducing all hits by 1 point.</p> <p>Ether - Weapon: Hits ignore armour and shields (both normal and magical in nature), however they will only do a single point of damage if they hit an armoured location.</p> <p>Ether – Armour: All magic cast at the wearer is absorbed by the armour. This is all magic, including from friendly sources.</p> <p>Note: Only one ability can be added to an item (either Mage Sense or Spirit Speak).</p>
Drain	<p>Allows the Caster to drain HAP from a person or item that he touches, adding all the points drained to their own total. Items that have been empowered can be drained using this spell. This can take the caster over their maximum level, however the cannot regain HAP until their total drops below their normal maximum. This spell takes some time to work, for every 10 seconds of contact with the item or person 1 HAP will be drained.</p>
Mass Infuse	<p>Allows the caster to give 1 person a level 4 mental ability or a single spell the caster can cast (up to level 4), or up to 5 people a level 2 mental ability or single spell the caster can cast (up to level 2), for 2 minutes as per the Infuse spell. The Target still has to expend HAP to use any abilities of the talent</p>

Heal:

Level 1	
Stabilise	While the caster is in physical contact with the target and concentrating, the targets death count is stopped and they feel no pain. This will also temporarily stop any rotting or decaying (including on items). However as soon as the caster stops concentrating any effects will continue.
Purify	This spell allows low level poisons to be neutralized and wounds to be cleaned with a touch. On items like food & water this will remove any low level poisons/rot etc. Likewise rust will be removed (although not replaced with new metal, half a tankard that has rusted away will still be just half a tankard)
Level 2	
Heal	The caster can restore a single hit point to a character. This will take at least 30 seconds to cast and the caster must be touching the target.
Mend	This allows the caster to repair a shattered or broken item (no larger than a shield) i.e. a broken shield, a fractured arm. This takes at least a minute.
Level 3	
Cure	Allows the caster to remove one effect inflicting the target i.e. blindness, poison, mind effects
Regenerate	This allows the caster to regenerate a small body part of the target i.e. finger, hand, eye etc. The spell can also be used to enhance growth in plant life in a small area (about 10ft diameter) or to repair damaged items up to around man size (a shattered door for example). The spell takes 5 minutes to cast, body parts/plant life take 1 hour to re grow after the spell is cast, inanimate items are restored at the end of the spell.
Heal Multiple Wound	The caster can restore a single hit point to each location of a character. This will take at least 1 minute to cast and the caster must be touching the target.
Level 4	
Full Heal	The caster can restore all lost hit points of a character. This will take at least 2 minutes to cast and the caster must be touching the target. The target will be weary for 5 minutes after the casting of this spell.
Delay Death	This spell allows the caster to slow the effects of a target's wounds with a touch, extending their death count to up to 1 hour. Until healed or the hour expires the target cannot move on their own.
Level 5	
Mass Delay Death	As per the Delay Death spell although it can be cast on up to 5 people within 10ft of caster. After the caster has cast the spell they will be weakened and will need to sit for 10 minutes and rest.
Re-growth	A more powerful version of the Regenerate spell. This spell can re-grow an entire limb, re-grow plant life in an area up to 100ft diameter and repair a large item/small building (or restore a number of damaged/destroyed small items in an area approx 20ft diameter). The spell takes 10 minutes to cast and takes 24 hours to re-grow after that. Inanimate items are restored after the spell is cast.
Transfer Health	Caster can effectively take hit points from one character and give them to another. Both characters must be touched for this to work. A character cannot be given points that would exceed their maximum HP. 1 hit point can be transferred for every 10 seconds of contact.

Wound:

Upon purchasing this Spell Skill list 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 1	
Smite Down	Target will react as if they have been hit by a 2 point damage hit, through armour. The damage is temporary and the target will recover within 1 minute
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. The target cannot concentrate to cast spells and unless they have some resistance to pain, they will drop anything they are carrying and fall to the ground.
Level 2	
Bolt	Allows the caster to cause a single point of damage, ignoring armour, to the target.
Break	Allows the caster to break/shatter any item up to the size of a small shield rendering them useless (i.e. a short sword, a flask, a bone in a limb/hand). Large shields and armour are not affected by this spell and some magical items may be immune. The caster must touch the target for the spell to work.
Weaken	Allows the caster to remove all strength from a person or item for 2 minutes. Items become fragile and if hit hard will be treated as if shattered (see Break spell). 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.
Level 3	
Blast	Causes all those within 20ft of the direction the caster is facing to be knocked back 20ft and fall over.
Shatter	This spell has the same effect as the Break spell, however it can be used at a range of up to 20ft and will affect large shields and armour.
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 merely debilitating until treated.
Level 4	
Strike	Allows the caster to cause a critical wound (reduces location to 0 hits), ignoring armour, to the target. The spell can also damage items and structures.
Decay	This spell that will decay an area that is touched. The item/area affected will rapidly decay over a period of five minutes. 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.
Level 5	
Corruption	A stronger version of the Decay spell. The spell will corrupt an area that is touched, and that corruption will spread rapidly over the course of a minute. 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.
Storm	Causes all those within 20ft of the direction the caster is facing to be knocked back 20ft and fall over. In addition they will take a single point of damage, ignoring armour. They will also be stunned for 5 seconds.

Ward:

Definitions used within Ward Spells:

Protection from magic stops all spells of the spell level indicated from crossing the boundary of the Ward, it can also potentially stop some magical based/powered creatures from crossing the boundary.

You can only create more powerful Wards above Level 3, that protect against magic, if you have at least Level 3 Mage Sense, otherwise they will act as if they were a Level 3 Ward.

For example – a Greater Ward that protects against magic, while the size would be the same as normal it would only protect against level 1-3 magic as per the level 3 Ward spell, if the Caster does not have level 3+ Mage Sense.

Protection from spirits stops all spiritual attacks from crossing the boundary of the ward, it can also potentially stop some spiritually based/powered creatures from crossing the boundary.

You can only create more powerful Wards above Level 3, that protect against spirits, if you have at least level 3 Spirit Speak, otherwise they will act as if they were a Level 3 Ward.

For example – a Greater Ward that protects against spirits, while the size would be the same as normal it would only protect against spirits as per the Level 3 Ward spell, if the Caster does not have Level 3+ Spirit Speak.

Protection from physical stops all physical attacks from crossing the boundary of the ward, it can also potentially stop some physical movement from crossing the boundary.

Wards requiring physical representations will only be maintained while those representations are in place. A circle drawn in sand that has someone step on it, a candle that goes out, a symbol that is moved or a drawn mark that is damaged will all lead to the ward weakening and/or failing completely.

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

Level 1	
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,(ie magic (level 1 spells only), low level spirits, physical hits), specified at the time of casting. The ward is static and lasts until the warding circle is broken.
Armour	Allows the character to create magical armour that will give them 1 point of floating armour. Once the floating hit is absorbed the Armour is dispelled. This version of the spell affects only the caster, who can stack the spell up to three times on themselves. An alternative version of the spell allows the caster to give a single point of armour to a specific location on someone. This requires a visible mark of some kind to be placed onto the skin (ie wounding) of the area protected. This spell will not work if the area is covered with physical armour.
Resist	Allows the caster to resist the effect of a level 1 spell
Level 2	
Resist	Allows the caster to resist the effect of a level 2 spell
Shield	A Shield protects the target from a single effect (ie level 1-2 magic effect, a physical hit etc). The shield only protects against the effect specified upon casting other effects work normally. Once the shield has absorbed an effect it is dispelled. Only attacks specifically made at the target can be absorbed, holding a sword with a 'magical protection' shield won't stop a person being hit by a bolt spell. This spell can be cast up to three times on a single creature or item at a time.
Chant	While the Caster is chanting (must be at least 4 different words in the chant) they cannot be attacked and any potential enemies will ignore them. The spell lasts as long as the caster maintains the chant. While chanting the caster cannot move or do anything else.
Level 3	

Reflect	The caster can reflect any single spell of level 1-3 or a physical attack back at the originator. Note this does not work for 'area' effect attacks where the caster is not the sole target.
Dispel	This spell can act like a Resist spell, being used to counter a spell of up to level 3 being cast at the caster. In addition it 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.
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 until the warding circle is broken.
Level 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. If there is no target within 20ft, or if the caster chooses to, this spell can be used as a Resist spell.
Protection	The caster can give the target complete protection against 1 form of attack (i.e. fire, magic, physical) for 2 minutes. This spell cannot be stacked.
Mass Shield	Allows the caster to give up to 5 targets the Shield spell, or give 1 target the effect of three Shield spells.
Level 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 10 seconds.
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 until the warding circle is broken.

Entrap:

Level 1	
Trip	Target falls over, dropping anything they are carrying.
Entwine	Target is 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.
Stun	Target is dazed for 15 seconds
Level 2	
Slow	The target can only move at half speed for 1 minutes
Lock	The caster can Lock an aspect of the target (i.e. limb – stops a single limb being used, mind – confuses the target, memory – makes the target forget previous 2 minutes). If the target is an item that can be opened, the caster can lock it and ensure it cannot be opened for 2 minutes (even if it has no lock it cannot be opened within the 2 minutes)
Unlock	The caster can remove the effects of a Lock spell, or open a Locked item.
Level 3	
Halt/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).
Entangle	This spell creates an area 10ft in diameter that will entangle anything within it. Targets are held in place for up to 3 minutes 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.
Level 4	
Paralyse	This spell will stop the target from being able to move for 5 minutes.
Mass Slow	This spell affects up to 5 creatures within a 15ft diameter area. The targets can only move at half speed for 2 minutes.
Level 5	
Barrow	The caster can place a target into suspended animation which will last up to a day, specified at the time of casting, unless dispelled. Nothing can harm the target while the spell is active. It takes at least 5 minutes to cast this spell.
Mass Hold	This spell affects up to 5 creatures within a 15ft diameter area as per the Hold spell.