

Chapter Three – Character Creation

The Isles uses a variation of the Accelerant system. If you are not very familiar with the most up to date version of the Accelerant system, please read the Accelerant Core Rules in Chapter 1 and Accelerant Core Effects in Chapter 2 before reading this Chapter. This Chapter assumes a knowledge of Accelerant standard effects and uses Accelerant terms in many of its descriptions.

You have **100 Talent Points** and **150 Experience Points (XP)** to purchase your character’s starting abilities. In The Isles, any character may learn any skill in the game. A character’s four **Talent Ratings** are allocated at character creation and will determine the XP cost for abilities in the four talent areas: Physical, Mental, Spiritual, and Production. Talent ratings **cannot be changed after character creation**.

There are two other types of purchased abilities: *Talent Stamina Pools* and *Skills*.

Talent Stamina Pools represent the endurance you have built up in a talent area. Many skills require that you spend a certain number of stamina points from the appropriate stamina pool every time you use the skill. Talent Stamina Pools determine factors including how much damage you can take before unconsciousness, how difficult a skill you can use, and how many skills you can use in quick succession without resting.

Skills are the actual specific abilities that allow you to take certain game actions, such as fighting with a weapon, striking an exceptionally effective blow, casting a particular spell, or crafting an item.

Talent Ratings

(Reminder: A starting character gets 100 Talent Points to spend on Talent Ratings!)

A talent rating represents the character’s in-born aptitude to learn certain kinds of abilities. There are four talent ratings: Physical, Mental, Spiritual, and Production. A high talent means that the character has considerable aptitude in that area and will have a relatively low XP cost for the corresponding stamina pools and related skills; a low talent means that the character has little aptitude in the area, and will have to spend significant XP to learn even simple abilities.

All talent ratings begin at 0. You have 100 points to distribute among the four ratings. To buy a rating up to 1 takes 1 point. To buy the rating from 1 to 2 takes 2 points, from 2 to 3 takes 3 points, and so forth, such that buying a single talent rating of 10 would take 55 of your 100 points. You must spend at least 1 point in each talent rating, and cannot buy a talent rating above 10.

Talent Rating	0	1	2	3	4	5	6	7	8	9	10
Number of Talent Points Spent	0	1	3	6	10	15	21	28	36	45	55

Besides the above restrictions, you can assign your talent rating points in any way that you desire. You could make a specialist-type character by using many points on one or two talents and leaving the others very low (such as talent ratings of 10,8,3,2), or you could make a generalist-type character by spreading out the rating points more equally (such as 7,7,6,6). Confused? **The following chart should simplify selecting your Talent Ratings.** Remember, **Talent Ratings are not changed after character creation**, so your choices in point allocation now will affect your characters ongoing future abilities!

Talent Points are spent to buy Talent Ratings at the ratio in the above chart, so this means that there are only 18 combinations that create the maximum allowed Talent Ratings. The various Talent Rating combinations give characters different advantages in design and skill purchase. Listed below are the 18

maximum point Talent Rating combinations, along with the advantages of certain combinations over others and the number of Talent Points that are spent to create that combination. Your total points in Talent Ratings are higher when you select a combination closer to balanced Talents and increasingly lower when you choose to have more specialized Talent areas.

Talent Rating Combinations	Total Talent Points Spent	Advantage of Talent Rating Combination
10 / 8 / 3 / 2	100	Most specialized in 2 Talents, uses 100 points
10 / 7 / 5 / 1	99	
10 / 7 / 4 / 3	99	
10 / 6 / 6 / 2	100	Uses 100 points
10 / 6 / 5 / 3	97	
10 / 6 / 4 / 4	96	
10 / 5 / 5 / 5	100	Best Specialized in 1 Talent, uses 100 points
9 / 9 / 3 / 2	99	
9 / 8 / 5 / 2	99	
9 / 8 / 4 / 3	97	
9 / 7 / 5 / 4	98	
9 / 6 / 5 / 5	96	
8 / 8 / 6 / 3	99	
8 / 8 / 5 / 4	97	
8 / 7 / 7 / 3	98	Most specialized in 3 Talents
8 / 7 / 6 / 5	100	Most efficient build (100 points)
7 / 7 / 7 / 5	99	Efficient Build
7 / 7 / 6 / 6	98	Most balanced combination, efficient build

Of course, you can always not choose one of these combinations and lower any of the numbers if you prefer, but it is probably not the most efficient use of your Talent Points. Again, your Talent Points be must be allocated into Talent Ratings at character generation, you can not save or store them for later.

Skills

(Reminder: A starting character gets 150 XP to spend on Skills and Stamina Pools!)

Skills are abilities a character can use to produce various effects in the game. Every skill has a level between 1 and 10 that determines how much xp you must spend to purchase the skill, depending on your character’s talent in the skill’s talent category.

Let’s refer to the **Skill Cost** table on the following page. It lists all skill costs based on Talent Rating. Talent Ratings are the numbers 1- 10 along the top, Skill Levels are the numbers 1-10 down the left side. The boxes where the rows and columns intersect show the number of xp’s that it would cost to buy to the next skill level, provided you had already bought up to the level before. The orange box to the right lists the total xp’s needed to buy the skill for the first time.

For example; **to determine the initial cost for a level 7 skill when your Talent Rating is 4, find the column labeled ‘4’ in the first row of the chart, and follow it down to the row that is labeled ‘7’ on the left hand side. The number in the orange (or dark) box, to the right of the box and value where they intersect, is your xp cost for that skill. ‘70’ in this case.**

Skill / Stamina Cost Table

					T	A	L	E	N	T		R	A	T	I	N	G				
S		1	2	3	4	5	6	7	8	9	10										
K	1	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
I	2	11	21	10	19	9	17	8	15	7	13	6	11	5	9	4	7	3	5	2	3
L	3	12	33	11	30	10	27	9	24	8	21	7	18	6	15	5	12	4	9	3	6
L	4	13	46	12	42	11	38	10	34	9	30	8	26	7	22	6	18	5	14	4	10
	5	14	60	13	55	12	50	11	45	10	40	9	35	8	30	7	25	6	20	5	15
L	6	15	75	14	69	13	63	12	57	11	51	10	45	9	39	8	33	7	27	6	21
E	7	16	91	15	84	14	77	13	70	12	63	11	56	10	49	9	42	8	35	7	28
V	8	17	108	16	100	15	92	14	84	13	76	12	68	11	60	10	52	9	44	8	36
E	9	18	126	17	117	16	108	15	99	14	90	13	81	12	72	11	63	10	54	9	45
L	10	19	145	18	135	17	125	16	115	15	105	14	95	13	85	12	75	11	65	10	55

You pay the xp cost to buy a skill only **once**, and then you may use the skill as often as you like. However, you may need to acquire in-game items such as weapons or spell components to use the skill, and the skill may also require you to expend in-game items and/or points from **talent stamina pools** every time you use it. If you do not have the items or stamina pool points the skill requires, you will not be able to use the skill even if you have purchased it with xp.

Certain skills have ‘Apprentice’, ‘Journeyman’ and ‘Master’ ranks. The level listed for a particular rank is the total level cost you must pay to purchase the skill at that rank. If you wish to buy a higher rank in the skill at a later time, you only need to pay the difference in cost between the lower level and the higher level. For example, if you have a Production talent of 10 and wish to buy the Bladesmith skill, the Apprentice rank, level 6, would cost 21 XP. The Journeyman rank, level 8, would cost 36 XP. If you want to improve your rank from Apprentice to Journeyman, you only need to spend the difference of 15 XP.

Descriptions of all available skills may be found in **Skills: Chapter 4**.

Talent Stamina Pools

(Reminder: A starting character gets 150 XP to spend on Skills and Stamina Pools!)

Talent stamina pools represent the amount of endurance you have in a talent area, and so determine how much effort you can expend at one time.

The Physical, Mental, and Spiritual talent areas each have a single associated stamina pool. This stamina pool begins at 0, and cannot be bought higher than 10. The amount of XP it costs to buy a certain number of maximum stamina points depends on your rating in the associated talent. Stamina pools are bought according to the same table as skills. Like skills with multiple ranks, you need only pay the difference in total cost to increase your stamina pool from a lower level to a higher level.

Many skills require that you expend a certain number of stamina points from the specified stamina talent pool every time you use the skill. Different skills draw different amounts of points from their specific pool, representing the difficulty of the skill or how taxing it is. You cannot use a skill if you do not have the stamina points it requires, so if your maximum stamina is lower than the stamina expenditure required by the skill, you may never be able to use the skill at all. Some finely-crafted items, such as high-quality weapons, can make it slightly easier to use certain skills by reducing the number of stamina points you must spend. Many skills have a static number of stamina points listed that must be expended every time you use the skill. Some skills, however, may allow you to spend variable amounts of stamina depending on the difficulty of the task or how quickly you want to accomplish it. For example, a healing spell has a minimum number of stamina you must spend, but you may spend additional points of stamina to heal greater amounts of damage or to complete the required ritual more quickly. If you are using a skill like

Tracking, you may need to spend different numbers of stamina points in different situations. When you find a tracking card, it will have a number on it that indicating the number of Mental stamina points you must expend to open that card to read the information it contains. If you choose not to open the card to read the information, you use no points. If you open the card, you have used those points. If you don't have enough points in your pool, you cannot open it.

You can recover all expended points in a stamina pool, returning to your maximum value, by resting for 5 uninterrupted minutes. You must be sitting, lying, or kneeling to rest; you cannot walk or run; and you cannot use any game skills. Role-playing your resting time as meditation, centering or focusing in a manner appropriate to your character is highly encouraged. You are NOT considered to be resting if you are dead, unconscious, stunned or paralyzed.. You can only recover one stamina pool at a time, so if you were depleted in Mental, Physical, and Spiritual stamina pools, you would have to rest for 3 separate uninterrupted 5 minute periods to be completely refreshed in all areas. There is no limit to how many times you can recover your stamina by resting.

Production Refining Pools

The Production talent area does not use the same sort of skill stamina pools that the Physical, Mental, or Spiritual talent areas do. There are two main categories of production skills: Refining skills and Crafting skills. Refining skills create refined materials out of raw source material: for example, producing metal via Mining or leather via Hunting. Crafting skills use refined materials to create finished items such as weapons or candles.

Crafting skills take time to use and consume refined materials, but do not use an associated stamina pool. These skills may be used many times during an event, so long as the necessary refined materials are available.

Refining skills use an associated refining pool to determine how much source material the character can refine during an event. There is a separate production refining pool for each category of refining skills: Mining, Hunting/Farming, and Herbalism. Each of these pools is bought in the same way as stamina pools in other talent areas, with XP costs dependent on the Production talent rating, and have a maximum level of 10. For more detailed information, see **Chapter 7: Production** and the section on **Using Production Skills** at the end of this Chapter.

Stamina-Derived Characteristics

There are three important characteristics derived from your maximum Physical, Mental and Spiritual stamina ratings: Vitality, Sanity and Karma. Each of these characteristics begins with a value of 2, and goes up by 1 for every two points of stamina you have in the corresponding pool. A character who has bought no points of stamina in a certain talent area will have the base characteristic rating of 2, while a character who has bought 10 points in stamina would increase their rating to 7. This chart shows your Vitality, Sanity and Karma ratings according to the levels of your Talent Stamina Pools:

Physical Stamina Pool	0	1	2	3	4	5	6	7	8	9	10
Vitality Rating	2	2	3	3	4	4	5	5	6	6	7

Vitality is a measure of how much damage your character can absorb before falling unconscious. It is based on your Physical Pool.

Mental Stamina Pool	0	1	2	3	4	5	6	7	8	9	10
Sanity Rating	2	2	3	3	4	4	5	5	6	6	7

Sanity is a measure of your mental resilience and stability. It measures how much mental damage you can absorb before losing the ability to function normally. It is based on your Mental Pool.

Spiritual Stamina Pool	0	1	2	3	4	5	6	7	8	9	10
Karma Rating	2	2	3	3	4	4	5	5	6	6	7

Karma is a measurement of luck or fate smiling upon you. You can use your Karma points to perform certain actions during an event when you otherwise could not. It is based on your Spiritual Pool.

Vitality

Vitality functions as described in the Accelerant Core rules. If you are wearing a suit of armor, the Armor Points of the armor act as additional vitality points, and are expended before your own vitality. Vitality can be restored by skills that perform a ‘Heal’ effect, and armor points can be restored by skills that perform a ‘Repair Armor’ effect, but can never be restored to be higher than their original maximum values.

Sanity

Sanity is a measure of your current mental stability and resistance to attacks on your mind. Certain psionic abilities can attack your mind directly, reducing your sanity points. If you are struck with a ‘Waste Sanity’ effect, your sanity is reduced by 1, just as a strike with a weapon removes 1 vitality. A call of ‘Waste <X> Sanity’ will remove X points of sanity from your sanity pool, exactly like a call of ‘4 Damage’ would remove 4 points of your vitality. Like vitality, sanity can never drop below 0. Sanity can be restored by spells or abilities which perform a ‘Refresh Sanity’ effect. A call of ‘Refresh <X> Sanity’ restores X points of sanity, up to your normal maximum.

If your sanity pool ever drops to 0, you immediately take a ‘Drain’ effect. This effect lasts until you rest quietly for five minutes. When the Drain effect ends, you return to 1 Sanity, but will not regain any more sanity unless it is restored by a skill.

Certain things are simply too terrible for the mind to safely encounter - ancient horrors, forces from beyond the world, and so forth. It is quite likely that these entities will be far more damaging to one's psyche than anything induced by standard psionic attacks, and the long-term effects from being overwhelmed by their presence may be more dramatic. If your character is reduced to 0 sanity by a ‘Waste <X> Sanity’ call with a value of 2 or greater, you should try to role-play appropriately, such as responding as though you were shocked, numb or even catatonic. This effect will last until you have regained at least 1 Sanity point. You cannot use any game skills while you are at 0 Sanity. Make sure you mention the incident in your PEL also, as such experiences may have longer-lasting effects.

Karma

Karma represents your reserves of luck and inner strength. Karma is a ‘per-event’ attribute; you will start each event with your maximum Karma, and under normal circumstances there is no way to restore spent Karma points.

You may use Karma in the following ways:

- You may spend a point of Karma to substitute for up to 2 points of Physical, Mental, or Spiritual stamina when using a skill. This can allow you to spend more stamina than your normal stamina maximum in a single skill use. You may spend multiple points of Karma in this way for the same skill use.
- You may spend a point of Karma to restore 1 point to one of your Production Refining Pools.
- After spending three seconds stationary and without using any game skills, you may spend a point of Karma to call ‘Imbue by Karma’ and restore your Physical, Mental, or Spiritual Stamina Pool to full.
- When you are affected by a ‘Death’ effect, you may spend a point of Karma to negate the Death effect but become Unstable instead. You must immediately start your one-minute ‘bleeding out’ count. You may not use Karma to negate a Death Strike.

- When you are about to "bleed out" from Unstable to Dead, you may spend a point of Karma to become Stable instead.

Character Races

Every character belongs to a race, whether he is a human from the Empire, a battle-toughened Cyndir from far off Burr Tthok, a feral Anima from Systril, or a member of a race previously unknown to Imperial citizens. Characters may be from nearly any world and race, as the network of Gates extends far beyond the Empire. A 'race' may actually be a significant subgroup in a particular culture, with their own shared aptitudes and restrictions.

You must determine your race when you create your character. You may select a race in one of the following ways:

1) You may choose a race from one of the predefined Standard Racial Templates. These reflect races that have already been approved by Staff, and list specific advantages and disadvantages, possibly including XP savings for certain skills, special skills not available to every character, required costuming or makeup, and other bonuses or restrictions. You may not alter these advantages or disadvantages. General world and cultural background information may already have been established for these races, though you may modify or extend it to describe the particularities of your character's community of origin. Advantages and disadvantages for Standard Racial Templates are listed in **Races: Chapter 8**.

2) You may create your own Variable Template with bonuses of your choice to reflect either your character's race or personal aptitudes. This allows you to play a human character or a character of a unique race of your own creation, and still have some benefits similar to those of a Racial Template. Variable templates allow for a variety of options and creativity. Rules for selecting Variable Template bonuses are explained in the **Races: Chapter 8**.

3) You may create a new Standard Racial Template and have it approved by staff for addition to the available set of standard races. You must write at least several pages about the nature, history, and culture of your new race and define advantages and disadvantages according to the rules in **Races: Chapter 8**. Staff may require you make changes before your new template will be approved. Any approved template will be available for new PCs to choose. You must allow at least 3 weeks before an event for this approval process, but you can always create an initial version of your character concept using Variable templates to represent the character's race. This does not guarantee that you will receive staff approval for a Standard Template for that race, but if the race is approved you will later be able to update your character with any additional racial bonuses or penalties granted. This is normally the only way in which you may change your character's racial Template after character creation.

See **Races: Chapter 8** for a listing of current standard racial templates and rules for creating variable templates and new standard templates.

Starting Items

In order to use most of the skills you have purchased with XP, you will need to have certain in-game items such as weapons, armor or components for magic. When you enter the game, you purchase your starting items and licenses out of an 'Imperially-granted stipend' of game money which is provided to every new character. Once you enter the game, you may use your Production Skills to create more or better items, or you may buy and trade with other characters who have such skills if you do not. **Chapter 7: Production** can give you more information about what items can be created in game. The section on **Using Production Skills** at the end of this chapter will give you more information about how items are created.

Playing the Game

This section describes rules for parts of the game that affect all characters regardless of their skills.

Sustenance

Characters need to consume a certain amount of prepared food to stay healthy. This required sustenance is represented by ‘sustenance tokens’ which may be purchased at the tavern when the tavern is serving meals, or created by characters with the **Cook** production skill. Sustenance tokens are out-of-game items and may not be stolen, though if you have produced sustenance tokens with the Cook skill, you may freely sell or give them to other characters.

A character requires 3 sustenance tokens per event. At the end of each event, you must turn in your sustenance tokens to Logistics. For each token less than 3 which you turn in, at the beginning of the next event you will suffer a -1 cumulative penalty to your maximum Stamina pool in each attribute and to all Production Pools; each sustenance token you turn in will remove one of these penalty points from each pool but will not apply towards preventing further penalties in the next event. If your Stamina penalty is -3 or more, you gain the Starving trait. As long as you have the Starving trait, you suffer a permanent Drain effect and cannot use any in-game skills.

Living the High Life

You may gain benefits by having more or better food and drink in your diet. These benefits, unlike base sustenance which is paid at the end of the event, are paid for at the beginning of the event. When you check in you may opt to pay for Extra Sustenance or High Sustenance. Paying at the beginning of the event reflects that your character has been living well coming into the event, and will have benefits from it.

Extra Sustenance gives a player a bonus of +1 vitality for the event. To have the bonus of Extra Sustenance, a player must pay 3 guilda at check in. **High Sustenance** gives a player a bonus of +1 vitality, and +1 to physical, mental and spiritual stamina pools maximums for the event. To have the bonus of High Sustenance, a player must pay 9 guilda at check in.

Skills that Effect Sustenance

There are multi-level skills that can help you maintain and even reduce the cost of your sustenance. Some skills can reduce the costs of Sustenance, Extra Sustenance, and High Sustenance. These include Survivalist, Street Survivor, Forester/ Farmer, and Hunter/ Herder. These skills to not stack. *You may only gain reduction in Sustenance from one skill.*

All of the following skill levels give the following bonuses in regards to Sustenance;

- **Apprentice Level** : You only need 2 Sustenance tokens at check out.
- **Journeyman Level** : You only need 2 Sustenance tokens at check out, and you may pay 1 guilda for Extra Sustenance, or pay 9 guilda at check in for High Sustenance.
- **Master Level** : You only need 2 Sustenance tokens at check out, you get Extra Sustenance for free as long as you turned in 2 sustenance tokens at the last event, or pay 6 guilda at check in for High Sustenance.

Death

When you have died, you become a spirit after 5 minutes have passed. Spirits must proceed to the passage to the Isle of the Dead to speak to a representative of Death. They must travel in a direct path and at a

normal walking pace without interacting with any upon the way, save those with the magical ability to command spirits to speak with them. It is usually possible to find your way back from death and return to life, but it takes time and becomes progressively more difficult as your spirit becomes weaker from repeated deaths. When first you die, should you choose to linger in the realm of the dead to strengthen your spirit for its return voyage, you will spend at least 30 minutes of time, as measured by the living, before you can return. Each subsequent death will increase that time - the weaker your spirit, the longer it will linger in the realm of the dead! Beware that some have told tales of wandering the realms of the dead for many turnings of the moon when their spirits were quite weak. If you need to get back to the realm of the living faster, you have two options:

You may choose to owe Death a Favor, or you may choose to Fight Death's Champion.

Both have their risks, but both will get you back to the realm of the living as soon as you have agreed to the terms. Owing Death a Favor means that at sometime in the future – all debts with Death will be settled within 1 to 3 events. When you are given your assigned task, you must fulfill it. Failure to fulfill the Favor Death asks of you will result in your spirit being pulled into the Realm of Death, forever. You may choose to Fight Death's Champion. At some future time, again from 1 to 3 events, Death's Champion will come to find you. You must fight the Champion, alone. If you win, you have nothing to worry about. If you lose, your spirit will be pulled into the Realm of Death, forever. The only certain way to return from Death's Realm is to allow your spirit the time to find its way out. Any other choice has a chance of having your character suffer a permanent death. There is nothing to force any of these choices upon you – but choose carefully, your character's life IS in the balance.

Earning Experience Points (XP)

Every time you attend an event, you will earn additional experience points beyond your starting XP of 150. You can use these XP to purchase more abilities for your character.

- You get 10 XP for attending an event.
- If you turn in your post-event letter (PEL) within 2 weeks of the end of the event, you get an additional 5 XP.
- If you help with setup and cleanup for the event, you can earn up to an additional 5 XP.
- You can earn additional XP by staffing for other Accelerant games which have reciprocal arrangements with the Isles.
- Isles Staff may offer XP from time to time for volunteer work, props work or game donations.

Physical Skills

A complete listing of Physical Skills is in **Chapter 4: Skills**. Skills based on physical talent fall into the following categories:

Combat skills include abilities to attack others physically or defend against such attacks, via strength and agility. Most of these skills require weapons.

Other Physical skills include a variety of abilities based on physical strength or toughness. Most of these skills do not require items.

Using Weapons

Without purchasing any skills, any character with at least 1 physical stamina can use a single small weapon, such as a dagger.

To use any other weapon you must have the Talent Path Physical:Combat. In order to use any weapons or styles you must also have the skill Basic Combat.

Once you have purchased the Basic Combat skill, you may select one Weapon Type or one Weapon Style to be proficient in for each point of physical stamina you have. Certain Weapon Types or Weapon Styles may require you to have a certain minimum number of physical stamina before you can select them. If you have 10 physical stamina, you may use all weapon types and all weapon styles.

You do not need to select all your proficiencies immediately. However, during an event you can only use the proficiencies that are listed on your character sheet at the beginning of the event. If you decide you want another proficiency, you cannot start using it in the middle of an event even if you have physical stamina points remaining for which you have not yet selected a weapon proficiency.

Proficiency in a melee Weapon Type does not let you use a two-handed weapon of that type without proficiency in the Two-Handed Weapons style, with the exception of the Staves type, which may be wielded two-handed with no further proficiencies.

The Weapon Types are:

Axe, Bow, Mace/Club, Crossbow, Firearms, Hammer, Sword, Spear/Polearm, Staff, and Thrown Weapons

The Weapon Styles are:

Shield - You may wield a one-handed weapon in one hand and a shield in the other. Prerequisite: Physical Stamina 5.

Florentine - You may wield a one-handed weapon in one hand and a short or small weapon in the other. Prerequisites: Stamina 3.

Paired Weapons - You may wield a one-handed weapon in either hand at the same time. Prerequisites: Florentine, Physical Stamina 5.

Two-Handed Weapons - You may wield melee weapons which require two hands to wield. Prerequisite: Physical Stamina 4.

Using Weapons Skills

For all skills used through a melee weapon or thrown weapon, the Stamina cost is expended when the strike connects and is acknowledged through role-playing or negated with a defense. For all skills used through a packet bow or a gun, the Stamina cost is expended whether or not the strike connects, unless the strike clearly hits but is not acknowledged through role-playing or negated with a defense.

The Combat Skills section includes many special attack and defense effects you can perform with a weapon. The type and quality of weapon you are using may make some of these skills easier to use, or may not allow you to use some skills with that weapon at all, even if you know how to use the skill.

Every individual weapon has a **Maximum Called Damage** rating. Weapons that are larger, heavier, or made of better material have higher maximum called damage ratings than other weapons. This rating may be 'none', in which case the weapon may only be used to block or deliver uncalled strikes or death strikes, and cannot be used to deliver called damage strikes or any other attack effect from a Combat skill. If the **maximum called damage** rating is not 'none', it will be a number from 2 to 10. The description of the combat skill will include any maximum called damage rating that is required to use the skill with a specific weapon.

Every weapon has a quality: **apprentice**, **journeyman**, or **master**, depending on the rank of the skill or skills used to create the weapon. Apprentice weapons have no bonuses or penalties. Journeyman weapons give a -1 stamina bonus to any attack effect used through the weapon. Master weapons include that bonus,

and will have an additional ‘master bonus’ chosen by the craftsman when the weapon was created. Different types of weapons have different available bonuses, but typical master bonuses include an additional -1 stamina bonus to a particular skill, increased Maximum Called Damage, or the ability to resist affects that would destroy a lesser weapon. See the full weapons listing in **Production: Chapter 7** for details.

Mental Skills

A complete listing of Mental Skills is in Chapter 4: Skills. Skills based on mental talent fall into the following categories:

Psionic skills include mainly abilities which allow you to attack others by throwing packets to deliver status effects. Every psionic skill requires you to use a psionic focus crafted from gemstones.

Scholar skills include abilities which allow you to decode information and research topics including the locations of good sources of raw materials. These skills usually do not require you to use items.

Other Mental skills include a variety of abilities based on mental resilience or perception. These skills usually do not require you to use items.

Using Psionic Skills

Psionic skills allow you to influence others’ minds with your own, most often to impair their ability to act. Psionic skills fall under the Talent Path Mental:Psionics and give you the trait “Psychic”.

In order to use any psionic skill, you must have a Psionic Focus that you have attuned to that particular skill. A Psionic Focus is a crafted item created from gems by a Gemcutter. There are three varieties of psionic foci, depending on the gems the focus was crafted from: a Minor Psionic Focus may be attuned to any skill with a level of 4 or less; a Major Psionic Focus may be attuned to any skill with a level of 7 or less; and a True Psionic Focus may be attuned to any skill.

When a psionic focus comes into your possession, you may not use it until you have attuned it to a skill by spending 10 uninterrupted minutes of rest in contact with the focus. You may converse during this time, but must be resting as defined in the Accelerant system: you must be sitting, kneeling, or lying down; you cannot walk or run; you cannot use any game skills, and you cannot refresh stamina pools. Once you have attuned a focus to a skill it will remain attuned to that skill until you attune it to a different skill, the focus leaves your possession for 10 minutes, or the duration of the focus item expires. A focus can only be in the possession of one person at a time. Because of how long it takes to reattune psionic foci, it is most convenient to own a separate focus for each psionic skill you will want to use frequently.

Minor, Major, and True Psionic Foci can all be of apprentice, journeyman, or master quality. A journeyman focus will give a stamina bonus of -1 to the skill you attune it to; a master focus will give a stamina bonus of -2. However, higher quality will not let minor or major foci be attuned to higher-level skills than they could be otherwise.

To use a psionic skill, you must touch the psionic focus for that skill with one free hand (i.e., a hand that is not carrying any other item), while speaking an activation phrase of at least (4 + skill level) syllables long. You can still mouth this activation phrase to cast psionics even if you are under a Silence effect. This activation phrase may be any personal mantra, and does not have to be distinct for each separate psionics skill. After completing the activation phrase, you may stop touching the psionic focus and call the effect verbal, in most cases throwing a packet at a target. If the skill calls for you to throw a packet, you must expend the required stamina whether or not the packet connects, unless the packet clearly hit an opponent but they neither roleplayed the effect nor negated it with a defense. If you are interrupted while speaking the activation phrase or the verbal, including being struck by a weapon or packet, the skill is interrupted

and you must start from the beginning of the activation phrase, though you do not lose the stamina. You may not cast psionic effects while holding any weapons or shields in either hand, nor with weapons tucked under your casting arm.

Using Scholar Skills

Most scholar skills represent having scholarly or theoretical knowledge about a set of related subjects. Scholar skills fall under the Talent Path Mental:Scholarly and give you the trait “Scholar”. For the full list of topic groups, see the section on Scholar Skills in the Skills Chapter. Each such skill allows you to do two things:

- Determine information during an event by examining books, items, or other targets related to your skill area
- Perform research between events on questions related to your skill area, including, for some scholar skills, the location of unclaimed production raw materials sources

Using Scholar skills to determine information during an event

During the game, you may find markers labeled with the name of a skill and a number. These markers will be similar in size to the Tracking markers, but instead of a ‘print’ on them they will have a number and a yellow stripe around the edge. The packet on the bottom will have a stamina number and a specific “School” skill listed. They work the same way that the tracking markers work, only they use School Skills. As long as you are looking at the same marker, you may increase your stamina spent to read extra information slips.

“School of” markers must be left where they are, so other players may use them later.

If you have the skill listed, you may spend the listed number of mental stamina to pull out the slips and read the information inside. If you cannot spend the listed number of stamina, you must not pull out the numbered slip.

Such markers may be attached to props of books or documents, representing information only understandable to those familiar with the subject matter. They may be attached to any other prop or location, providing information a scholar with a particular area of expertise might notice about that item or location. While you may open the envelope and read its contents, you may not move the envelope or its information more than arm’s length away from where it was attached to read it, and must return the information and envelope to its original location when you have finished reading. However, if the marker is attached to a prop, you may move the entire prop or take it with you if you are able.

You may examine an unresisting target, including another character or a dead creature, by saying, “I examine you.” That character will show you any info envelopes they have. If you have the appropriate skill and spend the necessary stamina, you may read the information, but must return it to the target you examined after you have finished reading. You may not take the marker or the information with you.

It is obvious to anyone who sees the marker what type of expert might be able to tell more, even if the person seeing the envelope has no scholar skills themselves. (“This writing seems to have something to do with alchemy. Hmm... Can’t make head or tail of it, though.”)

If you do not have enough light to make out the information in an info envelope, it is assumed that you do not have enough light to examine the target thoroughly.

Using Scholar skills to research information between events

You have a number of Research Points per session equal to your maximum Mental Stamina. Research points are used to perform scholarly research between events.

After each event, you may submit a request to Staff describing the information you are researching, along with the scholar skill you are using and the number of Research Points to spend for each question or topic. In general, devoting larger numbers of Research Points to a particular question will lead to more accurate and exhaustive information. However, if you do not spend enough Research Pool points, you may learn nothing at all about difficult questions. Useful information is not guaranteed.

Three of the Schools - Metals, the Land, and Alchemy - can be used between sessions in this way to try to find the locations of raw materials sources for the associated Production Refining Pools (Mining, Hunting/Farming, and Herbalism).

You must have possessed the requisite skill at the event just past to make a request involving that skill. You cannot purchase a skill with XP and immediately use it between sessions.

When you spend Research Points to research information, you will receive the information through in-game mechanisms during the next event, usually through the appropriate Guild. If you successfully locate a source, you will either be approached by someone who can lead you to the source you researched in order to claim it, or the Guild will give you a representation of your results in the form of a “map”. A person carrying this map can accompany a Guild representative out of town to claim the source. For more information on claiming and using sources, see the section on “Raw materials sources” in the Production Skill section below.

Multiple scholars may work together on a research effort to attempt not to duplicate their efforts. If two scholars research the same topic individually, they are very likely to find similar or the same information. If each scholar specifies that he or she is working with the other when submitting their research requests to staff, they are likely to find more information in total than they would each working individually.

Using Tracking

The Mental skill Tracking allows you to interpret tracks and trails you find in the wild well enough to follow them to a final destination, following subtle clues and intuition you’ve been trained to rely on. Tracks may lead you to useful materials in the wild, large game animals, fleeing culprits, or allow you to discover areas such as caves that you might not have found otherwise.

Outside of town, you may find a marker on the ground labeled ‘Tracking’ and a number. If you have the Tracking skill, you may spend the listed number of stamina to turn over the marker and read the information inside. The information will usually indicate how to find to either another tracking marker or some kind of creature. Tracking packets may also help you gather information on what kind of quarry you are tracking and where it is going. As long as you are following the same track, you need not spend additional stamina on later envelopes. If you rest to reset your Mental stamina pool, you must spend the track stamina again to ‘pick up the trail’ once more.

Tracking markers generally will be given out in sets of 6, all having the same ‘print’ on them. On odd occasions, you may come across a second set of tracking markers, with a different ‘print’ on them. This represents a different trail, and would have to be followed on its own. Each marker will also have an **arrow** on it, indicating **the direction the trail is heading**. (in case you find the marker in ‘mid’ trail)

Example :

Fred the Tracker is out in the woods with 2 friends, and comes across a tracking marker. It has a paw print of some sort on it, along with the number 2. Fred looks at the back of the marker, and sees 3 slips of paper which are numbered 2, 4, and 6. Fred spends 2 points, and reads that slip. It tells him that “You find an area which shows signs of multiple, light paw prints.” Fred is a little concerned at the notion of “multiple”, So he spends 2 more stamina points and gets to read the “4” slip. It tells him “You see evidence of 3 to 5 sets of light paw prints.” Fred thinks that he and his friends could handle 3 creatures, but 5 might be tough, so he spends 2 more stamina points and reads the “6” slip of paper. There he reads “You see evidence of 5 sets of clawed paw prints.” Armed with this knowledge of numbers, and now “clawed paw prints”, Fred puts the marker down and calls for his friends to come with him and return to town for some help.

Later, Fred returns with more help. He finds the marker still there (the NPC's could have returned to Monster Camp, in which case they would have picked up the markers). It has the same pawprint on it, so Fred knows he has found the same trail. Fred picks up the markers and puts it in his pocket, and begins to look for another 'pawprint' in the direction the arrow was pointing. He finds one, and leads the group towards it. He picks it up, and decides not to read any of the info on the back. He continues searching for tracks, and finds yet another marker. Eventually, Fred and his group find the 5 NPC's and defeat them. After the encounter is over, Fred gives the markers he picked up back to one of the NPC's so they can be used again later.

You may be able to track someone who is leaving town or escaping after an encounter. Some characters will have 'track packs', and will leave a trail of tracking markers behind them in the woods. These packets will function like the normal tracking markers, but when opened, will say 'turn left here' or otherwise give some indication of where to look for the next envelope. If you successfully follow this trail to its end, you will either find the character you were tracking, clues as to where and when you can find them again, or possibly something they left behind.

As you follow the tracking markers, you should pick up each marker to represent that your movement is disturbing the tracks and making it clear to a future tracker that this trail has already been followed. Return the markers and their contents to staff when possible for future use in setting more trails.

Spiritual Skills

A complete listing of Spiritual Skills is in Chapter 4: Skills. Skills based on spiritual talent fall into the following categories:

Wizardry skills include abilities to produce healing or utility effects by performing brief rituals. Every wizardry skill requires you to possess an herbal component crafted from herbs through an alchemical process.

Enchantment skills include abilities to create potions, venoms, and other items that may be used by others at no stamina cost, but are only good for one use. Every enchantment skill requires you to use an herbal component crafted from herbs through an alchemical process, which is consumed to create the result.

Thief skills include abilities based in intuition and stealth. Some of these skills require specialized tools to use.

Other Spiritual skills include a variety of abilities based on spiritual awareness, intuition or empathy. These skills usually do not require you to use items.

Using Magic

Magic in the Isles has two forms: Wizardry and Enchantment. Wizardry allows you to perform short rituals that have effects such as healing, creating light, or communicating with spirits of the dead. Enchantment allows you to create magical potions, poisons, and other substances that can be activated quickly by anyone, without requiring a stamina expenditure at the activation time. Though Wizardry can be cast anywhere, and Enchantments must be prepared in town using Guild equipment, both types of magic require you to use a Grimoire, require a particular type of alchemized herbal component for each effect, and allow you to use ritual component items to increase a spell's effect or reduce the effort it takes to cast.

The Grimoire

Your Grimoire is a book or notebook that includes in writing all details about each spell and enchantment you have the skill to cast. Each spell is a separate skill that you purchase with xp. This Grimoire is not an in-game crafted item that you must purchase: it is a system aid to help handle the complexity of the rules for individual spells. For each spell you can cast, the Grimoire must include all necessary system information for the spell, including the time it takes to cast, the stamina cost, any possible bonuses, the spell's result and any Verbal that should be called at the spell's completion, and so forth. All system information for each spell will be provided by staff; you may use a printed copy as provided, format the staff version as you wish before an event, or copy the information by hand if you prefer.

In addition to the system mechanics information for each spell, the Grimoire must also include a rough description of the ritual that you will perform to cast the spell. Staff may provide sample rituals that you can use if you choose, but you are encouraged to create your own rituals to be appropriate to your character. While your grimoire does not need to include an exact description of every detail of your ritual for a spell, it should include firm enough notes or description that an observer would be able to tell you were performing the ritual in the Grimoire. Within the limits of the Accelerant system and the limits of spellcasting described below in 'Using Wizardry Skills', your rituals could include speech, song, movement and gestures, manipulation of items, or any other actions you desire.

The physical Grimoire does exist in game, and other characters may use information they gain by seeing it, such as noticing what spell page you have opened it to. However, the Grimoire has no in-game value; it represents the mage's understanding of his or her magic, and can easily be replaced. Like the out-of-game boffer weapons that players must possess to be able to fight, a player's Grimoire should not be stolen or damaged in an effort to interfere with their character's abilities.

Herbal Components

Every type of spell or enchantment requires a specific herbal component. These components are crafted items prepared from herbs of various types by an alchemist with the Solutio, Conjunctio, or Rectificatio Process production skills. In Wizardry, the herbal component for a spell is not consumed by the spell, and may be used to cast the spell time after time until the component's duration expires after several events. However, you may choose to permanently sacrifice the component when casting a spell to significantly reduce the stamina cost for casting the spell. Some spells require such power that it is always necessary to sacrifice the herbal component to be able to accomplish the spell's effect at all. Enchantments always consume the herbal component they require, but herbal components for enchantments are typically cheaper to make or purchase than the longer lasting herbal components used by Wizardry.

Higher-quality herbal components can make it easier to cast spells or enchantments. In addition, high-quality artisan items such as cups, wands, or incense can act as ritual components to aid in casting spells or enchantments because of their useful properties or thematic appropriateness. The specific items that can provide bonuses are listed as Ritual Components or Enchantment Aids with each spell in **Chapter 5: Wizardry & Chapter 6: Enchantment**. They can also be found in the sections for "Artisan Items" in **Chapter 7: Production**.

The herbal component and each appropriate ritual component that is used in the ritual will add a 'magical bonus' to the ritual based on their quality - 0 for Apprentice, 1 for Journeyman, and 2 for Master. These magical bonuses provide additional Spiritual Stamina for each casting according to the chart below:

Total Magical Bonus	Additional Spiritual Stamina
1 or 2	1
3 to 5	2
6 to 9	3
10	4

No matter how many bonus spiritual stamina you add to a spell through herbal and ritual components, you must always expend at least a certain minimum spiritual stamina for the spell directly from your own spiritual stamina pool. If you sacrifice the herbal component while performing a Wizardry spell, both the total stamina cost and the minimum stamina you

must spend will both be reduced, but never below 1. Artisan Item ritual components are never consumed by being used in a ritual or enchantment.

Using Wizardry Skills

To cast a spell, you must first delineate a ritual space by laying down a cloth, making a shape out of rope, or otherwise clearly marking out a small area with physical items, though these items do not need to be in-game crafted items. If you do not mark out a ritual space with items, you may still delineate a ritual area by spending one uninterrupted minute to physically mark out a space by pacing the length and breadth of a room, marking lines in the dirt, and so forth. You do not have to make any verbal comments or obvious gestures while pacing the area, but you cannot pace an area to mark it if another ritual space is active anywhere within the area you are pacing to mark. Using items to mark the ‘field’, or ritual area, is usually preferable because of its speed. A ritual space ‘field’ must be a minimum of approximately 2’ in diameter, with a maximum area of 10’ or one small room. Ritual fields cannot overlap. You cannot lay a ritual field over the edge of another *active* ritual field. If you lay out your ritual field over another *inactive* field, the inactive field area is negated. If you pace an area or room to mark a field, and leave line of sight of that ‘marked’ area, it becomes an inactive area and you must re-pace it in order to use it as a ritual space again.

Once you have delineated your field, you must set any ritual components you wish to use in the ritual upon the field, and open your Grimoire to the correct page for the spell you are casting. You must have the herbal component for the spell on your person or on your field. You spend the required time performing the ritual actions described in your Grimoire for the spell, and as soon as you complete the ritual duration, call the appropriate effect verbal and spend the required stamina.

You must be in contact with your field the entire duration of the ritual, and your field may not overlap the field of another caster. If the ritual has a target character or item, that target must also be in contact with your field for the entire ritual duration. Your hands must be free to cast any ritual: you may not have your arms bound, and you may not be holding any items in your hands at any time during the ritual that are not part of the ritual as described in your Grimoire. You may not cast a ritual if both of your arms are rendered unuseable (such as through the Maim effect), though you may cast if only one arm is useable. You may cancel the ritual at any time, and do not expend the stamina cost until the ritual is complete and has taken effect. If you are interrupted, whether by being struck by a weapon or packet, taking any item into your hands which is not part of your ritual, losing contact with your field, or your target losing contact with your field, the stamina and any components that would be consumed are not lost, but you must start the spell over again from the beginning. Your target may use any game skills during that ritual that do not require them leaving contact with your field or interrupting your concentration.

For the system information for casting all Wizardry spells, see **Chapter 5: Wizardry**.

Using Enchantment Skills

Enchantment skills create substances, often potions, scrolls, or magical poisons, that persons other than the enchanter can activate to produce a particular effect. Enchantments must be created at the Guild-owned lab or other location with the necessary equipment, just as people with crafting skills must use the Forge to produce their result items. As with crafting skills, you must tell the staff person who handles logistics for enchantments, i.e. the Guild representative, what you are creating, and turn in the primary components you must expend to create those enchantments. You then spend the required time for the enchantment performing the ritual described in your Grimoire, and spend the required stamina. After you have done so, you may pick up the tag for your new enchantment from the Guild representative. If there is any delay in logistics producing your tag, you may assume this is a delay in final processing of your item in the Guild equipment. While you cannot use the enchantment until you get the tag, your portion of the work has been completed and you may rest and recover your stamina. You may begin the logistical process for multiple

enchancements at once, but you must spend the full time and stamina to perform each individual enchantment, even if you are creating multiple enchantments of the same type. Casting Enchantments requires a base of 2 minutes minus any additional time for spent stamina.

Rituals are performed as described above in the section on Using Wizardry Skills, though you do not need to have the Herbal component on your person if you have already turned it in to produce the enchantment.

You may give any completed enchantment to someone else to use, or use it yourself. Enchantments do not require any skills to use, with the exception of Venoms, which can only be used by a person with the Envenom skill. To use any enchantment, you must take out the enchantment item and role-play using it: i.e. drinking a potion, reading a scroll, or applying a venom to a weapon. For non-venom enchantments, you immediately call the enchantment's effect Verbal; for Venoms, you call the effect when you swing the envenomed weapon. You do not need to expend any stamina to activate an enchantment. For non-venom enchantments, the enchantment is immediately expended when you call the effect and cannot be used again. For full details on the use and restrictions of using venoms, see the description of the Envenom spiritual skill in the Thief Skills listing.

An enchantment is not a crafted item, and its power eventually fades even if it is not activated. Enchantments cannot be 'maintained' to extend their lifespan the way crafted items can. Using higher quality herbal components, however, can increase the potency of an enchantment, usually by making its potency remain over more events. Individual Enchantment skills will specify how long their duration is depending on the quality of the herbal component used in their creation. If the enchantment has not been activated by the end of that duration, it will expire with no effect.

For the system information for casting all Enchantments, see **Chapter 6: Enchantment**.

Using Disarm Traps and Pick Locks skills

To disarm traps or pick locks, you must have purchased the required skill with XP, and you must have the ingame crafted items "thieves' tools" and "lockpicks," respectively.

The spiritual skills Disarm Traps and Pick Locks allow you to deal with two different representations of traps or locks:

Physical traps or locks do not have a visible tag, but have a physical component that you must deal with using out of game tools that you provide. For locks, this will be an obvious simple padlock that you must open by picking. For traps, this will be any sort of mechanism which you may physically manipulate to keep the trap from being triggered. You do not need to spend any stamina to disarm a physical trap or open a physical lock.

Virtual traps or locks are only represented by a tag, and do not have any physical component that you can disarm or pick. The tag representation will list the level of the trap or lock. You must spend 1 uninterrupted minute with the appropriate tools in your hands roleplaying disarming the trap or picking the lock, and stamina points equal to the trap or lock level. When you have finished, you may remove the tag to show the lock or trap restriction is no longer in effect. If you cannot spend the required stamina, you cannot disarm the trap or open the lock.

Virtual trap tags may list the effect you will take if you open a container or pass through a gateway that is trapped with a virtual trap. As per the Accelerant rules, if a trapped container is opened when the trap has not been disarmed, everything in the container will be destroyed. Obviously, a virtual trap will represent a trap which is immediately visible if you look in the right place, while any trap entirely hidden within a container will be a physical trap that you must discover with care as well as disarm.

Using Insight

The full description of the Insight skill is in **Chapter 4: Skills**. For game mechanic purposes, please note that the green numbers used as Insight triggers should not be treated 'in game' as if they are something extraordinary. They are a symbol similar in function to the yellow triangles and hexagons which signal Accelerant environment effects and warnings.

Production Skills

A complete listing of Production Skills is in **Chapter 4: Skills**. In order to use many skills in The Isles, you must possess particular in-game items such as weapons or alchemized spell components. In-game items can also give you advantages or bonuses, including reduced stamina costs for certain skills. In order to use an item in game, you must have both a valid item tag and an out-of-game physical representation, such as a boffer weapon of the appropriate type, a chain mail shirt, or a piece of jewelry. You receive the tag for an item when you obtain the item in game, but in most cases you must supply your own phys reps. It is not necessary that your phys rep exactly match the item described on the tag – for example, a pewter goblet would be sufficient to represent a 'gold cup', but it should be recognizably an item of that type.

Production skills enable you to create all standard items that have an effect in the game, as well as items you may be able to sell for a profit. While it may be possible for you to purchase items from the Guild or other outside sources, the availability and quality of such items is not guaranteed, and they may be quite expensive compared to the effort of creating items yourself.

All production skills have three possible ranks – Apprentice, Journeyman, and Master – each with its own skill level. You must have purchased the previous rank in a skill in order to buy the next higher rank. To buy from a lower rank of a skill to a higher rank, you only need to pay the difference in xp cost between the ranks, as if you were increasing a stamina pool. For example, the Bladesmith skill is level 6 for Apprentice rank, level 8 for Journeyman, and level 10 for Master. For a character with Production Talent 10, the Apprentice rank would cost 21 xp and the Journeyman rank would cost 36 xp, so to buy Journeyman rank if the character already had Apprentice rank in the skill would only cost 15 xp. A higher rank in a production skill typically allows you to produce better items or to produce items more efficiently.

The Production Process

All items initially derive from raw material. Raw material is completely unprocessed material such as a pile of ore, an animal carcass, or a bunch of herb plants.

Raw material is transformed into Refined Materials by Refining Production skills. These skills produce materials such as leather, steel, or wax, which are necessary to create items.

There are three categories of Refining skills – Herbalism, Hunting/Farming, and Mining -- each with a corresponding Production Refining Pool that determines how much material in that category a character can refine during a single event.

Refined materials are transformed to finished crafted items by Crafting skills. Many crafted items require multiple types of refined materials and even multiple different crafting skills. Craftsmen can work together to produce a single item, but only the highest rank one craftsman has in a particular crafting skill will apply. There is no limit to how often a crafting skill may be used, but it always consumes the refined materials for the item. Producing crafted items also requires time and the use of Guild-owned equipment such as the Forge.

Obtaining raw materials

You can find small amounts of raw material in the wild, or gain larger amounts from a raw materials source

location you have claimed and registered with the Guild. Whenever you harvest raw material or claim a source location, you turn in the raw materials you have gained to the Guild stores, and receive a credit in your Guild account for an equivalent amount of raw material of that category (Herbalism, Hunting/Farming, or Mining). The size of a batch of raw materials is calculated in 'source units'. You may withdraw source units of raw material from your account to refine into specific Refined materials whenever you choose during the event, up to the limits determined by your number of Production Refining Pool points in the appropriate categories. You may freely transfer current source units from your Guild account to another character's account. The Guild may at times choose to sell source units of raw material directly, but buying from the Guild is typically more expensive than buying from fellow colonists.

Obtaining raw materials from the wild

In the woods or other areas outside of town, you may find tags representing some number of source units of a particular category of raw material. These tags may be near or attached to a physical representation of the material, but only the tag is worth anything in game terms.

Any character may read the tag and know what type of raw material is present. To harvest the material, i.e. remove the tag from its original position and carry it away, you must have purchased at least one point in the appropriate production refining pool, or you must be under the direction of a character who has the appropriate skill. After spending 10 seconds roleplaying harvesting the material, you may take the tag and phys rep.

Some creatures' carcasses can also provide raw materials. If you have purchased at least one point in the appropriate production refining pool, you may touch a creature with a packet and call 'Diagnose Game,' 'Diagnose Herb,' or 'Diagnose Ore.' The carcass of any creature with one of these traits will provide raw material if harvested. Certain scholar skills can also allow you to Diagnose Game, Herb, or Ore traits. Certain magical effects may allow you to use diagnostic skills in 'spirit' form as well.

To harvest raw material from a dead creature, you need to have purchased at least one point in the appropriate production refining pool. After spending 10 seconds roleplaying harvesting the material, you may call 'Inflict to Dead by Hunting,' 'Inflict to Dead by Mining,' or 'Inflict to Dead by Herbalism,' and will receive a tag for the raw material. While having purchased at least one point in the appropriate production refining pool is required to harvest raw material in this way, it does not require you to spend anything from your refining pool. The bodies of dead creatures will usually be drawn into the spirit world like the bodies of dead humans are, or even more quickly, so a carcass must be harvested quickly if at all. It is not possible to harvest material from a creature unless it is dead.

The Guild will credit the account of the person who turns in the raw material tag, unless that person requests that it be credited to someone else.

Raw material sources

Certain scholar skills allow you to perform research and collect information on an area to determine reliable sources for raw materials. See the previous section on Mental Skills for details. If you successfully research a source using those skills, you will receive the information as to how it can be claimed via in-game devices. The specific actions that are required to claim a Source Location can vary widely, but will be made clear as part of the research process for that particular Source Location. The claim to the source may be divided between multiple people.

The value of the source will be a certain number of source units. If you claim a source, the source SU will immediately be added to your Guild credit SU in your account. In addition, you will gain an equal number of *Source potential SU* which are tracked separately from your current SU. While the source SU that gets added to your immediately represents the material that is easily available from the source right away, the Source potential SU represents the additional raw material that the source may produce if it is cultivated: digging mine shafts deeper into the earth, weeding and fertilizing an herb bed, expanding a watering hole.

Instead of using a Refining Pool point to refine material, you may use it to cultivate your source, moving 2 SU from your Source potential SU to your current Guild credit SU.

After each event, all Source potential units in each production category diminish by 1/5, rounding down such that a single unit will disappear. This affects everyone's potential SU, whether they attended that event or not.

Producing Refined Material

Once you have raw material in a production category in your account, you can use it to create refined materials if you have any Refining production pools points and any Refining production skills for that category. The Refining production skills for each production category are:

Herbalism:

- **Herbalist of the Fates:** You can convert SU into herbs for spiritual magic.
- **Herbalist of the Furies:** You can convert SU into healing and poisonous herbs.
- **Herbalist of the Muses:** You can convert SU into herbs for utility magic.

Hunting/Farming:

- **Forester/Farmer:** You can convert SU into agricultural products.
- **Hunter/Herder:** You can convert SU into the spoils of the hunt.

Mining:

- **Base Metal Miner:** You can convert SU into sturdy metals.
- **Gemstone Miner:** You can convert SU into gemstones.
- **Mineral Miner:** You can convert SU into useful minerals.
- **Noble Metal Miner:** You can convert SU into valuable metals.

Each refining skill allows you to produce several different types of refined material, that will be useful to create different items. For example, the Base Metal Miner skill allows you to produce any of Copper, Bronze, Lead, Iron, or Steel. Each type of refined material has a 'Production Cost', the number of SU it takes for an Apprentice refiner to create one unit of the refined material, which reflects the difficulty of refining the material. Copper, an easy-to-handle but not very useful metal, has a production cost of 2, while the much more useful Steel has a production cost of 5.

Journeyman and Master refiners can produce units of usable material with less waste, so the SU required to produce a batch of N units of refined material is multiplied by 0.75 for a Journeyman, or by 0.5 for a master. This total SU always rounds up, so it is more efficient for skilled refiners to refine larger amounts of the same material at a time. For example, an apprentice Base Metals Miner who wants to refine 5 units of Steel will spend 25 SU. A journeyman would multiply that base cost of 25 SU by 0.75 and round up, only requiring 19 SU. If the journeyman had refined each unit separately, each unit would have taken 4 SU (3/4 of 5, rounded up), and the total cost would have been 20 instead of 19.

Each point of Production Refining pool you have in a category allows you to refine up to 5 SU in that category, or to cultivate a source as described above. If you do not use any of your pool to cultivate sources, you can refine up to 5 times your Refining pool level in SU from that category during a single event.

You can refine any number of units of a particular type of material at any time during the event when logistics is open, by explaining what you want to refine, spending the required time at the Forge roleplaying finishing the material, and picking up the resulting material from logistics.

For full details on refined materials and their costs, see the section on Resources and Refining in **Chapter 7: Production**.

Producing Crafted Items

You may create a particular crafted item if you have the necessary crafting production skills and refined materials for that item. The Production Chapter lists all items that have an in-game use, and the required skills and materials to create each one. All refined materials used to create an item are consumed.

You may create any number of items during an event, if you have the refined materials for each one. At any time when logistics is open, you may explain what you want to produce and turn in all required refined materials. To begin a Production Period, you must spend several minutes set-up time at the appropriate production logistics station (Forge for weapons, armor, etc., appropriate Guilds for other items), and to finish the item, you must spend a similar “Finish” time before the item is complete

Each item you are making then requires an “Item Crafting Time”. This time depends on the skills being used in the production of the item. All production skills fall into one of three scales: A, B, or C. The A scale items are the simplest and fastest to make. C scale items are the most complex, such as swords and armor. It also takes longer to produce stuff at a higher rank. An apprentice item doesn’t take all that long, a Journeyman item takes somewhat longer, and a Master item takes even longer.

Category A:

- Artisan items, including food and thieves tools
- Refined Materials

Category B:

- Staffs, Clubs, Shields
- Cloth or Leather armor
- Psionic foci
- Components: Tinctures and Compounds

Category C:

- All other weapons
- Ring or Plate armor
- Components: Essences

The time it takes to produce an item, exclusive of the “Start-up” and the “Finish” times are listed below.

Category and Rank	Start-Up Time	Finish Time	Production Time	Total Time
A (Apprentice)	1	1	1	3
A (Journeyman)	1	1	3	5
A (Master)	1	1	5	7
B (Apprentice)	3	3	3	9
B (Journeyman)	3	3	7	12
B (Master)	3	3	10	15
C (Apprentice)	5	5	5	15
C (Journeyman)	5	5	10	20
C (Master)	5	5	15	25

Example:

Longsword	
Starting Time:	5 minutes at Guild
Journeyman Longsword:	10 minutes
Finishing Time:	5 minutes at Guild
TOTAL:	20 minutes, with first and last 5 minutes spent at Guild

Crafting Multiple Items in the same Production Period:

If you want to make multiple items, you can do so within the same Production Period by adding all the Item Crafting Times into the same Production Period (if those items can be made at the same logistics location). None of the item tags may be picked up before the total Production Period is completed. You must stay in the Tavern/Forge area until the time of production is complete, and you may not use your production skills on any other items while you have one in process. If you leave the area, you may restart the process when you return, including the start up time.

Any time after you've finished the full time including lead-out time for an item or set of items, you can go to logistics and pick up the tags for that item or item set, if the tags are ready.

To continue the example from above, if the same craftsman wants to make both a Journeyman Longsword and a Master Short Axe in the same Production Period at the Forge:

Longsword and Short Axe	
Starting Time:	5 minutes at Guild
Journeyman Longsword:	10 minutes
Master Short Axe:	15 minutes at Guild
Finishing Time:	5 minutes at Guild
TOTAL:	35 minutes, with first and last 5 minutes spent at Guild

The duration is not considered started until you have completed your uninterrupted first 5 minutes of roleplaying. If you cannot perform your last 5 minutes of roleplaying precisely at the end of the crafting duration, you may do so as soon as it is possible, but you may not pick up the tag for the item until the required duration has passed and you have performed the final 5 minutes of crafting.

A single production period can never be longer than 60 minutes. If you want to make more items than can be made in that maximum period, you must separate the items into appropriate production periods and spend the 5 minutes start and finish time at the logistics location for each period. You must finish one production period before starting the next. You may also repair and maintain items, and refine material during this time. There is no restriction on using other game skills during this period.

If a single item requires two or more crafting skills to produce, multiple crafters may work together to produce the item, each contributing a different skill. Only the highest rank any of the crafters has in a particular skill will apply to creating the item. All craftsmen working on an item must be present simultaneously to make the logistics request to start the crafting process, as well as for the 5 minutes of roleplaying time at the beginning and end of the task. They do not all have to remain present for the entire duration.

Crafted items have the following types and in-game uses:

Weapons – required for all skills that allow you to perform an effect with a weapon or require you to have a weapon in hand. Certain kinds of weapons may be required for certain skills. Higher quality weapons give stamina bonus to skills, or other bonus effects.

Armor – adds a number of armor points which are removed by damage before your Vitality points, according to the Accelerant rules on Armor. These armor points may be refreshed up to the armor's maximum AP by a person with the primary skill to create that armor, without requiring any additional material or time spent at the forge. See **Chapter 4: Skills** for full details. Higher skill ranks and/or better materials can produce suits of armor with higher armor points.

Psionic Foci – required for all psionics skills, usually one focus per skill a psionicist has. Certain kinds of psionic foci may be required for certain psionic skills. Higher quality foci give stamina bonuses to psionic skills.

Herbal Components – required for all Wizardry or Enchantment skills, a specific component per skill. For Enchantment skills, these components are always expended. Higher quality components give Magic bonuses which contribute to stamina bonuses for casting effects, and may have additional improved effects for particular spells or enchantments. These are detailed in the Wizardry and Enchantment Chapters.

Artisan Items – a few items created by artisan skills, such as lockpicks and thieves tools, are required to use certain skills. Other than those required items, apprentice quality artisan items have no in-game effect, though it may be possible to sell them for profit. Each Journeyman or Master quality artisan item will give a bonus to a particular skill or skills. If the skill is a Wizardry or Enchantment skill, a Journeyman item will give a +1 Magic Bonus and a Master item will give a +2 Magic bonus; magical bonuses from multiple artisan items and herbal components may be combined to produce larger total stamina bonuses for the skill. If the listed bonus skill is not a Wizardry or Enchantment skill, a Journeyman item provides a flat –1 stamina bonus and a Master item a –2 stamina bonus, but you may never gain bonuses from more than one item for the same skill.

For details on all individual items and their effects, see the section on Crafted Items in **Chapter 7: Production**.

Item Duration, Maintenance, and Repair

All crafted items, unless noted otherwise, last for a base duration of 2 events for an Apprentice quality item, 4 events for a Journeyman quality item, and 6 events for a Master quality item. You must mark off 1 event of duration on the item card at the end of any event where the item was used. You do not need to mark off duration for an item tag, such as a spare weapon, that was never attached to a phys rep or used for any effect during the event.

You can extend an item’s lifetime by performing Maintenance on the item. Performing maintenance requires at least apprentice rank in the Primary skill used to create the item, and requires one unit of the primary material used to create the item. At any time when logistics is open, you may explain what you want to maintain and turn in all required refined material. You must then spend 5 minutes at the Forge roleplaying maintaining the item: cleaning, polishing, repairing minor damage, and so forth. When the maintenance is complete, the Guild representative should write the event date of the maintenance on the item card.

Any item not being used at an event must be kept in a specifically out of game location, such as a specified trunk, foot locker or car. These items are not ‘checked in’, not considered to be ‘in’ Asylum, and cannot be brought into game during the event.

If you wish to bring an item into game, you must get out the tag and sign and date it for that event. It is considered to be carried by the character even if it is kept in a magical location, such as the effects created by Muses’ Whimsy or Inspiration of the Muses.

An Apprentice item may only be maintained once during its lifetime, a Journeyman item twice, and a Master item three times.

When all the duration has been marked off an item’s card, it can no longer have any in game effect, including being used for skills that require that type of item. The item is not physically destroyed; it is simply so worn from use that it no longer provides any benefit. For roleplaying purposes, you may ‘rebuild’ the original item by crafting a new item of the same type, but you must use all the same skills and materials you would need to craft a new item entirely from scratch, and the rebuilt item will retain no bonuses or quality from its old incarnation.

A ‘Destroy’ effect delivered to an item will make that item temporarily useless for game purposes, though the item is not completely destroyed. Any Destroyed item may be repaired by a crafter with at least

apprentice rank in the Primary skill used to create the item. Repairing an item that has been destroyed takes no additional material, and requires the crafter to spend one minute at the Forge roleplaying repairing the item.

A ‘Permanent Destroy’ effect delivered to an item will permanently destroy the item, as if its duration had run out. A permanently destroyed item immediately becomes useless for game purposes, and you must cross off all remaining duration on the item tag as soon as you are able to. A permanently destroyed item can never be repaired. It may be rebuilt from scratch, as with any item with completely expired duration.

Example and Review: Managing SU and Refining Pools

Each PC has an account at logistics that keeps track of his information. There is an example chart below. Let's look at Mining for an explanation; all three categories work the same way. Every character starts with Guild credit SU of 0 and Source potential SU of 0.

Sample Production Account					
Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Herbalism	0	0	0	0	0
Hunting / Farming	0	0	0	0	0
Mining	0	0	0	0	0

Guild credit SU

If you find raw Mining material in the wild, and turn the tag in to the guild, the number of raw material SU listed on the tag is added to your Guild credit SU total.

If you buy raw SU directly from the Guild, you pay the guild money and they add the number of raw SU you have bought to your Guild credit SU.

If another character transfers SU from their account to yours, the number of SU they are transferring is subtracted from their Guild credit SU total and added to your Guild credit SU. To perform such a transfer, both of you should come together to the Guild to request the transfer.

This number is essentially the amount of raw material of that type that has been earmarked for you in the Guild stores, for whenever you want to process it into refined goods or transfer your credit to someone else.

Source potential SU

If you claim a source, or a portion of a source, the number of SU of your claim is added both to your Guild credit SU (immediately useful raw material) and to your Source potential SU (cultivation rights to the source).

If you have points in the Mining refining pool, you may spend a pool point to move 2 SU from the Source potential SU total to the Guild credit SU total. This represents you using the time and knowledge you could use to harvest material to cultivate the source instead, so that it will produce additional material beyond what was immediately available.

After every event, the remaining Source potential SU in your account will be reduced by 1/5. It is to your

advantage to cultivate your sources early and often if you want them to produce more material overall; but doing so takes away time and effort you could otherwise spend to turn the raw material into refined materials.

If you do not have pool points in this production area, you can do nothing with your Guild credit SU or Source potential SU except transfer them to other characters. You may transfer either of these freely. To perform such a transfer, both the giver and the receiver should come together to the Guild to request the transfer. If you keep Source potential SU in your account but cannot use it, other characters may be irritated that you are letting areas you cannot cultivate lie fallow when they could produce more in the hands of skilled people.

Using pool points

Max pool points is the level of that production refining pool you have purchased with XP.

Every event, your Remaining pool points begins equal to your Max pool points. You can make a request at logistics to spend pool points whenever you wish. You do not need to spend them all at once: whenever you spend pool points, your Remaining pool points will be reduced until it reaches 0, at which point you have used up your refining pool in that category for the event. Any Remaining pool points that you still have at the end of the event are lost.

You can spend a pool point for either of the following effects:

You may move 2 SU from the Source potential SU total to the Guild credit SU total, as described above.

You may move 5 SU from your Guild credit SU total to your Available refining SU, which starts at 0 every event.

The most you will ever have in your Available refining SU is 5 times your maximum pool points in that production category. This Available refining SU is SU that you have begun the process of turning into refined materials.

At any time during the event, you may go to logistics and create a batch of any number of units of a particular refined material you possess the skill to produce, as long as you have enough Available refining SU. To do this, give logistics the following information:
the type of material, the number of units, and your skill rank in the appropriate skill.

The total SU cost for producing the number of units of the material you want depends on the production cost of the material and your skill rank in the refining skill. It is calculated as follows: multiply the production cost for the material by the number of units you want to produce, and multiply the result by 0.75 if you have journeyman rank in the skill, or by 0.5 if you have master rank. If the end result is fractional, always round it up to the next SU.

If you do not have enough SU in your Available refining SU, but you have remaining pool points in the appropriate category, you can spend pool points to increase your Available refining SU.

The necessary number of SU is subtracted from your Available refining SU.

You must spend a number of minutes working in the forge area equal to twice the base production cost of the type of material you produced, to represent finishing the refining process. It does not matter how many units of the material you produced; you still must spend the required crafting time at the forge. It is more time efficient to refine material in larger batches, rather than in repeated processes.

After you have spent the necessary time, you may pick up your refined material tags and phys reps at logistics as soon as they are ready.

Any 'Available refining SU' remaining at the end of the event is lost.

Example:

Lester has mining skills. He has a Mining refining pool of 8, a master skill in Base Metals Mining, and an Apprentice skill in Gem mining.

Lester's new in town, so the Mining part of his account starts out looking like this (See chart below).

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	0	0	8	8	0

Pretty quickly, he goes exploring some caves and finds a little bit of raw ore -- the ore tag says 7 SU. Because he has points in the Mining refining pool, he can spend 10 seconds to gather up the ore that's there, and brings it back to the Guild, where he turns it in. The Guild updates his account so now it says:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	7	0	8	8	0

Lester has a friend who researched the geology of the area recently and claimed a Mining source. Because he doesn't know how to process the ore or dig correctly farther down, he makes a deal to transfer some of the Guild materials credit and cultivation rights to Lester, if Lester processes the iron for a iron sword for him. Lester's friend transfers 30 Guild credit SU and 13 Source potential SU to him, so now Lester's account looks like this:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	37	13	8	8	0

A fellow colonist needs two precious gems refined so he can get a jeweler to make him a Major Psionic focus. Lester agrees to do the work in return for a monetary fee, if the colonist provides the raw material. The production cost for precious gems is 7 SU per unit, so Lester and the colonist go to the Guild and the colonist transfers 14 Guild credit SU. Now Lester's account says:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	51	13	8	8	0

Lester wants to finish the deal and give the guy his gems as soon as possible, so he spends 3 pool points to withdraw 15 SU of raw material from his guild credit and start it processing. Now his account says:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	36	13	8	5	15

Lester is only an Apprentice Gem Miner, so he'll have to use the full 14 SU -- 7 per unit -- to produce 2 units of precious gems that are acceptable. He informs the Guild what he is producing, and goes to work at the forge for at least 14 minutes. When he is done, he comes back to the Guild to pick up the tags and phys reps for 2 units of precious gems, which he gives to the colonist who hired him. Lester's account now says:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	36	13	8	5	1

Later in the event, Lester has finally decided what he wants to spend the rest of his refining efforts on. He still owes his friend some iron, and decides to refine some iron for his own use, working towards having enough for an iron chainmail shirt. But he wants to do a little work on the mining source as well, before the top has been so dug out that it's impossible to safely delve deeper. He elects to spend 1 pool point cultivating the Mining source, which moves 2 SU from his Source potential SU to his Guild credit SU, where it will remain stable rather than diminishing when the rest of the Source potential SU diminishes after the session:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	38	11	8	4	1

He uses all the rest of his remaining pool points to refine iron. He makes the raw materials available:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	18	11	8	0	21

The production cost for iron is 4, so an apprentice Base Metals Miner could produce 5 units of it with 20 SU. Lester is a Master Base Metals Miner, so he can produce 10 units of it for that 20 SU. He tells the Guild he is producing 10 units of iron with his master skill, spends 8 minutes at the forge, and returns to pick up his iron. His account now looks like this:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	18	11	8	0	1

Because Lester is so skilled in Base Metals Mining, he can actually use that last 1 SU to make something: a single unit of copper, since copper has a production cost of 2. If Lester had a lower skill rank, or if no material produced by his skills had a low enough production cost, there would be nothing he could do with that last available SU, and it would disappear at the end of the event.

Before the next event, the Source potential SU loses 1/5 of its value, rounding to a greater loss. Lester's remaining 11 Source potential SU becomes 8. At the beginning of the next event, therefore, assuming Lester has not increased his Mining pool points with XP, the mining section of Lester's account looks like this:

Type	Credit SU	Potential SU	Max. Pool Points	Remaining Pool Points	Available Refining SU
Mining	18	8	8	8	0