

Chapter Four – Skills

All PC characters start out with two traits, a 'Family' Trait and a 'Racial' Trait. You may never have more than one 'Family' or 'Racial' Trait without special dispensation from the staff. Your 'Racial' trait will be determined by your racial package. Your 'Family' trait may be whatever you want it to be, though it should represent your family name, lineage, pack association, or other such familial relationship. Some skills may give you traits when you purchase them.

An effect of 'Drain <skill Type or Trait >' will prevent you from using any skill of that type until you rest for five minutes. For instance, 'Drain Combat' would prevent you from using any Combat skills for the duration, including Small Weapon Combat and Basic Combat (so no weapons may be wielded for any purpose).

Skills Key:

Skill Name [Talent/Type or Trait and Level]: Description of the skill. Stamina cost for the skill. Other restrictions.

PHYSICAL SKILLS

PHYSICAL SKILLS: COMBAT

Combat skills are used to harm or attack others, or to prevent you from being harmed. You may never wield a weapon that you do not have proficiency in. You may never use a skill through a weapon you cannot wield. All characters are automatically proficient with all 'small' weapons (of 24" in length or less").

The Basic Combat and Small Weapons combat skills are listed under Physical:Other

Agony [Physical/Combat 3]: You may call 'Agony' with any weapon strike from a weapon with a maximum damage of 2 or more.. Using this skill costs 4 Physical Stamina.

Avoid Blow [Physical/Combat 8]: You may call 'Avoid' to negate any weapon or packet strike that would otherwise affect you. Using this skill costs 9 Physical Stamina.

Battle Rage [Physical/Combat 6]: When you invoke this skill, call 'Imbue Rage by Will'. Until the skill ends, your maximum Vitality is doubled. When this skill is invoked, you immediately gain a number of Vitality equal to your normal maximum. Thus, a character with 1 of 7 Vitality left who invoked this skill would immediately be at 8 of 14 Vitality. Invoking the skill again would only add to your current Vitality, (example: 8 of 14, would go to 14 of 14.) This skill ends when you become unconscious or when you can no longer see any active opponents. A 'Cure Will' effect that affects you will also end this skill. When this skill ends, you take an amount of damage equal to your normal maximum Vitality for each invocation; thus, you may be bleeding out after the skill ends. You may invoke this skill immediately if you choose when you take an amount of Damage that would otherwise knock you unconscious. Using this skill costs 6 Physical Stamina.

Block [Physical/Combat 7]: As long as you are wielding a melee weapon or shield, you may call 'Parry' to negate the effect of any weapons strike which causes damage, whether uncalled or called. This skill allows you to negate any weapon's strike no matter where it strikes you, while the Parry skill only negates melee strikes to your limbs, weapons or shields. Using this skill costs 8 Physical Stamina.

Bone Break [Physical/Combat 5]: You may call 'Maim' with a melee weapon strike, or 'Maim <limb>' with a missile strike, as long as the weapon used has a maximum damage of 2 or more and you are currently able to wield the weapon. Using this skill costs 6 Physical Stamina.

Bow Parry [Physical/Combat 6]: As long as you are wielding a bow or crossbow, you may expend 6 Physical Stamina to use your bow as a parrying weapon to block melee weapons strikes. This effect lasts until you reset your Physical Stamina Pool. Using your bow or crossbow in this manner damages the bow string and it must be repaired in the normal manner by a Fletcher before it can be used to fire arrows or bolts again. This skill does not allow you to use your bow or crossbow to strike melee attacks.

Called Shot [Physical/Combat 8]: When using a bow, thrown or projectile weapon, this skill allows you to single out an opponent and 'call' where the shot will land. Expend $\langle X \rangle + 1$ from your Physical Stamina Pool, $\langle X \rangle$ being the amount of extra damage you want to inflict up to the max damage of the weapon. Call out "Double $\langle X \rangle$ Damage to $\langle \text{limb} \rangle$ ". The shot must strike the target on a limb. Weapons and shields in hand do not count as limbs. If you strike your target and the strike is not negated by any defense, the target will take the double damage you inflicted. DOUBLE is a standard n-Teraction effect - see Chapter Three, Advanced Rules. You take 2x the damage called. This allows you to do twice the maximum damage rating of your weapon. You must negate both of them in terms of defenses. You must still expend the Physical Stamina for the skill whether you hit or miss your target, however if the strike hits the target and is not NEGATED or TAKEN (acknowledged), then the Physical Stamina is NOT expended. This skill costs 8 Physical Stamina to use.

Dead Aim [Physical/Combat 9]: You may call 'Stun' with a successful shot from a bow or crossbow that has a maximum damage of 5 or more. Using this skill costs 9 Physical Stamina.

Disarm [Physical/Combat 6]: You may call 'Disarm' with a melee weapon strike, or 'Disarm $\langle \text{limb/item} \rangle$ ' with a missile strike, as long as the weapon used has a maximum damage of 2 or more. Using this skill costs 6 Physical Stamina.

Disengage [Physical/Combat 2]: As long as you are wielding a melee weapon, you may call 'Disengage'. Using this skill costs 2 Physical Stamina. See Chapter Three: Effects and Traits for a complete description.

Hero's Death [Physical/Combat 9]: When you invoke this skill, call 'Imbue Hero by Fate'. All of your stamina pools are immediately refreshed to full. For the duration of this skill, you call 'No Effect' to uncalled damage. You may spend one point of Vitality or Sanity to call 'Resist' to any effect. This skill ends when you become unconscious or dead, or when you can no longer see any active opponents. When this skill ends, you die permanently, and may no longer be resurrected or return from Death's realm; this death may not be prevented by any means including Karma. Using this skill has no Stamina cost.

Intimidate [Physical/Combat 8]: After meeting a target's eyes for three consecutive seconds, you may call 'By My Gaze, Repel by Fear'. Using this skill costs 7 Physical Stamina.

Parry [Physical/Combat 4]: As long as you are wielding a melee weapon, you may call 'Parry' to negate the effect of any melee strike which strikes you on a limb, weapon, or shield. This skill allows you to negate the effect of any melee strike to weapon, limb or shield, while the Block skill negates any weapons strike to any location. Using this skill costs 6 Physical Stamina.

Psychic's Defense [Physical/Combat 8]: This skill allows you to hold a staff or small blocking weapon in your off-hand while casting psionic effects. This spell costs no Stamina to use.

Shield Breaker [Physical/Combat 6]: You may call 'Smash Shield, Smash Shield, Smash Shield Destroy' with a melee strike from a weapon which has a maximum damage of 6 or more. Using this skill costs 7 Physical Stamina.

Stunning Blow [Physical/Combat 8]: You may call 'Stun' with a melee strike from a weapon that has a maximum damage of 6 or more. Using this skill costs 9 Physical Stamina.

Sword Breaker [Physical/Combat 7]: You may call 'Destroy Weapon' with a melee strike from a weapon that has a maximum damage of 6 or more. Using this skill costs 8 Physical Stamina.

PHYSICAL SKILLS: OTHER

Basic Combat [Physical/Other 1]: You may wield a weapon that you have proficiency in to use weapon required skills, block, use uncalled strikes in combat, or death strike. You may also call '<X> Damage' with any weapon strike at a cost of X+1 Physical Stamina, up to the maximum damage of the weapon. You may not call '1 Damage' with this ability. Using this skill has no Stamina cost unless you are using called Damage. The Weapons Types for Proficiencies covered by Basic Combat are: Axe, Bow, Mace/Club, Crossbow, Firearms, Hammer, Sword, Spear/Polearm, Staff, Thrown Weapons

Burst Bonds [Physical/Other 6]: After five seconds of role-playing struggling with a set of bonds, you may call 'Destroy Bonds' to destroy ropes or shackles which have bound you or another target. You may only destroy one set of ropes or shackles with each use of this skill. Using this skill costs 6 Physical Stamina.

Great Strength [Physical/Other 7]: You may run at full speed while carrying a person. Using this skill has no Stamina cost.

Pull Free [Physical/Other 5]: After thirty seconds of uninterrupted role-playing attempting to free yourself or someone else, you may call 'Cure Root' to free yourself or the target from a Root effect. Using this skill costs 6 Physical Stamina.

Resilience [Physical/Other 5]: After ten uninterrupted seconds using no skills, receiving no attacks, and role-playing tending your wounds and gathering your strength, you may call 'Heal 2 to Self' to regain 2 Vitality. You may only use this skill if you are below half of your maximum Vitality. Using this skill costs 5 Physical Stamina.

Resist Poison [Physical/Other 4]: You may call 'Resist' to negate an effect that is 'by Poison' as it affects you. Using this skill costs 4 Physical Stamina.

Small Weapon Combat [Physical/Other 0]: You may wield a single dagger or other 'small' weapon (of 24" in length or less) to use weapon-required skills, block, use uncalled strikes in combat, or death strike. You must have at least 1 point of maximum Physical Stamina to use this skill, but it has no Stamina cost. This skill is free to all characters.

Splinting [Physical/Other 0]: When you receive a call of 'Imbue by Medicine', you may choose one Maimed limb to be 'splinted'. A 'splinted' Maimed limb is still Maimed, but will function normally until it is struck by any weapon strike or until you become unstable. If the character calling 'Imbue by Medicine' is indicating a particular limb with their role-playing, you must choose that limb. This skill is free to all characters. You may use this skill when suffering from a Drain or similar effect.

Survivalist [Physical/Other 3/5/7]: You've learned to survive in the woods and off of the land - you can feed yourself between events. This skill will help reduce your character's sustenance requirements. See the sustenance rules in chapter 3 for more details.

Unshakable [Physical/Other 5]: After three seconds of role-playing, you may call 'Purge Repel' to free yourself from a Repel effect'. Using this skill costs 5 Physical Stamina.

MENTAL SKILLS

MENTAL SKILLS: PSIONICS

Psionic skills draw on the innate power of the mind and will, focusing mental energies to affect the minds of others. All Psionic skills require Psionic Foci to use, as well as a mouthed or spoken ‘concentration mantra’ that must be at least 4 + the skill level in syllables long. Damage or attack effects are usually cast ‘by Will’ while mental or curative effects are usually cast ‘by Psi’. You may not cast psionic effects while holding any weapons or shields in either hand, nor with weapons tucked under your casting arm.

Slow [Mental/Psionic 3]: You may throw a packet for 'Slow by Will'. Using this skill costs 4 Mental Stamina. Requires an attuned Minor, Major, or True Psi Focus.

Enervate [Mental/Psionic 6]: You may throw a packet for 'Weakness by Will'. Using this skill costs 7 Mental Stamina. Requires an attuned Major or True Psi Focus.

Entrance [Mental/Psionic 10]: You may throw a packet for 'Paralyze by Will'. Using this skill costs 11 Mental Stamina. Requires an attuned True Psi Focus.

Feeblemind [Mental/Psionic 8]: You may throw a packet for 'Drain by Will'. Using this skill costs 9 Mental Stamina. Requires an attuned True Psi Focus.

Fumble [Mental/Psionic 5]: You may throw a packet for 'Disarm by Will'. Using this skill costs 6 Mental Stamina. Requires an attuned Major or True Psi Focus.

HorriFY [Mental/Psionic 3]: You may throw 3 packets of 'Waste Sanity by Fear'. Using this skill costs 4 Mental Stamina. Requires an attuned Minor, Major, or True Psi Focus.

Mind Healing [Mental/Psionic 4]: You may throw a packet for 'Cure Will by Psi' or 'Cure Fear by Psi'. Using this skill costs 5 Mental Stamina. Requires an attuned Minor, Major, or True Psi Focus.

Pain [Mental/Psionic 3]: You may throw a packet for 'Agony by Will'. Using this skill costs 4 Mental Stamina. Requires an attuned Minor, Major, or True Psi Focus.

Pin [Mental/Psionic 4]: You may throw a packet for 'Root by Will'. Using this skill costs 5 Mental Stamina. Requires an attuned Minor, Major or True Psi Focus.

Psychic Probe [Mental/Psionic 2]: After meeting a target's eyes for three consecutive seconds, you may call 'By My Gaze, Expose Psychic by Psi. Using this skill costs 3 Mental Stamina. Requires an attuned Minor, Major, or True Psi Focus. The target of this effect must cry out and role-play appropriately.

Psychic Scream [Mental/Psionic 10]: You may call 'By My Voice, Agony by Psi. You do not take this effect when you use it. Using this skill costs 12 Mental Stamina. Requires an attuned True Psi Focus.

Repulsion [Mental/Psionic 6]: You may throw a packet for 'Repel by Will'. Using this skill costs 7 Mental Stamina. Requires an attuned Major or True Psi Focus.

Sleep [Mental/Psionic 9]: You may throw a packet for 'Stun by Will'. Using this skill costs 10 Mental Stamina. Requires an attuned True Psi Focus.

Still Tongue [Mental/Psionic 3]: You may throw a packet for 'Silence by Will'. Note that a Silenced character may still use psionic skills, as mantras/concentration phrases do not need to be spoken aloud, merely mouthed. Using this skill costs 4 Mental Stamina. Requires an attuned Minor, Major, or True Psi Focus.

MENTAL SKILLS: SCHOLAR

Scholar skills deal with the gaining of knowledge. All characters have a Research Pool equal to their maximum Mental Stamina. The Research Pool may only be used between events and only by those who have the appropriate Scholarly skills.

Language Theory [Mental/Scholar 1]: You may attempt to decipher codes and cryptograms. Using this skill has no Stamina cost.

School of Metals [Mental/Scholar 4]: You may attempt to decipher information from the School of Metals. This school involves information about metals, gems, minerals, ores, metallurgy, and mining techniques. If you encounter a packet which contains information about the School of Metals, you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of Metals, including the potential locations of mining sources, between sessions using your Research Pool.

School of the Land [Mental/Scholar 4]: You may attempt to decipher information from the School of the Land. This school involves information about wild and domesticated animals, trees, natural materials, cartography and mapping, and farming and hunting techniques. If you encounter a packet which contains information about the School of the Land, you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of the Land, including the potential locations of hunting and farming sources, between sessions using your Research Pool.

School of Alchemy [Mental/Scholar 4]: You may attempt to decipher information from the School of Alchemy. This school involves information about alchemical processes of all kinds, the making of herbal components, herbs, and herb gathering techniques. If you encounter a packet which contains information about the School of Alchemy, you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of Alchemy, including the potential locations of herb sources, between sessions using your Research Pool.

School of Natural Science [Mental/Scholar 2]: You may attempt to decipher information from the School of Natural Science. This school involves information biology, chemistry, natural history, physics, mathematics, and other 'hard' sciences. If you encounter a packet which contains information about the School of Natural Science you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of Natural Science between sessions using your Research Pool.

School of Man [Mental/Scholar 2]: You may attempt to decipher information from the School of Man. This school involves information about history, other cultures, archaeology, law, monetary matters and accounting, and other such matters. If you encounter a packet which contains information about the School of Man you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of Man between sessions using your Research Pool.

School of the Arts [Mental/Scholar 2]: You may attempt to decipher information from the School of the Arts. This school involves information about crafting, art and music, architecture, and other creative endeavors. If you encounter a packet which contains information about the School of the Arts you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of the Arts between sessions using your Research Pool.

School of the Spirit [Mental/Scholar 2]: You may attempt to decipher information from the School of the Spirit. This school involves information about spirits, the spirit world, death and fate, necromancy, and burial rites. If you encounter a packet which contains information about the School of the Spirit you may open it and read the information by expending a number of Mental Stamina points equal to the number

listed on the packet. In addition, you may choose to research information from the School of the Spirit between sessions using your Research Pool.

School of Forces [Mental/Scholar 2]: You may attempt to decipher information from the School of Forces. This school involves information about magic, the dimensions, and technology. If you encounter a packet which contains information about the School of Forces you may open it and read the information by expending a number of Mental Stamina points equal to the number listed on the packet. In addition, you may choose to research information from the School of Forces between sessions using your Research Pool.

MENTAL SKILLS: OTHER

Fearless Spirit [Mental/Other 6]: You may call 'Resist' to negate any effect that is 'by Fear' or 'by Spirit'. Using this skill costs 6 Mental Stamina.

Inner Calm [Mental/Other 5]: After ten uninterrupted seconds using no skills, receiving no attacks, and role-playing meditating and calming your mind, you may call 'Refresh 2 Sanity to Self' to regain 2 Sanity. You may only use this skill if you are below half of your maximum Sanity. Using this skill costs 5 Mental Stamina.

Self-Control [Mental/Other 6]: You may call 'Resist' to negate any 'Waste Sanity' or 'Waste <X> Sanity' effect. Using this skill costs 3 Mental Stamina.

Strong Mind [Mental/Other 6]: You may call 'Resist' to negate any effect that is 'by Will' or 'by Psi'. Using this skill costs 6 Mental Stamina.

Track [Mental/Other 3]: You may open and read any green Tracking packet with an expenditure of Mental Stamina equal to the number on the packet. Other characters may not read the information.

SPIRITUAL SKILLS

SPIRITUAL SKILLS: WIZARDRY

Wizardry is the art of affecting the world through ritual and spirituality. All wizardry skills require a ritual to use, and herbal components to power the ritual.

Brethren's Blessing (Brethren) [Spiritual/Wizardry 3]: With a magical ritual, you give the target character another character's Family Trait. This will replace the target's Family Trait if they currently have one. Using this skill costs 3 Spiritual Stamina, with a minimum of 2 from your personal Spiritual Stamina pool. This may only be cast on a willing target.

Family's Tears (Sunder) [Spiritual/Wizardry 3]: With a magical ritual, you may remove a character's Family Trait. Using this skill costs 3 Spiritual Stamina, with a minimum of 2 from your personal Spiritual Stamina pool.

Fates' Retribution (Destroy Magic) [Spiritual/Wizardry 8]: With a magical ritual, you may destroy a Ward. Using this skill costs 16 Spiritual Stamina. Using this skill costs 16 Spiritual Stamina, with a minimum of 12 from your personal Spiritual Stamina pool. This spell can normally only be cast by sacrificing the components.

Fates' Salvation (Lifeline) [Spiritual/Wizardry 7]: With a magical ritual, you may give a token to a dead character so that they will take only a minimal penalty from traveling through the land of the Dead. Using

this skill costs 7 Spiritual Stamina, with a minimum of 6 from your personal Spiritual Stamina pool. This skill also costs the caster 3 Karma per time it is used.

Gift of the Fates (Touch of Sanity) [Spiritual/Wizardry 5]: With a magical ritual, you may call 'Refresh <X> Sanity by Magic', where X is the number of Spiritual Stamina points you expend in the casting. You must expend a minimum of 2 from your personal Spiritual Stamina pool.

Gift of the Muses (Safe Travel) [Spiritual/Wizardry 3]: This spell allows anyone within a protected cabin to take on the trait 'Spirit' for the purpose of traveling to and from the bathroom facilities between the hours of 2 AM and 10 AM. The person using the spirit protection to travel cannot use any game skills, carry any game items or props except for a light source, detour from their path or interact with any other game function while it is in use. No damage-causing or harmful skills may be used within the protected dwelling while this spell is in effect. A dwelling is defined as a semi-permanent structure with at least 3 walls and a defined doorway.

Muses' Blessing (Heal) [Spiritual/Wizardry 5]: With a magical ritual, you may call 'Heal <X> by Magic', where X is the number of Spiritual Stamina points you expend in the casting. You must expend a minimum of 2 from your personal Spiritual Stamina pool.

Muses' Grace (Mend Limb) [Spiritual/Wizardry 5]: With a magical ritual, you may call 'Cure Maimed <limb> by Magic' once for each 5 Spiritual Stamina you expend in the casting. You must expend a minimum of 2 from your personal Spiritual Stamina pool. You may only affect a single target with each casting of this spell.

Muses' Purity (Cleanse Body) [Spiritual/Wizardry 5]: With a magical ritual, you may call 'Cure Poison by Magic' or 'Cure Disease by Magic' once for each 5 Spiritual Stamina you expend in the casting. You must expend a minimum of 2 from your personal Spiritual Stamina pool. You may only affect a single target with each casting of this spell.

Spirit of Hearth Protection (Ward) [Spiritual/Wizardry 7]: With a magical ritual, you may ward a room from unauthorized entry. This spell may only be cast within the Peace Warded confines of the town. When the ritual is cast, the caster writes the name of the ward's warden, who must be present for the casting, upon it in the top position and places the ward prominently on the location to be warded. No being may enter the warded room unless their name is written upon the warding paper by the warden; including the caster. The warden may add names to the ward by spending one minute writing the names of the added characters to the ward; multiple names may be added at the same time. Names may not be subtracted from the ward. The warden and any who are named upon the ward may enter the warded area by spending three seconds role-playing concentrating on and tracing the warding rune; if you do not enter immediately after tracing the rune, you must retrace it before you may enter. The warden and only the warden may deactivate the ward by taking down the warding rune, but once deactivated, the ward cannot be reactivated. The herbal component for this spell cannot be taken out of the warded area as long as the ward is up, and may only be used for one ward at a time. Using this skill costs 7 Spiritual Stamina, with a minimum of 5 from your personal Spiritual Stamina pool.

Star of the Fates (Magelight) [Spiritual/Wizardry 1]: With a magical ritual, you may light a glowstick or turn on a small, diffused flashlight. The light may not be passed to another character. If you douse the light, you must cast the spell again before you may light it. Using this skill costs 1 Spiritual Stamina.

Tongue of the Muses (Spirit Speech) [Spiritual/Wizardry 4]: With a magical ritual, you may throw a packet for 'Speak to Spirit by Magic' or 'Speak to Dead by Magic', allowing a spirit or dead character to communicate with you if he/she wishes. Be warned that some spirits will react badly to being pressed for too much information; question them sparingly. Using this skill costs 4 Spiritual Stamina, with a minimum of 2 from your personal Spiritual Stamina pool.

Walking the Spirit World (Spirit Walking) [Spiritual/Wizardry 10]: With a magic ritual you may say "Imbue to Self by Magic". You will acquire the 'Spirit' trait for up to 1 hour. If you exceed your time limit,

your character must go directly to Death. While this spell is active you are not restricted to any location regardless of your Town or Adventuring status, except you may not enter any gates, module areas or yellow triangle restricted areas. You can only speak to people with your "Family" trait. While this spell is active, you may not use any game skills or abilities, nor may you use, activate, accept, give or move any game items, except personal items you are carrying. You will not recover Stamina while this spell is active. You will call "Spirit" to any other effect or interaction, unless it specifically is targeted "to spirit". If a spirit effect would render you unconscious or unstable, you must immediately return to where the spell was cast, the spell will be broken, and you will be unconscious or unstable. This spell may only be cast on yourself. This spell may only be cast once during any event. If a second attempt is made to cast this spell by a single castor during an event, at the conclusion of the spell you will suffer a death effect and will be immune to any further spirit effects. There is a more detailed description in Chapter 5: Wizardry.

Whimsy of the Muses (Pocket Space) [Spiritual/Wizardry 2]: With a magical ritual, you may gain the ability to carry extra tags without phys-reps. This spell lasts until you sleep. Using this skill costs 2 Spiritual Stamina, with a minimum of 1 from your personal Spiritual Stamina pool.

SPIRITUAL SKILLS: ENCHANTMENT

Enchantment creates potions, runes, and other magical items that can be used by anyone. Most enchanted items are only good for one use. Enchantment requires a laboratory and equipment, usually provided by the guild, and herbal components that are sacrificed during the enchantment's creation.

Eye of the Fates (Cold Fire) [Spiritual/Enchantment 2]: With an enchantment procedure, you can produce one or more small lights that may be passed to others. Each light may be either a small, diffused flashlight or a glowstick. You must light the lights yourself; if the light is extinguished or turned off, it may not be turned back on without another application of this skill. Using this skill costs 3 Spiritual Stamina, with a minimum of 1 from your personal Spiritual Stamina pool.

Furies' Balm (Antidote) [Spiritual/Enchantment 5]: With an enchantment procedure, you can produce a substance which will have the effect of 'Cure Poison by Enchantment' when consumed. Using this skill costs 6 Spiritual Stamina, with a minimum of 4 from your personal Spiritual Stamina pool.

Furies' Bane (Anti-Poison) [Spiritual/Enchantment 4]: With an enchantment procedure, you can produce a substance that will have the effect of 'Imbue by Poison'. This will force the consumer to call 'Resist' to the next effect they receive that is 'by Poison'. The consumer cannot choose not to call 'Resist'. Using this skill costs 5 Spiritual Stamina, with a minimum of 3 from your personal Spiritual Stamina pool.

Furies' Blessing (Healing Potion) [Spiritual/Enchantment 5]: With an enchantment procedure, you can produce a substance which will have the effect of 'Heal 3 by Poison' when consumed. Using this skill costs 6 Spiritual Stamina, with a minimum of 4 from your personal Spiritual Stamina pool.

Furies' Blow (Stun Venom) [Spiritual/Enchantment 8]: With an enchantment procedure, you can produce a substance which will have the effect of 'Stun by Poison' when delivered via a bladed weapon or consumed. Using this skill costs 10 Spiritual Stamina, with a minimum of 9 from your personal Spiritual Stamina pool.

Furies' Mercy (Medicinal Philter) [Spiritual/Enchantment 6]: With an enchantment procedure, you can produce a substance which will have the effect of 'Cure Disease by Enchantment' when consumed. Using this skill costs 7 Spiritual Stamina, with a minimum of 5 from your personal Spiritual Stamina pool.

Furies' Pain (Agony Venom) [Spiritual/Enchantment 4]: With an enchantment procedure, you can produce a substance which will have the effect of 'Agony by Poison' when delivered via a bladed weapon or consumed. Using this skill costs 5 Spiritual Stamina, with a minimum of 3 from your personal Spiritual Stamina pool.

Furies' Recovery (Mend Limb Potion) [Spiritual/Enchantment 6]: With an enchantment procedure, you can produce a substance which will have the effect of 'Cure Maim by Poison' when consumed. This will cure all Maims affecting the consumer. Using this skill costs 7 Spiritual Stamina, with a minimum of 5 from your personal Spiritual Stamina pool.

Furies' Vengeance (Paralysis Venom) [Spiritual/Enchantment 10]: With an enchantment procedure, you can produce a substance which will have the effect of 'Paralyze by Poison' when delivered via a bladed weapon or consumed. Using this skill costs 12 Spiritual Stamina, with a minimum of 10 from your personal Spiritual Stamina pool.

Gift of the Furies (Armor) [Spiritual/Enchantment 7]: Target receives 3 points of reset able magical armor in a Virtual Armor tattoo. The armor can be reset on a 60 second count with an expenditure of 3 personal Mental Stamina Pool points. The number of resets is determined by the skill of the enchanter: Apprentice allows 3, Journeyman allows 4 and Master allows 5. The enchantment is active until all resets are used or 60 hours from the time the enchantment is cast pass. During the reset, the target must role-play appropriately, and may not reset stamina at the same time. No other armor effects or physical armor will remain active at the same time as the Virtual Armour enchantment – see the full description in **Chapter 6: Enchantment**.

Inspiration of the Muses (Bag of Holding) [Spiritual/Enchantment 2]: With an enchantment procedure, you can produce a pouch that can hold items in an extra-dimensional space. This pouch may be given to others willingly, but can only be removed unwillingly from an unconscious person during a search. It will allow the bearer to carry tags without a phys-rep. The pouch used must be a specific and identifiable phys rep that will be provided by staff at check in for anyone who purchases this skill. Using this skill costs 3 Spiritual Stamina, with a minimum of 1 from your personal Spiritual Stamina pool.

Rebirth of the Muses (Reform Body) [Spiritual/Enchantment 8]: With an enchantment procedure, you can produce a token that will allow the bearer to call 'Imbue to Spirit by Enchantment' once with a packet touch. This effect will make the spirit corporeal and capable of being affected by most abilities (including Fate's Salvation). If applied to a spirit of the recently deceased, this will reincorporate their physical body and make them begin their 'spirit' count again. This substance will also end the skills of Walking the Spirit World, Hide in Shadows, and Treemeld, or any similar effect that allows a non-dead character to become a Spirit. Characters that are naturally spirits, instead of being ghosts or magically protected, may be immune to this effect. Using this skill costs 10 Spiritual Stamina, with a minimum of 8 from your personal Spiritual Stamina pool.

Strength of the Furies (Weakness Venom) [Spiritual/Enchantment 7]: With an enchantment procedure, you can produce a substance which will have the effect of 'Weakness by Poison' when delivered via a bladed weapon or consumed. Using this skill costs 8 Spiritual Stamina, with a minimum of 6 from your personal Spiritual Stamina pool.

Strike of the Furies (Damage Venom) [Spiritual/Enchantment 5]: With an enchantment procedure, you can produce a substance which will have the effect of '5 Damage by Poison' when delivered via a bladed weapon or consumed. Using this skill costs 6 Spiritual Stamina, with a minimum of 4 from your personal Spiritual Stamina pool.

SPIRITUAL SKILLS: THIEF

Thieving skills are useful for the subtle or roguish, and deal mainly with stealth, safety, and the bypassing of obstacles - whether an inanimate trap or an unwitting guard.

Avoid Trap [Spiritual/Thief 5]: You may call 'Avoid' to negate the effect of a trap or physical challenge that would otherwise affect you or items in your possession. This skill does not prevent the trap from affecting other people or objects. Using this skill costs 6 Spiritual Stamina.

Backstab [Spiritual/Thief 9]: You may strike a target for called damage with a small (under 36") weapon. You may quietly call (X) Damage at a cost of 2 Physical Stamina per point of (X) up to TWICE the maximum damage of the weapon. This represents the ability to hit a vital location. You must make the strike from behind, defined as being able to see both of the target's shoulder blades, and both feet must be planted. This skill costs 2 Spiritual Stamina to use in addition to the Physical Stamina expended for the damage inflicted.

Disarm Trap [Spiritual/Thief 3]: You may attempt to disarm traps. If the trap is a 'virtual' trap without a physical trigger, you may expend a number of Spiritual Stamina points equal to the level of the trap to automatically disarm it after one minute of undisturbed role-playing. You may expend extra Spiritual Stamina points to reduce this time by 5 seconds each, to a minimum of 10 seconds. Traps with a physical trigger must be disarmed by hand. You may not use this skill without a set of thieves' tools in both hands.

Envenom [Spiritual/Thief 8]: You may safely apply enchanted venoms to any weapon that was created partially or wholly with the 'Bladesmith' skill. You may use any type of venom with any such weapon regardless of the weapon's maximum called damage rating. You must call the venom's effect Verbal (usually '<effect> by Poison) on the next strike you make with that weapon. This effect follows the standard rules for expenditure: if it is delivered via a melee or thrown weapon, the effect is expended once it connects and is acknowledged by role-playing or negated by a called defense; if it is delivered via a packet, the effect is expended once it is thrown. If you use any other effect through the envenomed weapon, the venom is expended without effect. Venoms cannot be removed from weapons once applied. If the event ends and you have not used the effect of venom you have already applied, the venom is expended even if its original duration extended beyond the event. No other character may use poisons that you apply. Poisons may be applied to individual arrow reps, but if this arrow rep is misplaced or taken, the poison is gone. Using this skill has no Stamina cost.

Hide In Shadows [Spiritual/Thief 9]: You may call 'Imbue by Shadow' to assume Spirit form in a dark area. While this skill is in use, you gain the 'Spirit' trait, during which time you may and must call 'Spirit' to negate any effect that strikes you which is not 'to Spirit'. You are not considered to be 'resting' while this skill is in use, and thus may not recover Stamina points. You and all items you are carrying may not be searched, picked up, or otherwise moved, nor may anything be thrown over you. You may not obstruct a doorway or other passage with this skill. If you move, speak, or use any game skills, this skill ends. If you successfully receive an Agony effect or go unconscious, this skill ends. Any light shining on you that is brighter than that of a glowstick or diffused flashlight will immediately end the skill. Using this skill costs 9 Spiritual Stamina.

Hide Item [Spiritual/Thief 4]: You may expend a use of this skill to prevent yourself from having to give up one item or small container that is on your person when you are searched. The item or container must not be readily visible on your body. This effect lasts for five minutes. Using this skill costs 6 Spiritual Stamina.

Mug [Spiritual/Thief 7]: You may call 'Stun' with a melee strike from a weapon of 36" or less (a 'short' weapon, or a dagger, blackjack, or other small weapon) which you are currently able to use. You must be able to see both of the target's shoulder blades and your feet must be planted when you make this attack. Using this skill costs 8 Spiritual Stamina.

Pick Lock [Spiritual/Thief 4]: You may attempt to pick in-game locks. If the lock is a 'virtual' lock without a real locking mechanism, you may expend a number of Spiritual Stamina points equal to the level of the lock to automatically pick it after one minute of undisturbed role-playing. You may expend extra Spiritual Stamina points to reduce this time by 5 seconds each, to a minimum of 10 seconds. Locks that are actually locked must be picked by hand. If you are shackled, you may attempt to pick the lock on the shackles through whichever method is appropriate. If you are bound by ropes, you may escape them with ten seconds of role-playing and the expenditure of 5 Spiritual Stamina points. You may not use this skill except to slip ropes without a set of lockpicks in one hand. This skill may not be applicable to certain physical or virtual locks in special situations. Any 'unpickable' locks will be clearly marked as such.

Street Survivor [Spiritual/Thief 3/5/7]: You've learned how to survive in the shadows and between the cracks, scrounging what you need to survive - you can feed yourself between events. This skill will help reduce your character's sustenance requirements. See the sustenance rules in chapter 3 for more details.

SPIRITUAL SKILLS: OTHER

Diagnose [Spiritual/Other 1]: After three seconds of role-playing examining a target closely, you may call 'Diagnose <trait>', where <trait> is one of the following: Damage, Dead, Stable, Starving, Unstable, Fear, Disease, Poison, Silver, Weapon, Will. You may also call 'Diagnose <effect>', where <effect> is one of the standard n'Teraction effect calls except for Imbue and Inflict. Using this skill has no Stamina cost.

First Aid [Spiritual/Other 2]: You may touch another target and call 'First Aid' while role-playing binding their wounds. You cannot use this skill while holding or using any weapons or packets. This will halt their bleed-out count if they are bleeding. After one minute, you may call 'Stabilize' or 'Imbue by Medicine'. The 'Stabilize' effect stops a target's bleed-out count and makes them stable instead of unstable. The 'Imbue by Medicine' effect will 'splint' a Maimed limb. The time it takes to perform this skill is doubled if you are using it on yourself. You must have at least one usable arm to perform this skill at all. Using this skill has no Stamina cost, but the user may expend any number of Spiritual Stamina points to decrease the time it takes by five seconds per Stamina point spent.

Haunt [Spiritual/Other 5]: If you choose, you may extend the length of time it takes for your body to turn to a spirit after you have died to ten minutes instead of the normal five. Using this skill has no Stamina cost.

Insight [Spiritual/Other 4]: At the start of the event, you may draw a number of numbered, green envelopes or slips equal to your maximum Karma. When you encounter a green number (presented in any way) matching that slip's number, you may open the slip and read the information within. Your character will intuitively realize the information presented on that slip. You may not open the slips unless you encounter the proper number. Using this skill has no Stamina cost.

PRODUCTION SKILLS

PRODUCTION SKILLS: REFINING

Refining skills turn raw Source Units (SUs) into materials that can be used. Refining skills have three ranks of skill available: Apprentice, Journeyman, and Master. When purchasing a refining skill, the player may choose which rank to buy the skill at, and may buy the skill up to higher ranks later

Base Metal Miner [Production/Refining 5/7/9]: You can convert SU into sturdy metals, using your Mining production pool.

Forester/Farmer [Production/Refining 4/6/8]: You can convert SU into agricultural products, using your Hunting/Farming production pool. This skill will also help reduce your character's sustenance requirements. See the sustenance rules in chapter 3 for more details.

Gemstone Miner [Production/Refining 4/6/8]: You can convert SU into gemstones, using your Mining production pool.

Herbalist of the Fates [Production/Refining 4/6/8]: You can convert SU into herbs for spiritual magic, using your Herbalism production pool.

Herbalist of the Furies [Production/Refining 4/6/8]: You can convert SU into healing and poisonous herbs, using your Herbalism production pool.

Herbalist of the Muses [Production/Refining 4/6/8]: You can convert SU into herbs for utility magic, using your Herbalism production pool.

Hunter/Herder [Production/Refining 4/6/8]: You can convert SU into the spoils of the hunt, using your Hunting/Farming production pool. This skill will also help reduce your character's sustenance requirements. See the sustenance rules in chapter 3 for more details.

Mineral Miner [Production/Refining 3/5/7]: You can convert SU into useful minerals, using your Mining production pool.

Noble Metal Miner [Production/Refining 3/6/9]: You can convert SU into valuable metals, using your Mining production pool.

PRODUCTION SKILLS: SMITHING

Smithing skills turn refined materials into crafted weapons, armor, and psionic foci. Smithing skills have three ranks of skill available: Apprentice, Journeyman, and Master. When purchasing a smithing skill, the player may choose which rank to buy the skill at, and may buy the skill up to higher ranks later.

Blacksmith [Production/Smithing 3/6/9]: You can create and maintain metal armor and weapon fittings.

Bladesmith [Production/Smithing 6/8/10]: You can create and maintain bladed weapons.

Fletcher [Production/Smithing 5/7/9]: You can create and maintain bows, crossbows, and other missile weapons.

Founder [Production/Smithing 6/8/10]: You can create and maintain black-powder guns and ammunition.

Gemcutter [Production/Smithing 3/6/9]: You can create and maintain psionic foci from gems.

Hammersmith [Production/Smithing 5/7/9]: You can create and maintain blunt metal weapons.

Leathersmith [Production/Smithing 4/6/8]: You can create and maintain leather armor and weapon fittings. You can also spend 1 uninterrupted minute role-playing fixing any suit of leather armor to call "Repair 5 Armor" and refresh up to five armor points that have been exhausted by damage, up to the maximum original AP of the armor. The armor does not need to be removed for you to do this.

Platesmith [Production/Smithing 6/8/10]: You can create and maintain plate and scale armor and armor fittings. You can also spend 1 uninterrupted minute role-playing fixing any suit of plate armor to call "Repair 5 Armor" and refresh up to five armor points that have been exhausted by damage, up to the maximum original AP of the armor. The armor does not need to be removed for you to do this.

Ringsmith [Production/Smithing 5/7/9]: You can create and maintain chain and ring armor and armor fittings. You can also spend 1 uninterrupted minute role-playing fixing any suit of chain armor to call "Repair 5 Armor" and refresh up to five armor points that have been exhausted by damage, up to the maximum original AP of the armor. The armor does not need to be removed for you to do this.

Wood/Bonesmith [Production/Smithing 3/5/7]: You can create and maintain simple blunt weapons as well as wooden and bone fittings for weapons and armor.

PRODUCTION SKILLS: ALCHEMICAL

Alchemy is the art of making mystically empowered concoctions from refined herbal materials, useful in enchantment and magical rituals. Alchemical skills have three ranks of skill available: Apprentice, Journeyman, and Master. When purchasing an alchemical skill, the player may choose which rank to buy the skill at, and may buy the skill up to higher ranks later.

Conjunctio Process [Production/Distillation 4/6/8]: You can make compounds for mid-level spells and alchemical rituals from refined herbal materials.

Rectificatio Process [Production/Distillation 5/7/9]: You can make essences for high-level spells and alchemical rituals from refined herbal materials.

Solutio Process [Production/Distillation 3/5/7]: You can make tinctures for low-level spells and alchemical rituals from refined herbal materials.

PRODUCTION SKILLS: ARTISAN

Artisan skills make a wide variety of odds and ends from refined materials, most of them useful, valuable, or both. Artisan skills have three ranks of skill available: Apprentice, Journeyman, and Master. When purchasing an artisan skill, the player may choose which rank to buy the skill at, and may buy the skill up to higher ranks later.

Brewer [Production/Artisan 2/4/6]: You can produce alcohol and alcoholic beverages of many varieties.

Clothier/Weaver [Production/Artisan 2/4/6]: You can produce clothing, rope and other cloth/fiber items. This skill does not allow you to create, maintain, or repair armor or weapons.

Chandler [Production/Artisan 2/4/6]: You can make candles and incenses.

Cook [Production/Artisan 2/4/6]: You can prepare nourishing food.

Jeweler [Production/Artisan 2/4/6]: You can make rings, pendants, and other items of jewelry.

Leatherworker [Production/Artisan 2/4/6]: You can produce boots, gloves, and other fine leather items. This skill does not allow you to create, maintain, or repair armor or weapons.

Locksmith [Production/Artisan 2/4/6]: You can make locks, keys, shackles, lockpicks, and thieves' tools.

Metalworker [Production/Artisan 2/4/6]: You can make fine metal items. This skill does not allow you to create, maintain, or repair armor or weapons.

Potter [Production/Artisan 2/4/6]: You can make clay pots, cups, and bowls.

Carver/Sculptor [Production/Artisan 2/4/6]: You can make small wooden or bone items. This skill does not allow you to create, maintain, or repair armor or weapons.