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# RULES UPDATE 2017

## NOTE: THE RULES IN THIS DOCUMENT OVERRIDE ANY RULES IN OTHER DOCUMENTS.

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Eventually the other documents will be updated, however for ease of identifying what has changed, they have all been put into one document. Over time we will replace the old files with new ones.

### Overview

As time goes on and skills/abilities & rules are used in a variety of situations we notice things that do not work in a balanced way, are not working as expected or are not in keeping with the vision of how the Ascendancy World works. Likewise, occasionally the way the World works changes, which also gives need for us to change things.

Please note we are not targeting anyone or anything specific, if you feel that your character is being detrimentally affected by a rule change it is neither personal or without reason. We ask that you kindly speak to us in person about this and do not start public posts about things – as these often become very confrontational and our hobby is meant to be a game that is fun for all involved. Trust when we say there are reasons for all of these changes, the Ref Team as a whole are aware of these changes and have agreed them. Where possible, we will explain our reasons unless they are plot related where you will need to find things out In Game.

The purpose of the Rules in Ascendancy are;

***To provide a balanced base set of calls and abilities so that common calls are known by all, to keep the flow of battles and encounters moving without direct Ref interaction.***

***To allow you to have a large variety of Skills and Talents so you can play the character you wish to play and understand what you can and cannot do.***

***To help make the overall 'story' of the game more interesting and ensure the 'feel' of the world is maintained.***

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 because 'the stars are aligned' or there is some greater power influencing things. For example, after protecting the temple of a Goddess of Healing from a great evil, a follower of the Goddess is temporarily granted the ability to cast healing spells for free to keep their fallen comrades alive. However after that encounter the ability is lost.

***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.***

### **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 Deathcount 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 as you walk back to camp, say that you've 'taken some scratches to your legs but you can still walk, however you need attention for your arm', do not say 'I've taken 1 hit to each leg and 2 hits on my arm'.

You can say these things 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.

## 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!

For example, a warrior is crushed in a collapsing tunnel and is not dug out for a number of minutes. Rather than a single healer just casting a single spell and instantly fixing the warrior, a Ref may decide that the wounds are far more severe and decides that to save the warrior's life will take 20 levels of Surgery and Healing Magic, with at least one character being level 4 or higher.

Another example, the players need to leave an area via Portal before a large force of undead overwhelm them but the necromancers in the area are trying to hold it closed. The main Navigators in the player group all work together to take control of the Portal, they have 9 levels between them but the Ref has assigned a target of 10. The group make a bead draw with a negative modifier and fail. The force of undead start to attack and people start to get hurt.

A young character who has just started learning Navigation (they have level 1) runs to help the Navigator group and provides the edge they need to wrest the Portal from the Navigators and allow everyone to escape.

## Guns

Pistols & Rifles both ignore armour, doing damage directly to the location hit.

A Pistol hit will also cause Knockback, causing an opponent to stagger away from the hit 2 paces, even if the damage is negated somehow. Some strong creatures will not be affected by this.

A Rifle hit will also cause Knockdown, causing an opponent to fall over, even if the damage is negated somehow. Some strong creatures will not be affected by this.

A Blunderbuss does NOT ignore armour, but does cause Knockdown if fired at point blank range.

Black Powder – A character who has Firearms and/or Demolition Skill at Level 1 or higher can start an event with a limited amount of shot based on your skills and the number of days of the event. 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. In addition black powder is not readily available on every Shard (it is regulated on some and even illegal on others). 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.

While they are not limited like black powder shot, they do require you to physically hit your target with an arrow.

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 as instinct if an arrow might hit you in the face (which is understandable!), if you do avoid a hit like this please roleplay as if you were struck.

### Damage Call Changes

A number of damage calls are being changed, for the most part the overall effect will probably not change, however there were some confusions in the original calls in certain instances that we are looking to clarify and standardise.

For example a 'critical' hit previous would reduce a location to 0 Hit points, but by using an ability that could reduce damage by 1, you could never go below 1 Hit point from this attack.

**Mighty Blow:** *This does 1 Extra Damage over your normal attack and causes Knockback.*

**Crush:** *This now does 4 Damage to the Target (regardless of whether it is armoured or not) and then does 1 Damage to an item it strikes. If this hits a shield it will lower its Damage Reduction by 1, possibly destroying it. If it causes a Wound to the target (not just absorbed by armour) then the location will suffer from a Break injury.*

**Critical:** *This now does 3 Damage to the Target (regardless of whether it is armoured or not) applied as normal and in addition, no matter how much Armour or Damage Reduction the Target may have, it also causes 1 Wound as it finds a gap in armour or another weak spot.*

**Lethal Critical:** *This now does 4 Damage to the Target in addition to putting the Target on a 60 second Death Count. The location struck must still be unarmoured as normal for any Lethal call.*

## Spell Call Changes

There are a lot of changes to Magic in general – please read that section for more details, however in line with the above Damage Call changes there are some common Damage Spell calls that we will clarify here. While some of the Damage numbers may seem high, the original rules had many of these reduce a location to 0 instantly which while should be true for a ‘normal’ person there are many creatures in the world that can take such hits and keep fighting. These new rules will still drop a location to 0 in ‘normal’ situations, however a fully armoured enemy should be able to keep fighting. Note that as is mentioned in the Damage and Healing section, a location does not go below 0 Hit Points, although sometimes a Ref or Crewmember may require significant wounds to need more attention!

**While you call an ‘energy type’ flavour on Wound attacks (Fire Bolt, Spirit Blast, Earth Strike etc), unless the Target is immune or vulnerable to that element, it actually classes as a Physical Attack.**

**Smite Down:** *This does not actually do any damage, but causes Knockdown.*

**Bolt:** *1 Damage Through Armour. This is a Direct Physical Attack that can be blocked by Shields.*

**Enhanced Bolt:** *2 Damage Through Armour. This is a Direct Physical Attack that can be blocked by Shields.*

**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:** *(Touch Spell) Does 2 Damage to an inanimate object (lowering the Damage Reduction of a Shield, breaking a weapon or door). If an unarmoured location is touched it suffers a Break injury.*

**Blast:** *Causes no damage put 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.*

**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 go through armour). This is a Direct Physical Attack that can be blocked by Shields.*

**Enhanced Strike:** *8 Damage (does NOT go through armour). This is a Direct Physical Attack that can be blocked by Shields.*

**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 go through armour).*

**Enhanced Storm:** *As Storm but causes 2 Damage to the Body instead of 1.*

## Damage and Healing

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 cuts and grazes you may have taken.

If a Limb reaches 0 Hit Points, it is classed as Critically Injured and is not useable. You will still be conscious though.

If your Body reaches 0 Hit Points, it is classed as Critically Injured and is not useable. You will fall unconscious unless you have abilities that will allow you to stay conscious.

**Break Injury:** *If you suffer a Break Injury (from a Crushing attack or a Break Spell for example) your Maximum Hit Points on that Location are reduced by 1 (it does not reduce your current Hit points). If this reduces the location to a Maximum of 0 then the location is useless until healed and is classed as Critically Injured (losing any remaining Hit Points). Until the Break is Treated (by Surgery or a Mend spell) you will not recover Hit Points on the location Naturally and your Maximum is still reduced if you get Healing from Magic or Potions.*

**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.*

**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 far worse, dramatically decrease their Death Count or even risk instant death from shock. 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 you are going to be severely injured and it may take a LOT of healing to keep you alive and some lucky bead draws. If you are still conscious when your Death Count reaches 0 (due to still having Hit Points on your Body or using a talent like Tenacity) 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:** *Magical Healing restores Hit Points almost instantaneously. Surgery takes at least 1 minute to Treat a location that still has Hit Points, at least 5 minutes to Treat a Critically Injured Location. A Critically Injured Location regains 1 Hit Point immediately, and then Treated wounds will regain 1 Hit Point per location, every 30 minutes, until you are at your Maximum for each location. You will normally recover all Hit Points over night, unless a Ref or Crewmember tells you otherwise due to wounds you have sustained. For example if you have a Break Injury on your arm, the location will not regain any Hit Points until the Break is Treated (Which is a separate action to Treating Hit Point loss).*

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!

## Damage Reduction

We are adding in a new level of protection to the game, Damage Reduction (DR). This represents things negating or dispersing some of the incoming damage due to resistances such as using a shield, casting magical protection or an extremely tough hide.

Damage Reduction is separate to Armour and is applied before Armour is damaged or Wounds are taken. It is often attuned to a certain type of damage (Physical, Acid, Fire etc), attacks of different types to that will not be reduced (So Physical Damage Reduction will do nothing against Fire Damage). Damage Reduction is not lost from taking normal damage as Armour would be (which provides the equivalent of extra 'Hit Points').

Damage Reduction reduces Damage of a specified type by an amount, any damage remaining is applied as normal. So DR1 (Physical) would reduce a 4 Hit Point Physical attack to a 3 Hit Point Wound, but would not stop a Magical attack.

Attacks that do things other than cause damage (stuns, knockdowns etc.) are NOT STOPPED by Damage Reduction. If an attack does a special attack and damage, the damage is still reduced.

Attacks that ignore Armour DO NOT ignore Damage Reduction, however any such damage that gets past Damage Reduction does still go through Armour.

## Shields

Shields now 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 Magical attacks (things like Bolt or Strike, but not area attacks like Blast or Storm). The amount of Damage Reduction is based on the size of the Shield. If you are not sure what size shield you have please ask the Refs.

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

Assuming you block an attack with your Shield it will reduce the damage from the attack by its current DR. Attacks such as Break or Shatter spells or a Crush for example will reduce the Damage Reduction value of a Shield by 1. Attacks that reduce the Damage Reduction of a Shield to zero effectively destroy the Shield. The Damage Reduction of a Shield can be repaired back to its maximum with the use of certain Skills.

So unless an attack does more than 2 damage, it will be completely absorbed by a Medium Shield. Excess damage after the Damage Reduction goes to the characters arm, being absorbed by armour there if worn before damaging the characters arm itself. If your arm is Critically Injured, you cannot block anything with a shield.

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 Damage Reduction, that damage will go to your Torso armour and then Hit Points rather than your arm.

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

## Character Generation Changes

There are two clarifications we are making to Character Generation.

First, we had temporarily removed the Level 4 & 5 Starting Skill limits from Character Generation, however with review we have decided to put this back into place. The new Skill/Talent Challenge mechanic means that having low skill levels does not make a new character 'useless' as was felt by some people. Existing characters do not have to change, but this will apply for all future characters.

Your Character cannot have any Skill/Spell above level 3 at Character Creation (You can have Talents at any level). You start with 6 HAP at Character Generation and gain 1 HAP at the end of each Event you survive.

**In order to learn a level 4 Skill/Spell you must have 8 HAP (survived 2 events)**

**In order to learn a level 5 Skill/Spell you must have 10 HAP (survived 4 events)**

The current Limit of how many Skills/Spells you can have at level 5 based on your Advancement Level (Talented/Veteran etc) is still in place.

Second we are removing the preset Vocations and allowing people to create their own Vocation 'Triplets', this is to stop the issue of a lot of people ending up with duplicate Talents when building the characters they want. There are a number of restrictions to this process as certain Talents cannot be taken in the same Vocation as others

### Vocation 'Triplets'

In order for you to customise a character to fit the concept you have for them, you can create these '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 the Talent section of the rules.

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 group (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)

- You may only have 1 Talent that is marked with an asterix ( \* ) in each Triplet.

- You can only take the Channel Power Talent (marked with a \*\*) if you also have the Mage Sense or Spirit Speech Talent in the same Triplet (You need one of these two talents in order to 'sense' the energy that you then manipulate with Channel Power).

- The Chi Powers Talent can only be taken if your character has the 'Thunders' as your Shard of Origin and has at least 1 Honour after Character Creation.

<u>MIND</u>	<u>BODY</u>	<u>SPIRIT</u>
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 Speech (Dreaming or Spirit)*
Psychomoleate	Weapon Master	Touch of Grace *

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

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. As well as just Elementals, this can take the form of a number 'related' races (for example an Air Elemental Heritage could be used for a Djinn, an Earth Elemental Heritage could be used for a Troll kin)

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 and 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.

### The Heritages and their Talents:

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) themselves 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

#### **Naturekin:**

These are humans who have melded with the spirits of plants or have link 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

#### **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).

They 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 on occasion they will 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)

Heritage Talent: None - see above

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.

### **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

### **Water Elemental:**

Heritage Talent: Undine Nature

Vocation Triplet Talents: Regenerate, Touch of Grace, Vigour

### **Fire Elemental:**

Heritage Talent: Salamander Nature

Vocation Triplet Talents: Combative, Tenacity, Vigour

### **Earth Elemental:**

Heritage Talent: Gnomish Nature

Vocation Triplet Talents: Fortitude, Potency, Vigour

**Darklings:**

These beings are sometimes referred to as Void Elementals due to their affinity with that element, although this is somewhat inaccurate. 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

## Talent Changes

In line with the changes that have happened to the world there are some changes being made to some of the Talents. These are the Talents relating to Other Realms (Astral, Dreaming, Spirit) and to Magic Use.

### Astral Projection (Mind – Supernatural – In Game)

You are able to enter and move through the Astral.

Your Conscious leaves your Body when you enter the Astral, control over actions in the Astral is a purely mental act, hence why this is a Mind based ability. 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. If you run out of energy you will be unable to return to your Body.

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 the location of 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 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. You must return to your Body to re-enter it. Actual travel times as you move around will vary, a Ref will inform you at the time how long things will take.	1

2	<p>While in the Astral Realm you are sometimes able to sense the ripples in the realm that precede danger. You can also sometimes sense other people entering or leaving the Astral Realm nearby.</p> <p>While in the Real World you are sometimes able to sense if there is an Astral Presence nearby.</p> <p>You are able to travel in the Real World as per the level 1 ability, but you can travel up to 5 miles away. This involves separating yourself further from your Body, hence the increased HAP cost to leave and re-enter your Body.</p>	<p>None</p> <p>None</p> <p>2</p>
3	<p>While in the Astral Realm, you now have full access to your Talents, Skills and Abilities.</p> <p>You are able to take other people into or out of the Astral Realm. Unless they have abilities that allow them to, they will not have access to any ability that requires HAP while in the Astral. 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. So if you wish to take a group of 5 people with you it will cost you 7 HAP and 100 seconds. Note that you have to pay the HAP to go in OR out of the Astral.</p> <p>You are able to travel in the Real World as per the level 1 ability, but you can travel up to 25 miles away. This involves separating yourself further from your Body, hence the increased HAP cost to leave and re-enter your Body.</p>	<p>None</p> <p>3 + 1 per person over 1 that you take with you.</p> <p>3</p>
4	<p>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 if they were pushed out. 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 in order to push someone.</p> <p>You are able to resist being pushed out of the Astral Realm, or help stop another being pushed out.</p> <p>You are able to travel in the Real World as per the level 1 ability, but you can travel anywhere on the Shard your Body is on. This involves separating yourself further from your Body, hence the increased HAP cost to leave and re-enter your Body.</p>	<p>4</p> <p>4</p> <p>4</p>

5	<p>You are able to take your Physical Body into and out of the Astral Realm at certain points in the world <b>(Check with a Ref first, the Real World is not always close enough to the Astral to allow this)</b>. 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.</p> <p>You are able to travel in the Real World as per the level 1 ability, but you can travel anywhere in the world. This involves separating yourself further from your Body, hence the increased HAP cost to leave and re-enter your Body.</p> <p>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.</p>	5   5  5
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### **Spirit Speech (Spirit – Supernatural – In Game)**

There are now two versions of Spirit Speech, if you were to want both you would have to learn them separately (and also in separate Triplets – see the Vocation Triplet rules for more information). The description below for the Spirit Speech talent works the same for both versions however there are slight differences in what these Talents give you access to.

**Spirit Speech (Dreaming)** - allows access to the Dreaming – This is a realm of ‘living’ spirits both of creatures and elements of the world (Totems, Elementals).

**Spirit Speech (Spirit)** - allows access to the Spirit Realms – These are the realms of ‘dead’ spirits/ancestors etc. Depending on where you are when you enter the Spirit Realms will depend 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.

There is a separate document detailing more on each of these realms.

Note: The term Spirit Realms is used below but refers to the Dreaming (‘living’ spirits) or the Spirit Realm (‘dead’ spirits) as suitable for the Talent you are using.

You are able to enter and move through the Spirit Realms.

Your Spirit leaves your Body when you enter the Spirit Realms, control over actions in the Spirit Realms is a purely spiritual act, hence why this is a Spirit based ability.

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 yourself 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 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). You need to be able to perceive something to communicate with it. Certain spirits (especially the more powerful ones) may be able to hide themselves from those with lower skills, hence the ability to perceive these spirits for what they are at higher levels and to be able to communicate in ways that will be noticed. More powerful spirits can always choose to be perceived and communicate with anyone however, irrelevant of their skill levels

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 back to your body. To Enter or Leave the Spirit Realm 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 and 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 also sometimes sense other people entering or leaving the Spirit 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 and 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. Unless they have abilities that allow them to, they will not have access to any ability that requires HAP while in the Spirit Realms. 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. So if you wish to take a group of 5 people with you it will cost you 7 HAP and 100 seconds. Note that you have to pay the HAP to go in OR out of the Spirit Realm.	3 + 1 per person over 1 that you take with you.
	Able to perceive and communicate with major spirits of chosen type.	None
	Allows the casting of known level 3 spells at normal HAP cost and with a reduced casting time.	None

4	<p>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 (if they are not too far from it, otherwise they will be pushed back towards it) 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.</p> <p>You are able to resist being pushed out of the Spirit Realm, or help stop another being pushed out.</p> <p>Able to bargain with major spirits of chosen type, or command minor spirits of chosen type.</p> <p>Allows the casting of known level 4 spells at normal HAP cost and with a reduced casting time.</p>	<p>4</p> <p>4</p> <p>None</p> <p>None</p>
5	<p>You are able to take your Physical Body into and out of the Spirit Realm at certain points in the world (<b>Check with a Ref first, the Real World is not always close enough to the Spirit Realms to allow this</b>). 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 Spirit Realm this way, and for 30 seconds after you arrive/leave you are disorientated and unable to use any HAP.</p> <p>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.</p> <p>Able to perceive and communicate with greater spirits of chosen type.</p> <p>Allows the casting of known level 5 spells at normal HAP cost and with a reduced casting time.</p>	<p>5</p> <p>5</p> <p>None</p> <p>None</p>

### Mage Sense (Mind – Supernatural – In Game)

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 sense energy in the area for some reason, this will be due to a significant energy source or residual effect, when this happens the sensing costs 0 HAP. The detection abilities below are for when your character actively attempts to detect energy.

Level	Description	HAP cost
1	You can focus for 30 seconds and detect if a location is affected by powerful magical or supernatural energy or spells.	1
	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 and with a reduced casting time.	None
2	You can focus for 30 seconds and detect if a person is affected by powerful magical or supernatural energy or spells. You can also detect anything that the lower level detection abilities would detect.	2
	You can identify any spells up to level 2 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.	2
	Allows the casting of known level 2 spells at normal HAP cost and with a reduced casting time.	None
3	You can focus for 30 seconds and detect if a location is affected by subtle magical or supernatural energy or spells. You can also detect anything that the lower level detection abilities would detect.	3
	You can identify any spells up to level 3 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.	3
	Allows the casting of known level 3 spells at normal HAP cost and with a reduced casting time.	None

4	<p>You can focus for 30 seconds and detect if a person is affected by subtle magical or supernatural energy or spells. You can also detect anything that the lower level detection abilities would detect.</p> <p>You can identify any spells up to level 4 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.</p> <p>Allows the casting of known level 4 spells at normal HAP cost and with a reduced casting time.</p>	<p>4</p> <p>4</p> <p>None</p>
5	<p>You can focus for 30 seconds and detect if an object, location or person has any traces of magical or supernatural energy or spells, even if they have now stopped being active. You can also detect anything that the lower level detection abilities would detect.</p> <p>You can identify any spells up to level 5 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.</p> <p>Allows the casting of known level 5 spells at normal HAP cost and with a reduced casting time.</p>	<p>5</p> <p>5</p> <p>None</p>

## Channel Power (Mind – Supernatural – In Game)

Pre-regs: 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 (this is required to be able to detect the energy that this ability allows you to manipulate).

Note: While you must have Channel Power in order to have the Raw Essence of Magic as an energy source, you can learn Channel Power no matter which energy source you choose.

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 are carved sticks, charms, scrolls or amulets. Once the spell is cast the item becomes unusable and must be dismantled or destroyed as soon as practical after it is cast. If the Talisman becomes damaged before it is used, it becomes ineffective (Maintained HAP can be regained as if it were used normally). Individual components such as ribbons and beads can be re-used for new Talismans.

You may only ever have 1 Talisman/Level of Channel Power you have at one time, whether they are Spell, Trigger or Energy Talismans. 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 involved does not use their Focus (or does not have one) then the times to transfer energy will be doubled. If neither person involved has or uses their Focus it takes three times as long to complete any transfer.*

Level	Description	HAP cost
1	<p>Spell Talisman – You can put any level 1 spell you know into a Talisman, which you (and 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.</p> <p>Your participation in a Ritual increases the likelihood of it succeeding or improves its outcome. Actively participating in a Ritual means that first 1 HAP you donate is doubled to 2 HAP. This only works if the output of the HAP is a specific effect. If the ritual is to give all the HAP gained in the ritual to someone to use as they see fit it will not work, if the ritual is to cast a specific spell, then it will.</p>	<p>1 (M)+Spell Cost</p> <p>None</p>

2	<p>Spell Talisman – You can put any level 2 spell you know into a Talisman, which you (and only the creator) can ‘cast’ at a later time with no casting time or HAP expenditure. This costs 2 HAP (Maintained) + normal Spell Cost for your Character, and takes 2 minutes to create.</p> <p>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 (so you cannot have a Wound Spell cast at a person who just hit or shot you). The Trigger will only work if the Spell Talisman is suitable for the type of Trigger. The types of Trigger you can create are (one effect only per Trigger Talisman):</p> <p><u>Enhance</u> – cast the Spell Talisman as an ‘enhanced’ spell, if suitable</p> <p><u>Lifeforce</u> – Set for either for the first wound, first critical or specific location critical (normally torso), when the relevant damage has been taken by the holder, the Spell Talisman activates, targeting the holder.</p> <p><u>Other User</u> – allows another person to target and activate the Spell Talisman</p> <p><u>Timed</u> – Spell Talisman will cast after the time has expired. If held by someone it will cast the Spell on the holder, otherwise it activates centred on the Talisman.</p> <p><u>Trap</u> – Spell Talisman will cast when the Trap has been activated, which will happen with a sudden movement – normally you would set this up on a tripwire or on some moving part. The spell will project from the Talisman in a pre-set direction.</p> <p>Your participation in a Ritual increases the likelihood of it succeeding or improves its outcome. Actively participating in a Ritual means that first 2 HAP you donate is doubled to 4 HAP. This only works if the output of the HAP is a specific effect. If the ritual is to give all the HAP gained in the ritual to someone to use as they see fit it will not work, if the ritual is to cast a specific spell, then it will.</p>	<p>2 (M)+Spell Cost</p> <p>2 (M)</p> <p>None</p>
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3	<p>Spell Talisman – You can put any level 3 spell you know into a Talisman, which you (and only the creator) can ‘cast’ at a later time with no casting time or HAP expenditure. This costs 3 HAP (Maintained) + normal Spell Cost for your Character, and takes 3 minutes to create.</p> <p>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.</p> <p>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 that happens normally when you are not in combat or spending any HAP. 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. <i>Note that if you have Raw Essence of Magic as an Energy Source, this 15 minutes of Meditation counts as the 5 minutes of Meditation you must normally complete each 30 minutes to regain HAP, effectively meaning you will gain 2 HAP in that 30 minute time (1 from the Meditation, 1 from the normal HAP regen). If you spend a full 30 minutes meditating like this you will get a total of 4 HAP back due to the extended ritual.</i></p> <p>Your participation in a Ritual increases the likelihood of it succeeding or improves its outcome. Actively participating in a Ritual means that first 3 HAP you donate is doubled to 6 HAP. This only works if the output of the HAP is a specific effect. If the ritual is to give all the HAP gained in the ritual to someone to use as they see fit it will not work, if the ritual is to cast a specific spell, then it will.</p>	<p>3 (M)+Spell Cost</p> <p>3 or None</p> <p>None</p> <p>None</p>
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4	<p>Spell Talisman – You can put any level 4 spell you know into a Talisman, which you (and only the creator) can ‘cast’ at a later time with no casting time or HAP expenditure. This costs 4 HAP (Maintained) + normal Spell Cost for your Character, and takes 4 minutes to create.</p> <p>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.</p> <p>Your participation in a Ritual increases the likelihood of it succeeding or improves its outcome. Actively participating in a Ritual means that first 4 HAP you donate is doubled to 8 HAP. This only works if the output of the HAP is a specific effect. If the ritual is to give all the HAP gained in the ritual to someone to use as they see fit it will not work, if the ritual is to cast a specific spell, then it will.</p>	<p>4 (M)+Spell Cost</p> <p>4+HAP donated</p> <p>None</p>
5	<p>Spell Talisman – You can put any level 5 spell you know into a Talisman, which you (and only the creator) can ‘cast’ at a later time with no casting time or HAP expenditure. This costs 5 HAP (Maintained) + normal Spell Cost for your Character, and takes 5 minute to create.</p> <p>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.</p> <p>Your participation in a Ritual increases the likelihood of it succeeding or improves its outcome. Actively participating in a Ritual means that first 5 HAP you donate is doubled to 10 HAP. This only works if the output of the HAP is a specific effect. If the ritual is to give all the HAP gained in the ritual to someone to use as they see fit it will not work, if the ritual is to cast a specific spell, then it will.</p> <p>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, those that have the ability donate based on their own ability.</p>	<p>5 (M)+Spell Cost</p> <p>5 or None</p> <p>None</p> <p>None</p>

## 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.

For example there is 'Vampire Taint' which with long term exposure could turn you into a Ghoul under the mental command of Vampires.

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

## Mind Points & Sanity Points

All new characters have an initial maximum of 5 Mind Points and 5 Sanity Points available to them. These points represent the current level of the character's general sanity and mental health. These points can be lost during traumatic or horrific moments, or as a result of direct mental attack. They can also be regained after relevant treatment or if a character participates in a successful action which would restore their mental balance. These Points do not automatically 'heal' over time so you need to keep track of them from game to game.

You can regain Mind Points and possibly even a Sanity Point in a downtime, however your action needs to be seeing a psychologist for treatment (it takes many sessions over time to recover in downtime, restricting you from doing other things), and how much you can be treated depends on the quality of the Psychologist you can find.

Each Character has three Mind/Sanity Point numbers.

Mind Points: These are separate from Sanity Points and 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.

Sanity Points: This is your Sanity Points which starts at 5.

Maximum Sanity Points: This is the Maximum your Sanity Points can ever be, as you will see below it is possible for your Maximum Sanity Points to be reduced. You cannot 'heal' Maximum Sanity Points. There may be in game encounters that can recover your Maximum but these are extremely rare.

There are two different types of Point loss.

The most common call is 'lose a Mind Point'. These 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.

The second call is 'lose a Sanity Point'. These can be 'healed' up to your Maximum with the assistance of a psychologist or a reward from completing an event. However the recovery of Sanity Points is very slow compared to Mind Points, often only 1 point per event/downtime.

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.

When your Mind Points reaches 0:

You lose a Sanity Point and your Mind Points are reset to 5.

If your Mind Point score went negative, then continue to lose Mind Points after resetting to 5. 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.

When your Sanity Points reaches 0:

You lose a Maximum Sanity Point and your Sanity Points are 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.

When your Maximum Sanity Points reaches 0:

Your character is no longer playable – at best they will be taken over as an NPC (usually by something nasty that has taken over their mind at this point) – at worst they are now completely insane, their mind shattered to the point they can no longer communicate with the rest of the world, any knowledge they may have once possessed is lost and they can do nothing other than sit on the floor until they die of hunger/thirst or even forgetting how to breathe.

**Psychology Skill (Academic/Medical – In Game)**

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**, representing almost immediate treatment of something traumatic. 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 (so you cannot treat someone with the level 4 ability then treat them with the level 3 ability on the same day).

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 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. 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 (this cannot take a character over their Maximum Sanity) and their Current Mind Points drop to 1. Note that a level 5 Psychologist can restore 5 Mind Points and 1 Sanity Point if their downtime action is to be treating patients – these points can be distributed as desired amongst their patients.

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 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 Mind Points per downtime, no personal loss	2 None
3	1 Mind Point per day per character, no personal loss 3 Mind Points per downtime, no personal loss	3 None
4	2 Mind Point per day per character, 1 Mind Point personal loss 4 Mind Points per downtime, no personal loss	4 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, only Mind Point loss and then only 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 as it will not always be viable. This will require 30 minutes as per other treatments - you can only use this on one person at a	5

	<p>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.</p> <p>5 Mind Points per downtime, no personal loss</p> <p>1 Sanity Point per downtime, 1 Mind Point personal loss</p>	<p>None</p> <p>None</p>
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### Other Realms – HAP Use

The details of the Other Realms (Astral, Dreaming, Spirit Realms etc) are detailed in a separate document, however there is a common rule that covers all them.

*Unless you a Talent or other ability that says otherwise, you cannot use any abilities that require HAP while in these realms.*

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.

For Example, unless you have Astral Projection 3+ you cannot use any abilities that require HAP while in the Astral (other than using lower level Astral Projection to return to your body).

For Example, Frontier Tribes often have a tribal Totem. These Totems can grant some of their power to allow those that it has accepted to be able to use their abilities in the Dreaming, even if they do not have Spirit Speech (Dreaming). It still requires a Shaman with Spirit Speech (Dreaming) to get someone into the Dreaming even if that person has a Totem.

## Influence

Influence has been something that has only had a use with regards to 'levelling up' a character. This was not the only intention for this, it is also meant as a representation of resources and allies you can potentially call in favours from based on what you have done for them in the past.

A new mechanic is being introduced that allows you to use your Influence Levels (using a slightly different scale than before) to get favours or other boons from people – and likewise to allow you to gain levels more easily. This should help those characters who have not been able to gain Influence to level up their characters.

Originally you could only gain Influence by partaking in Tabletop Battles or if certain NPC's showed up at an event. We are changing the ways for you to gain Influence as below.

In Game: As before 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 now 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 can be done to get favours from groups (whether that is resources, services, troops etc). Note that certain things will require you to have a minimum Influence Rank (see below for more details on Ranks and Levels) 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 (Rank 1+), but to get them to help you hide the evidence of a murder might require you to have a lot more influence (Rank 4+) with them. Depending on what you are asking for could cost you 1 or more Influence Levels.

For example – having someone help you hide evidence of a Murder might cost you 4 Levels of Influence which you would remove from your total. This could possible lower your Rank with that group meaning they are less likely to want to help with such things in the future.

Ranks vs Levels: Influence Levels are theoretically unlimited, you can gain as many as you can acquire with a group. Going 'negative' in Levels means that you owe the group, or that they do not like you. There are only 5 Ranks as shown below, 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.

<b>Rank</b>	<b>Rank Description</b>	<b>Minimum Levels for Rank</b>
1	Accepted	1
2	Sociable	3
3	Respected	6
4	Admired	10
5	Venerated	15

**This is a new mechanic – so to work out your current Influence Level with each group, assume you have the Minimum Level for the Influence Rank you have with them now. So if you are Respected with a group, assume you have 6 Influence Levels with that Group.**

Speak to the Refs whenever you want to try and expend Influence for something and they will work out 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. For example getting troops from a Mercenary Company to help in a battle will be far easier than asking for troops from a Medical School!

## Magic and Spells

There are a number of changes being made to the way Magic and Spells work due to all of the recent events in the world.

At the end of this section there are some more detailed spell changes – however there are some general changes that are consistent across all spells unless their description specifies something different.

**HAP Cost:** If your character has Mage Sense or Spirit Speech at the level of the spell or higher then the cost in HAP is the Spell Level, if the spell is a level higher than your Mage Sense or Spirit Speech (or you do not have them at all), the HAP is **twice** the level of the spell.

So if you have Mage Sense Level 3, your level 1-3 spells cost 1,2 & 3 HAP to cast but your level 4 and 5 spells will cost 8 & 10 HAP respectively.

**Casting Time:** Most spells now have a casting time, during the casting time you must actively be casting the spell (gestures/words/preparing a ritual etc) and if you are wounded during this time the spell is lost (but the HAP is not used). The spell takes affect after the casting time is completed.

Some spells have set casting times, however in general the following times are used.

If you have no Mage Sense or Spirit Speech (or do not have these Talents at the level of the spell or higher), a spell takes **3 seconds** per level to cast.

If you have Mage Sense or Spirit Speech at the level of the spell or higher, a spell takes **2 seconds** per level to cast.

If you have Mage Sense or Spirit Speech AND Channel Power at the level of the spell or higher, a spell takes **1 second** per level to cast.

So a Shaman with Spirit Speech 4 and Channel Power 2 can cast level 4 spells in (4x2s =) 8 seconds and level 2 spells in (2x1s =) 2 seconds. However a level 5 spell will take (5x3s =) 15 seconds.

This means while anyone can learn magic spells, those who dedicate themselves to learning magic abilities have a significant advantage with them.

**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. So if you have Touch of Grace 4, you can cast Heal spells (and only Heal spells) as if you had Magic Sense & Channel Power 4. 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.

The above information is shown in the table below.

Spell Level	HAP Cost		Casting Time (seconds)			Duration (seconds)
	No Skill	Skill	No Skill	Skill	Skill+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
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**Maintained Spells & Abilities:** Certain Spells and Abilities can now be Maintained. This means that they can be kept 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/Abilities 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. This can mean in certain situations where there is no ability to regain HAP you cannot have Maintained abilities running.

While Maintaining Spells/Abilities your Maximum HAP is reduced by the total of all the Maintained abilities. So if you have 10 Max HAP normally, and cast 6 HAP worth of Maintained spells, your current Max HAP drops to 4.

Unless a Spell/Ability says otherwise, you can only have 1 version of a Maintained Spell/Ability running at once.

While Maintaining Spells/Abilities you can cast spells, complete actions, fight etc as normal.

Once a Maintained Spell/Ability stops running, your Max HAP gets the Maintained points back, which you can recover as normal (note if you have more than one thing running you still cannot regain HAP naturally until they are all stopped)

If you fall unconscious due to wounds – any Maintained Spells/Abilities are lost. They will not be lost by normal sleep, but you will still not recover HAP naturally over this time.

**Mind Blank:** Certain Spells/Abilities can be resisted with Mind Blank. Note that for Mind Blank to successfully resist something not only do you need a high enough Mind Blank, but you also need to spend 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.

If a Ref says 'Unless you have Mind Blank 2...' then you need Mind Blank 2+ and must expend 2 HAP to resist the effect.

So to resist a Dominate (level 4 spell) requires Mind Blank 4 and costs 4 HAP. If the attack was 'Enhanced Dominate' you still only require Mind Blank 4, but it will cost you 6 HAP to resist the effect.

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.

### Spell Changes

The below spells are being changed slightly in line with other changes that are being made.

For spells that have different Casting Times, there are 3 given, these are for No Skills, Mage Sense/Spirit Speech (at or above the Spell Level) and then Mage Sense/Spirit Speech AND Channel Power (at or above the Spell Level) in the format such as 300s/240s/180s.

**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

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

Spells which have **Maintained** in their description only work while being Maintained as per the rules above. There can still be an ongoing HAP cost for long Durations in addition to this. The Maintained cost is the cost it takes to Cast the Spell.

All spells are assumed to have the standard Costs, Casting Time & Duration as listed above (this overrides these stats for spells in the original rules. What a spell does has not changed unless specified below.

### Command Spells

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 and 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 2 – Question: No Duration (reasonable conversation time to ask the questions)**

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.

#### **Level 3 – Suggestion: Duration 90s+30s/HAP**

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.

#### **Level 4 – Dominate: Duration 120s+30s/HAP**

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.

#### **Level 5 – Dismiss: Casting Time 300s/240s/180s No Duration**

Caster can Dismiss anything they have personally Summoned. To Dismiss something it must not be in its natural Plane (you cannot Dismiss an Astral Entity if you are on the Astral Plane at

the time). If you have Relevant Talents, you can also attempt to Dismiss beings from other Planes that you have not Summoned yourself (for example an exorcism), however some entities may be very strong and able to resist this spell alone.

#### **Level 5 – Summon: Casting Time 300s/240s/180s Duration 1hr+1hr/HAP Maintained**

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.

The Target will make its way to the Caster as fast as it can, it does not gain any special ability to teleport to the Caster, although if it is a creature from another plane, the spell acts as a Gateway at the point of the focus, to allow it to enter the plane the Caster is on at the time of casting.

The Target is not controlled in any way by this spell and is free to leave once it has arrived.

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). While the spell is active the Target of the Summoning will have a compulsion to go to the area of the Summoning.

Once the spell expires the Target will no longer feel a compulsion to go to the area and they will not know why they were going to the area.

The Caster has no indication as to whether the Target can or has resisted the effect.

Anyone with any levels of Mind Blank will know they have been summoned, even if they cannot resist it.

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.

If an item is used as a focus, the Target will not know who is Summoning it, even if they can resist it.

Calling Name: A creature may on occasion give its Calling Name, if this is used it will know who is trying to summon it.

True Name: Rarely, a creature's True Name will be discovered. If this is used as part of the Summoning, the creature will not know who is summoning it and any Mind Blank will not protect it from the spell.

*Please take into consideration that there will not always be spare crew to represent something you are trying to summon, so try and forewarn the crew before you attempt this.*

### **Imbue Spells**

#### **Level 1 – Understanding: Duration 30s+30s/HAP**

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 while a scroll might hold a password, you might learn that

but not the actual password. Does not give the ability to learn a language or speak it - you just understand what is being said - to communicate with another creature in a language you would both need this cast on you. The duration is for a spoken language, you can understand a single item without a duration.

### Level 1 – Transfer: 5s/HAP Transferred

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 current Maximum HAP.

*The times given for Transfer above 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 involved does not use their Focus (or does not have one) then the times to transfer energy will be doubled. If neither person involved has or uses their Focus it takes three times as long to complete any transfer.*

### Level 2 – Imbue:

Caster can give the Target one of the following BODY TALENTS at Level 2 for the duration of the spell (**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+ (as they require a knowledge understanding that the Caster can then pass on) **Pathfinder, Sharpshooter, Weapon Master**. **NOTE: Chi Power & Regenerate CANNOT be gained by this spell.**

### Level 2 – 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 hits are lost first

Shield: +1 Damage Reduction (does not give any extra resistance to Crush/Shatter damage – see Shields section)

Enhance does NOT Stack. The Enhanced Spell or anything that is Enhanced cannot be Enhanced again.

### Level 3 – Curse: HAP Cost as normal + Flaw Cost. Casting Time 300s/240s/180s No Duration (lasts while Maintained) Maintained

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 (assuming the exact curse is known – you cannot cast the spells without knowing) by the Dispel Spell or the Remove Curse Spell (and spending of additional HAP equal to the Flaw Cost of the Curse). 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.

**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!

### **Level 3 – Remove Curse: Hap Cost as normal + Flaw Cost (see below). Casting Time 300s/240s/180s No Duration**

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.

### **Level 3 – Infuse:**

Caster can give the Target one of the following MENTAL or SPIRITUAL 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+ (as they require a knowledge understanding that the Caster can then pass on) **Chronopathy, Mage Sense, Portal Sense, Animal Empathy, Machine Empathy, Spirit Speech.** **NOTE: Astral Projection, Channel Power, Clairvoyance, Learned, Psychomoleate, Aesthetic & Touch of Grace CANNOT be gained by this spell.**

### **Level 4 – Empower: No Duration**

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.

### **Level 4 – Mass Imbue**

Caster can give up to 5 Targets one of the following BODY TALENTS at Level 2 for the duration of the spell (**Combatative, Fortitude, Potency, Tenacity or Vigour**). Targets 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+ (as they require a knowledge understanding that the Caster can then pass on) **Pathfinder, Sharpshooter, Weapon Master.** **NOTE: Chi Power & Regenerate CANNOT be gained by this spell.**  
*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*

### **Level 5 – Enchant: Casting Time 300s/240s/180s**

Only works on Master Crafted Items. Depending on Item Used and Skills 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

### Base Spell Bonus

**Weapon:** +1 Damage, can choose at casting if weapon does Physical or Magical damage for the duration of the spell.

**Armour:** Doubles current Armour Rating on each location, these points are lost first

**Shield:** +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.

*NOTE: Any Special Attacks that are granted by these will cost the Wielder of the weapon HAP to activate them as if the abilities were their own. However weapons Enchanted as below are classed as that 'type' when it comes to creatures having immunities or vulnerabilities. So using a Fire Enchanted Sword is not going to do anything to a Fire Elemental!*

If you have Mage Sense 5 or Spirit Speech (Dreaming) 5 you can choose an Elemental Enchant:

#### Earth

**Weapon:** Weapon can Crush (costs 4 HAP), is Immune to Shatter type effects

**Armour:** Armour gets 1 Damage Reduction against Physical Damage (reduces all physical damage by 1), Immune to Shatter type effects

**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

If you have Spirit Speech (Spirit) 5 you can choose a Spirit Enchant:

#### 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

If you have Astral Projection 5 you can choose an Astral Enchant:

**Astral**

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

**Armour:** 1 Damage Reduction against Astral attacks, Anchored to current plane (cannot be pushed unwillingly into or out of the Astral)

**Shield:** Doubles Damage Reduction against any Astral attacks

If you have Channel Power 5 you can choose an Ether Enchant:

**Ether**

**Weapon:** 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)

**Armour:** All Magic cast at the wearer is absorbed, including from friendly sources. Any other magic effects on the wearer are also removed.

**Shield:** Doubles Damage Reduction against any Ether/Void attacks. All magic from the direction the Shield is held is absorbed.

**Level 5 – Drain: Duration 150s**

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 Caster does not regain HAP and the wounds suffered can NOT be healed. This spell requires Contact with a Target and drains 1HAP / 10 seconds. Any Spell/Ritual drained to 0 HAP stops working. You cannot drain HAP from a Target that does not have any HAP Available

Note this spell DOES have a Duration, as long as the spell is active the Caster can Drain any single Target they are in contact for 10+ seconds for. The Caster can move to a different Target and start to Drain them too as long as the spell is running.

**Level 5 – Mass Infuse:**

Caster can give up to 5 Targets one of the following MENTAL or SPIRITUAL 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+ (as they require a knowledge understanding that the Caster can then pass on) **Chronopathy, Mage Sense, Portal Sense, Animal Empathy, Machine Empathy, Spirit Speech.** NOTE: Astral Projection, Channel Power, Clairvoyance, Learned, Psychomoleate, Aesthetic & Touch of Grace CANNOT be gained by this spell.

*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*

## Heal Spells

With the exception of Delay Death and Mass Delay Death which both have a Duration of 30 minutes, Heal spells do not have any Duration.

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 deathcount while they are being cast!

### **Level 2 – Heal: Casting Time 60s/45s/30s**

Heal 1HP to a living creature. This cannot heal Called damage like Lethal or Broken Bones

### **Level 2 – Mend: Casting Time 60s/45s/30s**

Heal 1 Damage / Repair Shatter against an Item or can Heal a broken bone (Note that this will not restore hit points)

### **Level 3 – Regenerate: Casting Time 300s/240s/180s Maintained**

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, Inanimate are restored at the end of the spell. Spell must be maintained for the full hour if healing a living being.

### **Level 3 – Heal Multiple Wound: Casting Time 120s/90s/60s**

Heal 1HP to each location of a living creature or can treat a called wound like Lethal

### **Level 4 – Full Heal: Casting Time 240s/180s/120s**

Heals 4HP to each location of a living creature, or helps treats a serious Wound Effect (Crush, major damage). Target will be weary for 5 minutes after this spell takes effect

### **Level 4 – Delay Death: Duration 30m**

Delays deathcount of Target for the next 30 minutes, during that time (or until healed) Target cannot move on their own.

### **Level 5 – Mass Delay Death: Duration 30m Maintained**

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

### **Level 5 – Re-growth: Casting Time 600s/480s/360s Maintained**

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 1Hit 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

### **Level 5 – 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.

## Wound Spells

Damage from Wound spells has been changed to represent them being energy thrown at a target and to keep them in line with other changes. The Enhanced Spell versions of these has also been defined.

### **Level 1 - Smite Down:**

This does not actually do any damage, but causes Knockdown.

### **Level 2 - Bolt:**

1 Damage Through Armour. This is a Direct Physical Attack that can be blocked by Shields.

**Enhanced Bolt:** 2 Damage Through Armour. This is a Direct Physical Attack that can be blocked by Shields.

### **Level 2 - 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:** (Touch Spell) Does 2 Damage to an inanimate object (lowering the Damage Reduction of a Shield, breaking a weapon or door). If an unarmoured location is touched it suffers a Break injury.

### **Level 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.

### **Level 3 - Shatter:**

As the Break Spell but has a 10ft Range.

**Enhanced Shatter:** As the Enhanced Break Spell but has a 10ft Range.

### **Level 4 - Strike:**

4 Damage (does NOT go through armour). This is a Direct Physical Attack that can be blocked by Shields.

**Enhanced Strike:** 8 Damage (does NOT go through armour). This is a Direct Physical Attack that can be blocked by Shields.

### **Level 5 - 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 go through armour).

**Enhanced Storm:** As Storm but causes 2 Damage to the Body instead of 1.

## Ward Spells

With the exception of the Protection Spell (which lasts the standard 120 seconds), and the Resist/Dispel/Deflect/Repel Spells which have No Duration, all other Ward Spells are Maintained and last until they are broken down or the Caster stops Maintaining them.

### **Level 1 – Armour: Maintained**

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.

### **Level 2 – Shield: Maintained**

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.

### **Level 2 – Chant: Maintained**

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. If you have attacked an enemy you cannot then use this spell to make them ignore you - they are too aware of you for this spell to work.

### **Level 4 – Protection: Duration 120s**

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.

## Entrap Spells

These spells are unchanged other than the HAP Cost, Casting Times and Durations as mentioned above. The only exception is the Barrow Spell

### **Level 5 – Barrow: Casting Time 300s/240s/180s Maintained**

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.