

fHello!

Thank you for taking time out of your day to help us with our testing.
Please read the following pages below to get a rough understanding of the world of
Gloom Hollow and how to make a character.

This book is still being worked on and is subject to change

Red text means content new to this edition.

Thank you again,
Ridley and Leon

Tales From Gloom Hollow Dossier

Version 1.3

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Mission Statement

At its core Tales From Gloom Hollow is a supernatural Urban Fantasy story taking place in an alternate timeline closely resembling our modern world. While we intend to explore many genres our story most closely resembles Cosmic/Survival Horror and Mystery. Our goal is not to necessarily kill your characters but to create a dynamic storytelling environment in which you are free to express yourself, through character creation, action, and agency. Creating drama that stirs character growth and evolution is a top priority. This is an 18+ game, 16-17 are permitted to attend if accompanied by a participating guardian.

Player Expectations and Community Guidelines

During your stay with us you will

- Not reference to real life politics in game
- If someone makes a reference to a real world religion you will not make fun of it
- Respect the diversity of those around you, we will not tolerate discrimination based on race, sex, age, religion, sexual orientation and gender expression.
- Respect the gender identity and pronouns of another, if corrected rectify your previous error and move on
- Always ask for consent when touching someone else, state specifically what you want to do and get an enthusiastic yes, and at that point you may touch the person only in a way that you specified.
- No means no, and that is the end of the discussion, drop the topic immediately
- Respect the playstyles of others, no one way of LARPing is for everyone
- Be aware of your own limitations, take care of yourself physically, with food, water, rest etc, and emotionally. If you need to leave a scene do so, there is no shame in this. Also never react negatively to others doing so. Note this will not be used to escape consequences, be sure to talk to the other parties about how this should be handled and if necessary involve a Director.
- Do not interrupt a scene to correct someone on mechanics, if it's an immediate concern like misunderstanding a combat ability, simply state "Clarification, this skill does this" or better yet pull them aside later or ask a Staff member to do so. When clarifying, be aware of your tone, this is a weekend event and we can all be stressed at times but rule clarifications should never result in a dispute.
- Any sort of Romantic RP needs to be discussed and agreed upon before game.

- We prefer CVC (Character vs Character) rather than PVP (Player vs Player), this is an important distinction as we want conflict to stay between characters instead of between players. You don't have to be friends but we'd like you all to be civil.
- No Alcohol or drugs will be allowed on site.
- No bullying of any form will be tolerated
- No harassment of staff will be tolerated
- No complaining or bad mouthing of other LARP events in our game space is allowed

Staff Layout

Every member of staff should be available to help with overseeing Combat CVC or clarifying Rules.

Crew - these come in a few variations.

Operations Crew, who help run the game during their NPC shift. They coordinate the NPCs and mods, only one per shift (most of the time) but they will be assisted by a **Storyteller or Director**.

Logistics Crew, who man the General Store during their NPC shift. They take care of writing cards for production/gathering, processing, buying, and selling from the Market, as well as any function the General Store has that weekend.

Last is **Makeup/Costuming Crew**, who oks and puts together costumes before a mod is sent out and applies any makeup/prosthetics needed.

Storyteller - This person writes the mods and story of any given game, during their NPC shift they will accompany Lore heavy mods into the field.

New Player Crew: Bjorn and Jeremy

Rules Team Lead: Adam

Logi Director: AJ

Director of Story: Leon

Director of Conflict Resolution: Ridley

World Lore

Tales from Gloom Hollow takes place in a world much like our own. The borders on the map haven't changed, countries, continents, and cultures remain familiar. But public history took a quiet turn in the early 1990s.

With the rise of the internet, secrecy became harder to maintain. At first, the videos were dismissed, glitches, hoaxes, urban legends. But the evidence mounted, and denial became impossible. Supernatural creatures were real. And as if to confirm it, children began to be born with abilities that defied reason. Magic, long relegated to myth, had returned.

Panic followed. In the chaos, an organization long operating in the shadows stepped into the light.

Section 4, the global safeguard against the unknown. Backed by major governments, they claimed a single mission: to protect humanity and uncover the origins of these new anomalies, both magical and monstrous.

Over the decades, opinions on magic fractured. Some saw it as a gift, others as a threat. The general public, kept at a safe distance from the truth, still doesn't know what the creatures truly are, or where they come from. Attacks are rare enough to be ignored by most. Daily life continues, though more people glance over their shoulder at night.

Now, Section 4 is no longer the only power on the field.

- **The Brimstone Assembly**, ideological iconoclasts who fight for equality for all, they believe magic is the key to freedom.
 - **The Circle**, a college for magic and the arcane that hopes to lend their expertise to better understand the mysteries of Gloom Hollow.
 - **The Chevalier**, America's oldest monster-hunting society, has assembled in full, ready to protect humankind from monsters.
 - **The Meridian Corporation**, wielding supernatural tech and wondrous medicine for civilian use.
- The Hollow Society**, a rising grassroots investigative group, seeks to drag every secret into the daylight, no matter the risk.

Whether for betterment of the planet or monetary gain over the years these factions have worked together to prevent crises and uncover the source of these anomalies.

Town Lore

The following information is known only to a select few who've visited Gloom Hollow.

In 1850, the Kronbach family, wealthy industrialists with deep pockets and lofty ambitions, founded a mining town in California's Pauma Valley. Gold had been discovered in the surrounding hills, and the town of **Gloom Hollow** sprang to life almost overnight. A booming workforce flooded in, drawn by the promise of fortune beneath the earth. The large workforce got to work bringing the vast quantities of gold to the surface. But the deeper the miners dug, the stranger things became.

First came the disappearances. Then, disturbing reports: inhuman sounds echoing from the lower tunnels, shadows that moved against the light, whispers that weren't carried by any wind. Eventually, the missing men returned, but they were no longer men. They were twisted, mutated creatures, maddened by something ancient buried in the stone.

The source? A newly unearthed element later named **Umbracite**, shards of an obsidian-like mineral believed to be fragments of Tezcatlipoca's shattered mirror. Exposure to it warped flesh and mind alike.

The Kronbachs acted quickly. They sealed the mines, called in a covert organization known as **The Trust**, and purged the town of all remaining witnesses. Survivors were experimented on, and the mutated were captured for study. In time, The Trust buried the entire incident, scrubbing records, destroying evidence, and vanishing into the dark.

Years later, The Trust fractured. One splinter faction modernized and monetized their discoveries, becoming the **Meridian Corporation**, a now-infamous name in arcane technology and scientific research.

By the 1950s, a handful of drifters and opportunists had returned to the abandoned town and begun rebuilding. But in recent years, the town has experienced an inexplicable surge in population. Strangers from across the globe have begun appearing out of nowhere, no idea how they got there, but all drawn by the same inexplicable force.

Maybe you've seen things before, strange lights, impossible creatures, waking dreams. Maybe you're already a member of one of the Six Factions. Or maybe this is your first step into the unknown.

It happens differently for everyone. You were walking to your car, taking the subway, or turning down a familiar street. when the world around you twisted. Shapes blurred. Sound died. And for a moment, you saw nothing, nothing but a smooth, dark void with a faint mirror-glow.

You found yourself at the edge of a quiet town: a lone gas station, an old diner, or the welcome sign flickering in the dusk. However you arrived, you were greeted by the same figure, a bus driver. He didn't seem surprised to see you. You asked where you were. He pointed toward the town square.

“Welcome to Gloom Hollow, California,” he said. “You’re right on time.

Ad Fect Lore

Ad Fect first contacted Earth in the year 2022

Ad Fect is a world caught between memory and momentum, a land shaped by divine hands, scarred by ancient catastrophe, and now teetering on the edge of something new.

This realm belongs, in name if not in governance, to the Triple Faced Goddess Itzpapalotl, a celestial being of terrible beauty and unknowable purpose. She once ruled openly, her will enforced by the Fae, her radiant protectors, who patrolled the skies and the borders of reality itself. The Fae were immortal, graceful, and bound to the sacred Wards of the Four Seasons.

Long ago, legend tells, a flood of divine proportions consumed the world. Land vanished beneath endless waves, and time nearly ended. But as the waters slowly receded, life returned in unexpected forms. From the still-wet earth and drifting islands emerged three intelligent species:

- The Fae, still cling to their ritualistic ways, spellwork and steel, magic and mysticism avoiding modern progress in favor of ancient tradition.
- The Elves, elementally empowered, built sprawling solar cities that shimmer like glass reefs across the recovering archipelago. Attuned to nature, they flourish in gleaming towers powered by sun and aura.
- And far beneath, hidden in the deep parts of the oceans, the enigmatic Xolopods migrate in small and large processions.

For the Fae, upheaval has come from within. With their sacred seasonal wards shattered, their ageless bodies have begun to wither with time. But amid the mourning came a miracle: Itzpapalotl returned. She has not reclaimed her throne, nor spoken her will directly, but her presence alone has renewed the Fae's resolve..

Once thought to be a reclusive aquatic race, the Xolopod have surged back into the world above. Some who rise are those who wave the flag of the Adherents of the Leviathan, a militant sect devoted to a rumored sea-god. These Xolopod strike in the night, raiding coastal towns, seizing prisoners, and whispering of the Leviathan. Though a minority among their species, their impact has been chilling, entire communities left silent in their wake. Other more peaceful Xolopods come to the surface looking to escape the Adherents or to engage in trade.

Now, as new alliances form and old empires tremble, Ad Fect finds itself at a crossroads. Faith, technology, and tradition collide. The waves ripple across the world again, not of water this time, but of war, revelation, and gods walking once more among mortals.

Gaian Lore

Gaia first contacted Earth in the year 2023

The citizens of Gaia originate from a world called Tamoanchan, the once thriving hyper advanced human world was crippled almost overnight by the Tamoanchan Curse, or T Curse. This virulent affliction ravaged the world, turning everyday people into vicious monsters called Crawlers.

Desperate for solutions an initiative was started with two impossible goals: first find a cure and second ferry the survivors to a new world, untouched by the Curse. A cure was found, with complications. It changed the molecular composition of the survivors, splitting humanity into one of three divergent species.

- **The Hematophages**, who now required aura to survive.
- **The Nagual**, animal-human hybrids
- And **The Werebeasts**, who look human but could shift into a fully bestial form at will.

To escape the doomed planet, the five largest corporations built colossal Arks, each a floating city of their own with all the amenities required for a long voyage. Soon the ships left the planet, carrying millions of souls who could afford the price of passage. But even then they could not escape the T-curse which evolved to infect the survivors. Twisting portions of the Nagual population into Stalkers, some Vampires into Strigoi, and Werebeats into Satyr. If things weren't bad enough Crawlers had also snuck aboard the ships, resulting in fierce fighting in the limited space and twisting halls. One Ark was even lost, overrun with horrors and sabotaged by ———.

Eventually a planet was discovered which would later be named Gaia. The ships plotted a course and landed on the new world. Colonization began at once, establishing several Megacities with a wasteland between them, teeming with Crawlers and worse. The 4 corporations established their rule forming the Tribunal, a board of sorts composed of the 4 CEOs and one Chairperson.

This Tribunal now oversees the lives of millions of Gaians. Acting as a government while the individual companies still peddle their wares, extracting every Credit of money they can from their subjects. The regime is brutal, using their Enforcers to put down protests and riots with extreme violence and terror tactics. While the people of Gaia do their best to survive, the T-Curse still lurks at the edges of their cities, ready to finish what it started.

All the while **Xipe Totec**, the flayed god, slowly reveals himself to those wayward souls.

Kur Lore

Kur first contacted Earth in the year 2024

Kur is a world under siege, a wounded realm that cries out for justice.

It belongs, in sacred name, to **Tlaloc**, the god of water, storms, and life's endless cycle. For as long as memory stretches, three great peoples carved their existence into its surface.

- The **Orcs**, fierce and proud, who roamed the endless plains atop their Strider mounts.
- The **Dwarves**, stoic and indomitable, who carved empires within the heart of mountains.
- The **Goblins**, cunning and swift, who made the deep forests their home.

In ancient times, these three species warred. For glory and for survival. Land, food, vengeance; any slight could ignite generations of blood feuds. Yet no tribe ever rose strong enough to conquer the other two. Balance, brutal though it was, endured.

Until it all changed. Fire rained from the heavens in a storm of ruin, sundering cities and turning proud kingdoms into dust. In the chaos that followed, the very fabric between worlds tore apart, and from these gaping wounds the demons of **Xibalba** surged forth.

Where mortals saw devastation, demons saw opportunity. They descended on Kur like a plague, carving out the living spirit of the land itself, poisoning its leylines, snuffing out its guardian spirits, and spreading rot through every stone and stream. The surviving Orcs, Goblins, and Dwarves were rounded up and thrown into brutal labor camps known as the Pits, each one carefully engineered to cultivate the emotions demons feed upon.

But in their cruelty, the demons miscalculated. Forced to live together in squalor and sorrow, the three peoples began to see one another not as enemies, but as kin. They took the name their captors spat at them "**the Drudge**" and made it their own.

And when the time came, they rose up. Led by three great Matrons, one from each species, the Drudge burst from their chains in a tide of fury. Escaping from the pits in mass. They founded fledgling city-states amid the ruins of the old world. The oldest of these, Cahpkatuk, has stood defiant for nearly three centuries, a beacon of stubborn life in a land still haunted by darkness.

Yet the war was far from over. The demons retaliated with unholy rage, razing Drudge settlements, ambushing migrating bands, and dragging survivors back to the Pits. For centuries, Kur was caught in an endless cycle of rebuilding and ruin.

Hope, however, endures. Fifty years ago, a group of powerful Grand Seers gathered at the withered remains of Kur's dead leylines. They pooled what scraps of magic still lingered, performing a ritual so perilous that many believed it was suicide. Against all odds, they

succeeded, tearing open a passage to the **Eternal Grotto**, a mythic crossroads that connected all worlds and possibilities, in hopes of finding allies who might help them break the chains of their world.

Recently, Drudge Pathfinders stumbled across the strange settlement of Gloom Hollow, a town whose own history is steeped in secrets. A tentative friendship bloomed between the Drudge and the citizens of Gloom Hollow. But the demons are always watching. Their gaze has now turned upon the Hollow, and their hunger grows.

The Drudge know that mere survival is no longer enough. The old world is dying. Now they must revive it, with fire, blood, and the will to endure. Freedom must no longer be a dream.

The Eternal Grotto Lore

Excerpt from a Section 4 Dossier by Dr. Soto.

The Eternal Grotto has long been a source of fascination and wild speculation, but only recently have we started to truly grasp what we're dealing with. At its core, the Grotto appears to be a kind of connective tissue between worlds. Just how many it links is still unknown, but so far we've made contact with Ad Fect, Gaia, Kur, and Xibalba. Most have been willing to cooperate, Xibalba has not.

Travel between these worlds is considerably easier through the Grotto, as space travel is still being developed, but it's no simple matter. The landscape shifts constantly, reshaping itself over time. Without a Kurian Grotto Compass, navigation is difficult. Even so, permanent facilities have been established. Groups like The Tribunal and the Jotunn Company have carved out footholds, eager to strip resources from the Grotto and discover its secrets.

The route from Earth to Ad Fect is now well-traveled, lined with outposts and stabilized zones that make it relatively safe. Getting to Kur or Gaia is riskier, there's less infrastructure, and the path is stalked by monsters. We've started to piece together that many of the creatures from our myths Barghests, Leshen, Imps, Harpies, and more didn't just come from stories. They came from the Grotto.

The biggest revelation about the Eternal Grotto, though, came with its origin. Researchers now believe it was created entirely by accident, a side effect of a sleeping entity known as Cipactli. According to the most credible findings, Cipactli shifted in its slumber, rolled over, and in doing so cracked reality wide open, birthing the Grotto.

It's safe to say, keeping Cipactli asleep is in everyone's best interest.

Xibalba Lore

Xibalba first contacted Earth in the year 2025

The homeworld of Demonkind, a blighted world of fire, steel, and decay orbiting a subdued dying star.

What was once a verdant plane has become the pulsing heart of an industrial war machine. Every cityscape belches smoke from soul-fed furnaces. Oceans have boiled into clouds. Mountains have been torn down to forge weapons and war machines. The skies are red with volcanic haze and crawling with great airships and infernal dreadnoughts, their hulls stitched together from damned flesh and hex-bound steel. It's lands are soaked in the run off from industry and rivers of blood and pus, a stark reminder of the Demon's influence.

The Usurper Gods: the Deceiver and the Jailer

Once among the divine pantheon, The Deceiver and The Jailer turned away from the Six Houses of the Gods. The Gods, obsessed with maintaining "cycles" through destruction and rebirth, sanctioned apocalypses, extinctions, and the erasure of entire peoples in the name of the divine order.

The Deceiver and the Jailer called it murder. For this defiance, they were exiled and nearly destroyed. But they survived. And in Xibalba, they built their empire, not for peace, or justice, not for their own glory, but for revenge.

They do not seek to restore balance or save the universe. They seek to burn El Dorado the, Golden City and seat of the gods, to ash and raise their own throne from its cinders.

The Hierarchy of Demonkind

Demon society is brutal, hierarchical, and fueled by capturing souls and conquest. Each tier exists to serve the next, all bound in contract to the will of the Usurpers. When a demon's physical form is defeated they do not die, at least not permanently. Instead their souls return to Xibalba where their body is recrafted in the forges.

- **Lesser Demons** – Born of Xibalba's hellforges, these creatures are shaped by cruel magic and forged from vengeance, pestilence, and the anger of their creators. They are the foot soldiers and laborers of the Demon war machine.
- **Greater Demons** – Once mortal, now corrupted. These beings made pacts with Demonkind. Some for power, others through trickery, and some out of desperation. Their morality is gone, replaced by infernal power.
- **The Divine** – Chosen from the most powerful Greater Demons, Divines are gifted with demonic blessings by The Deceiver or the Jailer. They serve as warlords, heralds, and living weapons for their chosen Gods.

- **Demon Lords** – Ten in number, each a walking catastrophe. These are ancient Divines who have claimed entire sectors of Xibalba for their own and command legions of Demons. Their names are feared even among their own kind.
- **The Usurper Gods** – the Deceiver and the Jailer rule from the Forge Throne, an infernal spire that scrapes the upper atmosphere of Xibalba. They are wrath given form. They remember every slight, every lost soul, every moment of betrayal at the hands of the gods and they wait patiently for their time to strike.

Divine Immunity

One of the most dangerous truths about Demonkind is this:
The power of the gods doesn't work on them.

When The Deceiver and the Jailer broke from the pantheon, they did more than declare war, they rewrote the rules of crafting their followers. The Demons were forged in rebellion, their very essence crafted to defy divine intervention. The will of the Gods has no effect on them.

Soul Economy and Infernal Industry

Mortals fear Demonkind for a reason. They consume souls, not just for sustenance, but as currency, fuel, and raw material. Xibalban furnaces are powered by bound screaming souls. Weapons are etched with the names of the damned, lending power with each swing.

Elemental motes, rare pieces of divine essence, are used to bind machinery to will, to fuel Demon Engines, and to anchor portals between worlds. They are stolen from Elves and harvested from dying leylines.

Factories stretch from horizon to horizon, overseen by sadistic foremen and policed by flying horrors. Everything is built for war. Everything burns.

Xibalba's Reach

Demonkind are no longer confined to their hellish world. They have ships, gateways, and agents scattered across the Grotto and beyond. Their corruption seeps into politics, dreams, and rituals.

They whisper into mortal ears, offering power, knowledge, vengeance, and immortality, always at a cost. Always with fine print. Each soul claimed brings them closer to their goal: the death of the gods.

Demonkind's Ultimate Purpose

The goal of Demonkind is clear, simple, and absolute:

Destroy the Golden City. Shatter the divine cycle. Replace the gods with those who earned divinity through suffering.

If they must defile a thousand worlds to make it happen, so be it.

Building a Character

The next section will cover all known Species, Attributes, Skills, and Classes available to you in the world of Gloom Hollow. Upon character creation, you'll receive your first class free along with **16 starting experience points**. Each game you will gain 4xp, you can pay for 2 extra at \$10 or 20 fate points a piece, this must be done at the start of game. A second and third class can be learned for 10xp each. Like Skills, learning a class requires a trainer who possesses the desired Class.

You will also receive 10+D10 in the currency of the game known as Horn.

Each Playable Species has two associated numbers with their attributes. For example, humans have **Strength - 2 (6)** the number outside of parentheses is the starting attribute value while the number inside parentheses is the maximum attribute value the race can acquire.

Our recommendation is to pick your character's species, class, skills, Advantages and Disadvantages, and then Faction.

Playable Species

Humans - “The Reclaimed/Stolen”



Health: 8 Aura: 10 Soul: 3
Weight: 2
Wit - 3 (10) Finesse - 2 (8) Strength - 2 (6) Constitution - 2 (6) - Spirit - 3 (10)

It's a human. You may know them.

Modifications: Humans will receive all of the following

Adrenaline Rush - Can be used once per 12s. Upon declaration of "Adrenaline" the user gains one free use of each of the following skills; Evade, Flee, Pursue, and Perception, these skills can be used within the span of ten minutes.

Hearsay: You can purchase Rumor Monger for 4xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less

Nurture - Humans are born similar but can differ drastically depending on life experiences or education. Choose two different Attributes to gain +1 to.

Trump Card - At character creation gain access to purchase one skill, not on your classlist and not a magic spell, that you can learn for 6xp as long as you meet the prerequisites on one of your class lists. The skill does not need to be learned immediately, this skill is self taught.

Work Smart Not Hard - Once per 6s you may reduce the craft, gather or build time of one action by 50%. This reduction is calculated after any other reductions in time, i.e. a farmer using a pitchfork.

Last Stand: Human Version

You can take 10 unhindered stumbling steps (Don't hurt yourself) in any direction then fall to the ground in bleedout.

Costuming Requirements:

Humans are the easiest race to costume as since I think most of you are one? Remember that the setting is modern-day and think about what kind of life your character has, and then dress appropriately.

Stitches - “The Anomaly”



Health: 11 Aura: 8 Soul: 2

Weight: 2

Wit - 3 (10) Finesse 1 (6) - Strength - 3 (8) Constitution - 3 (10) - Spirit - 2 (6)

Artificial beings constructed by the Warlocks of the Paranormal Research Division of Section 4 to investigate the scope of magic and its potential implications on immortality. Stitches are created using a combination of magic, science, and the remains of several “recently” departed sentient beings. They have their own soul and consciousness, with only faint recollections of the people who were used to create them, blurry memories of faces and places they've never met or visited and may feel no attachment to.

All Stitches are either hunted or, at the least, observed by Section 4 or working for them as an agent; as a result, Stitches try their utmost to conceal their identity and lineage. Fortunately, they pass as humans, with the one clue being the distinctive stitches covering their body.

Because of their origins, Stitches are hesitant to trust others easily.

Currently, all new Stitches can be composed of only Human, Elf, Fae, Werebeast, Vampire, Nagual and Drudge parts.

Modifications: Stitches will receive the following

Aura Vision - All Stitches possess the ability to see Aura, at any time you may ask a player or NPC their current Aura, except for combat, this must be answered truthfully. You can also function as a conduit to transport Aura from one person to another by paying 1 Aura for each Aura moved; all three parties must be willing. You may also transfer Aura from yourself to another by paying 2 Aura for each 1 Aura transferred.

Esoteric - You can purchase Dead Drop for 4 xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less.

Mismatched: All stitches are designed to accommodate Section 4. The scientists and Warlocks that made them also sought to ensure that Stitches would break down without upkeep.

As a result, the Stitch body's design promotes structural degradation.

All stitches must be maintained twice every weekend: once in the first half of the game (Friday to noon Saturday) and again in the second half (noon Saturday to noon Sunday).

A Stitch has to find someone to aid them as they can't do it alone. This encounter necessitates a single use of the First Aid skill. (This must be noted on your sheet.) If Stitches are not maintained in the first half of the game, they will instantly get the Cleave effect on all of their limbs; if Stitches are not maintained in the second half of the game, they will return to the following game with the Cleave effect on all limbs. Alternatively, a Stitch can devour three

Arcane Ashes or one Arcane Crystal, which will cover the Stitches' upkeep for the whole weekend.

Overbearing Creators: You are either kept on a short leash working for the Section 4's PRD or are being actively observed.

An Assortment Of Parts - During character creation, you can choose one of the following organs from this list to be transplanted into your character. Afterwards, this can easily be replaced in game with the medical skill **Transplant**. Each organ will have an item card with a 12 month expiration and note any abilities they provide. You may have a maximum of two Transplanted Organs within you at a time.

Part	Effect
Echoes of the Past - Human Basal Ganglia	The memories of the human mind grant you the skills of a previous life. While implanted with a Human Basal Ganglia you have access to the listed skill at 0xp cost. If you are implanted with a Basal Ganglia that does not have a listed skill choose one from the list below. Once chosen the skill cannot be changed on the item card. Archery, Battle Buddy, Bind, Breach Basic, Check Up, Combat Drill, Deception, Explosives Basic, Fill in the Gaps, First Aid, Forestry Advanced, Incognito, Intercept Basic, Intimidate, Interrogate, Investigate, Light Armor, Long Firearms Basic, Maintenance, Medical Basic, Melee Small, Mining Advanced, Perform, Pickpocket, Sense Poison, Scholar, Small Firearms Basic, Sneak Basic, Study, Teaching, Therapy, Throwing, Torture, Transportation Basic, Unarmed, or one spell from any Basic Magic Types (Even if you don't possess the Magically Inclined Advantage).
Vigor - Elf Lungs	You're partly an Elf and hence have a little of their Vigor. You can choose one of the 6s, Saturday 6am, Saturday 6pm, or Sunday 6am and regenerate your Aura at that time in addition to the normal 12s. This must be chosen during character creation or when it is transplanted into you; you cannot select a different 6s at each event.
Gift of Flight - Fae Wings	Once per Hour, and for 4 Aura, you may raise one of your arms, point upward and declare "Flight!". you can take an endless amount of these steps. These wings must be phys-repped.

	Flight rules are as follows; while your hand is raised you enter another zone of combat, meaning you cannot melee others on the ground, or under the ground, and they cannot melee you. You however can melee others who are flying. You can be targeted by ranged weapons or spells from anyone. You may fly for up to five minutes before you must land.
Law of the Jungle - Nagual Appendages	With Nagual Appendages implanted into you you gain access to the animalistic abilities of the Nagual. Choose up to 4 points of abilities from "The Kingdom" which will be marked on the organ item card. Once chosen the abilities cannot be changed.. These abilities are lost if the Nagual Appendages are removed or degraded. If you obtain new Nagual Appendages, you will be able to choose new skills from "The Kingdom".
Body of Steel - AI Port	You've been transplanted with a port for a single slot A.I. Component. You may swap out Modules as per the AI Top of the Line ability.
Heart of the Beast - Werebeast Heart	Choose one of the following, activate it once per 12s for 15 minutes, this is known as Lesser Beast Form When the Werebeast Heart is transplanted onto you, you can pick which ability you'll gain. This chosen ability remains constant throughout events. This ability is lost if the Werebeast Heart is removed or degraded. If you obtain a new Werebeast Heart, you will be able to choose a new skill from below. Your Choices for abilities are as follows (Choose one); ● Ferocious - one of your unarmed boffers may be phys repped to Standard sized during your Lesser Beast Form. ● Tenacious - During Lesser Beast Form gain +4 Armor, stacks with magic armor but not crafted, armor regenerates after each combat ● Collecting - When Mining or Forestry in Lesser Beast Form gain an additional basic resource per session, cannot be used on Exotic Thicket or Minerals ● Harvesting - When Farming during Lesser Beast Form gain an additional Produce for every 3 grown or an additional herb for every 3 grown when using Herbalism ● Bookworm - Reduce the time it takes to study by 10 minutes while in Lesser Beast Form When you gain this ability it must be phys repped with one of the following during your Lesser Beast form.

	1. Face modification, this can be a full mask 2. Tail 3. Arm sleeves 4. Leg Sleeves 5. Feet modification, hooves, paws, etc 6. Hand modification, claws, paws, etc
The Hunger - Hematophage Fangs	When a target is in bleedout you may engage in 10 seconds of RP biting them (Do not touch unless you receive enthusiastic consent) doing so will allow you to regenerate 8 aura. This can be done 3 times per 12s. Counts as a killing blow, the body is considered <i>Drained</i> . You can contract ailment effects as well as Poison, Noxious, and Toxic modifiers.
Might of Titans - Orc Arms	The length of your melee standard weapons is allowed to be as long as a two-handed weapon. They still abide by all the rules and skills of Melee Standard weapons and you cannot wield an extra long weapon in your offhand.
Thick Skull - Dwarf Cranium	Once per 12s gain Hard Headed. You may call “No Effect, Hard Headed” to one instance of a stun or knockout effect.
Fiddle - Goblin Frontal Lobe	You can now use the Tinker ability once per 3 hours; Spend 4 aura and RP for 4 minutes you may extend the expiration of any crafted item, besides brews/potions/meals/buildings by 2 months. An item may only benefit from this effect once.

Stitches Last Stand:

Muscle Reflex: Seize the moment- and you may cast one spell or use one Martial Maneuver at its Aura cost minus 4 to a minimum of 0; this must occur within 10 seconds of entering your Last Stand. You cannot perform a spell to heal yourself; and if a spell is cast, it must be completed within the 10 seconds.

Costuming Requirements:

Stitches resemble humans except for their namesake stitches. These can be simply recreated using black eyeliner and setting spray, but you are welcome to go above and beyond with items such as tattoo paper or special effects cosmetics. As a general rule, stitches dress conservatively with little flesh showing and always cover their stitches; in the case of facial stitches, they will wear masks around persons they do not trust. They prefer large jackets, loose clothes, gloves, and boots.

Chaos Elves - “The Chosen”



Health: 6 Aura: 12 Soul: 3

Weight: 1

Wit - 3 (10) - Finesse - 3 (10) - Strength - 1 (6) - Constitution - 2 (6) - Spirit - 3 (8)

Elves hail from the world under the Fourth Sun, also known as Ad Fect. A lush world of many extreme environmental conditions. Much of its history has been lost due to an apocalyptic flood many millennia ago that wiped out nearly all life on the planet.

Elves live on a series of archipelagos, called the Isle surrounding a large Pangea-like continent.

These island chains run the gauntlet of temperatures and biomes. When a Chaos Elf finally understands their true self they undergo the Ritual of Joining, the result of which turns a Chaos Elf into a living embodiment of one of the five elements. Once a Chaos Elf has been chosen by an Element they begin the journey to that area of the archipelago, starting a new life with others like them. These types are as follows; Bracken Elves, who are allied with plantlife and the rocks and soil. Hearth Elves who are allied with fire. Tide Elves, allied with water in all of its forms including ice. Levin Elves allied with storms and electricity. And last being the Zephyr Elves allied with the gusts and wind. While the elves of different elements live apart they tend to work together but sometimes have minor disagreements. These problems are always solved diplomatically and have never resulted in violence.

Their technology is slightly more advanced than humanity's, by about 20 years or so. It has followed a more planet friendly path with a focus on natural energy and sustainability. Each elemental area functions like a city-state with elected Elders representing each of the 5 city-states. These cities rival even the largest cities of Earth. Life in these cities is generally peaceful as the Elves have done their best to distance themselves from conflict. But try as they may, conflict still finds them.

As stated earlier Elves live on island chains thus avoiding the main continent, this is because of the former war waged by the Fae of the Seelie and Unseelie Courts. Elves didn't know why the conflict was fought and nor did they care, preferring to keep to themselves. This all changed when the Cult of Mirrors attacked the Fae Season Wards and destroyed them, ending Fae immortality forever. Now Elves and Fae are close allies, trying to rebuild their broken world.

But the Adherents of the Leviathan are not bound by such ideas. They are a small minority of the third species on the planet, the water dwelling Xolopod. They launch raids on Elven cities, taking captives and dragging these poor victims back with them to the deep.

Elven attempts at isolation changed when the Jottun Corporation of Earth discovered a way into the Eternal Grotto and found the door to Ad Fect. Jottun took samples from everything they encountered including the flora and fauna of the planet and the Elves themselves. These Elves were tested on, the results of which produced the super soldiers known today as the Mardrom.

While the Elves are unsure of their role in the grand scheme of things they are more than ready to find out. Many Elves have chosen to move to Earth, integrating themselves into the various paranormal factions and establishing the city of New Ad Fect.

The Elves have their own understanding of magic that differs from Humanity's. Humans craft lyrics, songs, and poems, as a way to commune with or command these strange forces. This in effect is why magic was first discovered by poets and musicians.

Elves on the other hand, view the entire world as alive, the rocks, trees, water, all of it, is alive and teeming with magic. A common saying in Chaos Elf Culture is In Lak'ech, which means I am another you, just as you are another me. What we call Aura the Elves refer to as Camay, which roughly translates to essence. They seek to respect all around them and their magic manifests in the way of requests. Symbols have been passed down since their great flood and it's with these Elves craft instructions or orders. These symbols collectively are referred to as The Code of Creation. For example, the main way Elven magic is used is with objects referred to as Wak'a. These objects are made of metal as these minerals are the only things in existence that aren't alive. A perfect blank slate to create from.

On these objects the Elves use The Code of Creation to imbue magic into the objects themselves. The symbols on a gauntlet may translate to "flying ember" this effectively creates what we would refer to as a fireball spell.

Because of the power involved with The Code of Creation only a select chosen symbols are known to the general populace.

Even with this understanding of magic the Elves have shown themselves to be fast learners of Humanities' method, with some among them even mastering these techniques even though we've only been in contact for a few short years.

An average Elf's lifespan is 1000 years. But PC Elves are only allowed to be up to age 300 at character creation.

Modifications:

Erudite - You can purchase one [Expertise](#) for free at character creation even if it's not on your Class list.

Natural Born Ritualist - Elves count as 2 participants when participating in magical ritual, spells that require a schematic, and multi-participant spells.

Perfect Vigor - Regenerates Aura every 6 hours instead of every 12s like all other races, 12am Saturday, 6am Saturday, 12pm Saturday, 6pm Saturday, 12am Sunday, 6am Sunday

Elemental Attunement: Elves are born in harmony with the world around them, as such at self-actualization elves partake in a ritual in which they take on attributes and attitudes of an aspect of nature. This grants them immunity to damage of their element but **weak, (meaning they take double damage)** to one other.

When casting the spell **True Enchantment** you count as a mote of your own element.

- *Bracken Elves*: Aligned with wild vegetation. Immune to damage with the Nature modifier/ Weak to Fire damage
- *Zephyr Elves*: Aligned with the breeze and the wind. Immune to damage from Wind modifier/ Weak to Nature Damage
- *Hearth Elves*: Aligned with the unpredictable element of fire. Immune to damage from Fire modifier / Weak to Ice Damage
- *Tide Elves*: Aligned with the water and waves. Immune to damage from Ice spells/ Weak to Shock Damage
- *Levin Elves*: Aligned with the power of electricity. Immune to damage from Shock spells/ Weak to Wind Damage

Wak'a - Every Elven Family has their own magic item passed down generations. These items are metal objects that are inscribed with symbols of "The Code of Creation", these symbols determine the effect. These objects can be rings, statuettes, bracelets, etc. A small metal object basically. You may choose **one** of these items to start with, depending on your element. You may be attuned to one Wak'a of your Element every 12s, meaning that if you have multiple you may choose to attune to a different one at the start of a 12s. **If a Wak'a requires casting it's verbalized as whatever elf type it is, for example "Verse of Hearth". If you are effected by a Wak'a it can be Willpowered.**

Element	Wak'a
Bracken Elf	Mark of the Earthshaker: With this item you may change the damage of one of your weapons, melee or ranged, to Nature anytime you wish. Or The Mother's Grasp: With this item you may declare, Root 5, no counter, on a single target within eyesight once every hour.
Zephyr Elf	Mark of the Wind Serpent: With this item you may change the damage of one of your weapons, melee or ranged, to Wind anytime you wish. Or Enter the Void, And Become Wind: You can harness the power of the wind to grant you flight, Once per hour and for 0 Aura you may raise one of your hands, point upward, and declare "Flight!". Flight rules are as follows; while your hand is raised you enter another zone of combat, meaning you cannot melee others on the ground and they cannot melee you. You however can melee others who are flying. Your flight will last 5 minutes or until it ends. During this you may only use [one handed melee weapons and one handed ranged weapons]. You can be targeted by ranged weapons, AOE, BMV, or spells from anyone. Flight lasts until you drop your hand, or take an effect that would end your flight (stun, root, etc.) or take an action that is not using a [one handed melee weapon, ranged weapon], or instant cast spell, or time expires.
Hearth Elf	Mark of the Sacred Fire: With this item you may change the damage of one of your weapons, melee or ranged, to Fire anytime you wish. Or Fury of the Sun: You can conjure flames so hot that it evaporates the very moisture from the air. Once per combat you may point at a target and declare "Gesture, Silence 10 Seconds"

Tide Elf	Mark of the Tide Tyrant: With this item you may change the damage of one of your weapons, melee or ranged, to Ice anytime you wish. Or Call of the Ocean: Once every combat you may declare, “BMV, all enemies knockback 10”
Levin Elf	Mark of the Lightning God: With this item you may change the damage of one of your weapons, melee or ranged, to Shock anytime you wish. Or Gift of the Light Footed: Once every 12s you may declare “Vanish” and move up to 20 steps before reappearing, steps must be taken away to disengage with combat and within 10 seconds. This cannot be countered by Pursue.

Costuming Requirements:

Gloom Hollow Elves take on appearances of the elements they embody. As a player you should be ready to phys rep and dress accordingly to the element you choose.

Example : Hearth Elves embody fire, scorched skin, orange contacts, cracked skin patterns or flame looking hair would be acceptable for them. Along with the obligatory pointed ears. If you have any questions or want to run an idea, please reach out to Leon.

In addition, Elves are from a Solar Punk world roughly 20 years ahead of Earth, tech wise. Definitely check out some Solarpunk fashion for costuming ideas.

Naming Conventions: An element based first name with compound last name. Such as: Aether Fairwind, Char Brightflame.

Chaos Elf Last Stand: Erupt in a “AOE all enemies 4 (chosen element), Knockback 10”

Elf Species Variant
Cosmic Elves - “The Veiled”

Health: 9 Aura: 10 Soul: 2

Weight: 1

Wit - 3 (10) - Finesse - 2 (8) - Strength - 2 (6) - Constitution - 3 (8) - Spirit - 2 (8)

The Cosmic elves of Atl'thea have developed a society steeped in ritual, cosmic study, and dark magic. Cosmic elves combine reverence for the celestial guidance with an unyielding commitment to scholarly pursuits, especially in the arcane arts. As a result, their cities feature astral observatories, sacred amphitheaters, and ritual sites aligned with the stars. Structures feature prominent pipe-work that brings central heating, indoor plumbing and heated-irrigation thanks to geothermal activity hidden beneath the capital. Many dwellings are decorated in metalwork details with both glyph-like carvings and grand sculptures that blend natural and cosmic symbols, honoring the stars and warning of the ever-present threat of the void. Intricate features that bind Atl'thean Elves to their Cosmic purpose on their homeworld.

Collectivist in nature, Cosmic elf society is governed by the people. Guided by a council of mages, artisans, warriors and scholars whose collaborative guilds form the civic order known as the Astral Council. Their duties center on interpreting the will of the people and translating the celestial signs that appear through focus ritual, deliberately steered states of creative flow believed to contain guidance from the stars. These guild members of diverse skill act conduits for creative flow; calculating, forging, crafting, writing. Whatever their chosen medium. After their work and dedications are complete, guilds work together to decode & share knowledge for recording and practice, strengthening their collective focus.

Atl'thean society is reminiscent of a late Renaissance or Hellenistic era of Earth, with a heavy focus on Arts & Science. Atl'thean culture enjoys advanced understanding of navigation, celestial positioning, metalworking, and agriculture. Elven technological advancements blend with high magic making for a pre-industrial world empowered and fortified by high-magic disciplines such as chronomancy and dark elemental magic, adaptations that let them harmonize with their cosmic environment. The ability to tune into the veil of darkness and manipulate the fabric of their surrounding space is woven into their everyday life, providing both physical and spiritual strength. Their society stresses the strength and power birthed from darkness, the shared experience of thriving in the shadow while impressing the importance of everyone's talents having value; each individual thread lending strength to the dark tapestry of fate.

Modifications:

Dark Vision: You can purchase Perception for 4 xp even if it is not on your Class list. If it is on your list you may purchase it for 2 less.

Elemental Attunement, Cosmic: Cosmic elves are born in harmony with the impossibly dark, star-scattered veil of space. Immune to damage from **Dark** modifier/Weak to (takes double damage from) Void. For any effect that requires the use of an Elemental Mote you count as a mote of your own element.

When casting the spell **True Enchantment** you count as a mote of your own element.

Perfect Vigor - Regenerates Aura every 6 hours instead of every 12s like all other non-elf, 12am Saturday, 6am Saturday, 12pm Saturday, 6pm Saturday, 12am Sunday, 6 am Sunday.

Ritual Focus - Cosmic Elves are adept at finding the most efficient way to conduct magic. When leading rituals, spells that require a schematic, and multi-participant spells. Cosmic Elves may reduce the cost of the Ritual by 2 aura per participant, minimum 2 participants. Amount reduced cannot exceed half of the aura required.

Ceiba [SAY·buh] - Ritual tools known as Ceiba, are important for personal spellcraft as well as communal ritual. These items are carved, charcoal-black wood, and come in many wearable or hand-held forms such as; pendants, carved statuettes, painted talismans, wands and others. Cosmic elves may choose one of these items from the Cosmic Elf list to start with. You may be attuned to one Ceiba (or Wak'a) of your Element every 12s, meaning that if you have multiple you may choose to attune to a different one at the start of a 12s. Any advantages or disadvantages that would affect Elven Wak'a would also affect Ceiba. If a Ceiba requires casting it's verbalized as whatever elf type it is, for example "Verse of Cosmic". If you are affected by a Ceiba it can be Willpowered.

Cosmic Elf Ceiba list:

Sign of the Night Veil: With this item you may change the Damage of your weapons, melee or ranged, to Dark anytime you wish.

Vortex Pull: Once per combat you may Gesture at an enemy and declare "Pull 10" during which they are immune to damage and effects.

Naming Conventions: "Space" or "Darkness" related first name with compound last name. Such as: Lumi Darkstar or Nova Shadowveil.

Cosmic/Atl'thean Costuming Requirements:

Elf ears are required, with galaxy markings painted across the nose and cheeks, tipping the ears or creating a mask around the eyes or if you have tactile issues you can wear sleeves or leggings with space patterns. Contact lenses are optional and can also replace make-up, but it should be clear that your elf has been chosen by the cosmic dark.

Much like their Chaos-elemental cousins from Ad Fect, Atl'thean or Cosmic Elves dress to represent their embodied element: cosmic darkness, as illustrated by the star-tattered veil of space. Costuming should be Renaissance-Era enhanced by magic and clockwork machinery, drawing from themes of deep space, shadow, stars and powerful celestial bodies. Think ritual garb or practical combat tunics with dark or voidbeast scale leather accessories and layered fabrics. Most common are dark fabrics (blues, purples, charcoal greys and black) and accessories with glowing or star-shaped accents evoking starlight or orbital patterns. Other accessories include craft tools, metalwork jewelry and masks or dark veil face coverings.

VARIANT SPECIES NOTE: With backstory approval, you may choose to roll a new character as a recently ejected Atl'thean, a cosmic elf that has been thrust from their homeworld culture, plucked up and sent to Gloom Hollow through a temporal anomaly– OR as any type of existing Ad Fect (Elementless or Chaos Element) elf you are eligible to submit a Personal Plot Request to be transformed into a Cosmic (Dark Element) elf that can integrate bits of the culture into their existing kit while adjusting to embody the new element. Transformation requires soul loss to take place during the PPR.

Cosmic Elf Last Stand: Erupt in a “AOE all enemies 4 Dark, Pull 10”

Fae - “The Dyad”

Health: 11 Aura: 8 Soul: 3

Weight: 3

Wit - 2 (6) - Finesse - 2 (8) - Strength - 2 (6) - Constitution - 3 (10) - Spirit - 3 (10)

The Fae of the Four Seasons of the world of Ad Fect were created for one purpose, to be the harbingers of the will of the Triple Faced Goddess, the Mother of the Elves, Crone of the Xolopod, and Maiden of the Fae. The Triple faced goddess gifted them immortality, binding their souls to four monoliths each representing one of the seasons.

They were her knights, her divine enforcers, similar to what the humans call angels, but when the Great Flood engulfed the entirety of the planet she vanished. The Fae were abandoned on a dying world. In response they turned to what they knew. After the waters receded they began training against each other in live wargames, keeping their abilities sharp until the Goddess’ return. That was 10,000 years ago and since then they’ve fought each other in bloody combat. Now they are a species in decline. Their high king and queen, The Dagda and The Morrigan respectively are missing, they have isolated themselves from the rest of Ad Fect, and the Cult of Mirrors has destroyed their immortality. The Fae now face a frightening and uncertain future. But even now, there are spots of hope. Humanity, the Elves, and even some Stitches had tried desperately to protect the Winter Ward, even going so far as to die for it. These sacrifices have not gone unseen. In response the Fae have sent their own out into the greater whole of Ad Fect, into the Grotto, and even beyond to Earth. In time, they hope to find their Goddess and their own place in this new world. Recently the Maiden was rediscovered, and now she has merged with her other 2 parts into the goddess Itzpapalotl. Although she has not taken her place as the de facto leader of the Fae her return has provoked a great deal of hope in the Fae communities.

The Fae used to be immortal, as such all have lived previous lives in a cycle of death and rebirth. As such the average Fae, even though they have existed since the creation of the planet, only remember their most recent life which is several hundred years old at most. A Fae’s true identity is determined at birth, the Fae oracles conduct tests with objects belonging to recently passed Fae and thus find each newborn’s true identity. Past tales of great heroism are passed down and celebrated in elaborate magical reenactments.

The Fae of the Season Courts do not reproduce in the same manner as other species. For the Fae, parents can be of any number or any gender or no gender, this is irrelevant. What matters is their bonds and wants. if two or more Fae desire to parent a child together a message is sent to an entity known as the Jade River. They then send one of their servants, the Jade Custodians to inquire if the prospective parents wish to join their commitment to their intentions. If a yes is acquired from all, the Custodian will conduct a ritual taking blood from each. The Custodian will return in a couple months with a newly born Fae.

Modifications

Exodus - For 4 Aura you may raise one of your hands, **point upward** and declare "Flight!".

Flight rules are as follows; while your hand is raised you enter another zone of combat, meaning you cannot melee others on the ground and they cannot melee you. You however can melee others who are flying. Your flight will last five minutes or until it ends. During this you may only use [one handed melee weapons and one handed ranged weapons].

You can be targeted by ranged weapons, AOE, BMV, or spells from anyone. Flight lasts until you drop your hand, or take an effect that would end your flight (stun, root, etc.) or take an action that is not using a [one handed melee weapon, ranged weapon], or instant cast spell, or time expires.

Chitin - All Fae possess a natural armored exoskeleton, which counts as 6 armor. This armor does not need to be maintained and will regenerate after not being in combat for five minutes. This Chitin cannot be enchanted. This armor stacks with other sources of armor but prevents Fae from using heavy armor. If your class list has heavy armor you can instead take medium armor for the same cost.

Guardian - You can purchase Intercept Advanced for 4 xp even if it is not on your Class list. If a class is chosen that has Intercept Advanced you may pay an additional 2 xp to upgrade to Intercept Expert.

Iron's Sting - Fae take double damage from the "Iron" modifier.

Maiden's Gift - Once per 6s', spend 4 Aura to activate this and call "Maiden's Gift". For the next thirty seconds, all incoming non-iron damage and non-void damage is reduced to half rounded down. Must state "Reduce" whenever you take an instance of damage while under this effect, except when struck with Iron Damage.

The Shifting Seasons - The Fae are people of harsh dualities. When a Fae dies they are moved to the opposite court. Spring to Fall, Summer to Winter and vise-versa.

The Fae of the Summer and Spring are the Seelie Fae. They tend to not take rules seriously and live in the moment. Sometimes mischievous, usually jovial.

The Fae of the Winter and Fall or the Unseelie Fae are more concerned with the Natural Order, especially that of life and death. They tend to look for a clear purpose and cause. Though they are not humorless they can sometimes seem dour.

The Summer and Winter are more adherent to these portrayals while the Spring and Fall tend to be more relaxed.

The Maiden's Truth: If under the effects of "bind" (binds/zip ties), you can never knowingly tell a lie.

Fae Last Stand:

Indestructible - For the first 1 minute of a Fae's Bleed Out they are immune to Deathblow. When struck with a killing blow you must declare "Indestructible". In addition, instead of instantly killing, Poison and Skip Bleed Out effects give Fae a 30 second Bleed Out timer.

Costuming Requirements:

Fae are humanoid insects, as such choose one to base your kit off of. You'll want stuff like antennae, chitin, mandibles, wings, any characteristics of the insect/arachnid you are basing your character off of. In terms of clothing Fae dress in a manner similar to medieval era earth.

Naming Conventions:

Fae names are Gaelic/Irish in origin.

Voidborn Nagual (Na-Wal) - “The Changed”

Health: 10 Aura: 10 Soul: 2

Weight: 2

Wit - 2 (6) - Finesse - 3 (10) - Strength - 2 (6) Constitution - 3 (10) Spirit - 2 (8)

The Voidborne Nagual are survivors.

The Nagual hail from the world of **Gaia**, a cyberpunk society ruled by the Tribunal, a vampiric government that controls every facet of life through a network of oppressive mega-corporations. Bound to a life of servitude, the Nagual work endlessly in hazardous industries, trapped within a system designed to keep them at the bottom of the economic ladder.

But some refused to accept their fate. At some point, your ancestors made a choice, to escape. The Tribunal's grip weakened beyond Gaia's atmosphere, and space offered a chance at freedom.

Many Nagual took to the stars, becoming smugglers, pirates, and asteroid miners. Over time, these outcasts formed massive migratory fleets, bound together by necessity and a shared creed: never again will they live under another's rule. The Void-Born Nagual are fiercely independent, surviving on the fringes of known space and carving out their own destiny among the stars.

Ancient legends speak of **Tamoanchan**, a world consumed by war and disease, its people facing extinction. Salvation came in the form of the **megacorporations**, who provided massive spacefaring vessels, for a price. But even in the expanse of space, the horrors of the past followed them.

The **Tamoanchan Curse**, a sinister affliction, spread like wildfire among the refugees. Those infected lost all empathy, consumed by violent urges while retaining their intelligence and cunning. The outbreak threatened to wipe out the survivors until a cure was found, **a cure that came at a cost**. Those saved by it were no longer human.

- **The Nagual** – the majority, retained their human form but bore the traits of animals, a living testament to their altered nature.
- **The Werebeasts** – rarer and more powerful, could shift between human and bestial forms.
- **The Vampires** – the rarest of all, became creatures forever dependent on consuming **Aura** to sustain themselves.

When the crisis ended, the survivors settled on Gaia. The corporations wasted no time consolidating power, founding **the Tribunal**, a council of four ruling mega-corporations:

- **Zoeticorp** – Masters of life and death, specializing in cyber-security.
- **Vanguard Solutions** – Designers of cutting-edge weaponry and military technology.

- **Path-O-Gen** – Experts in medicine and biological warfare.
- **Cente Fabrications** – The sole provider of food and industrial resources.

Beneath the Tribunal, subsidiary corporations thrive, such as Biocom, a Zoeticorp subsidiary that engineers living weapons for war and crowd control.

The Vampires rule from an orbital space station, attended by an elite group of Nagual servants and Werebeast bodyguards. Below, sprawling megacities cover much of Gaia's surface, home to countless Nagual and Werebeast laborers and the Werebeast Enforcers who keep them in check. Beyond the towering steel and neon skylines lies an endless wasteland, overrun by Crawlers, once-human monsters twisted by the lingering remnants of the Tamoanchan Curse.

For the Void-Born Nagual, Gaia is nothing more than a cautionary tale, a reminder of everything they left behind. They will fight, steal, and salvage to stay free, because they know the truth: life under the Tribunal is no life at all.

Modifications: Nagual will receive the following

Instinct - Allows awareness of stealthed enemies nearby and may act accordingly, you know they are around somewhere but cannot pinpoint the exact location nor see them.

Loose Lips Sink Ships: You can purchase Deception at a cost of 4 xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less.

Low Bone Density: The Voidborne Nagual spent their lives in space and low gravity environments reducing their bone density making it harder for your limbs to be fixed. Whenever you have a limb fixed via the Medical skill using a Martial or Mobility Maneuver within 20 minutes causes the limb to rebreak.

The Strength of the Wolf is the Pack - When alone or in a group of less than 4, fear effects must be Willpowered twice for a total of 8 aura.

The Kingdom - When creating a Nagual you have 12 points to spend in this additional creation kit, these abilities are given to you on top of your normal classes.

Cost	Ability Name	Ability Effects
10	All Or Nothing	You can control the chemicals in your body using your nanites; pumping yourself with adrenaline and endorphins. This allows you to go into an elongated state of your Last

		Stand even before you enter bleedout. Once per hour your last stand lasts 30 seconds instead of the normal 6 seconds.
8	Brutality	Once per hour you may engage in a successful melee attack and declare "10 Gore" After which you may declare "Intimidate, cannot attack me 1 minute" to another target. This is considered a Martial Maneuver.
6	Loner	You work better alone and have no kin to call your own. Once per combat when fighting alone (outside of view of any allies) you make the call 'Loner' This immediately gives you 6 armor (this stacks with all other forms of armor) and you are healed for your constitution divided by half. Cannot be used in Bleed-Out.
6	Claws	Allows user to use small sized boffers and swing for 3 damage, these cannot be taken away. Function like the unarmed skill. Claws do not stack with Steel Knuckles.
6	Quills	Allows user to throw Javelin shaped throwies for 5 damage, these cannot be taken away, Function like the throwing skill. Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.
6	Acid Spit	Allows user to engage in a packet throw for 3 Nature damage, this may be done an unlimited amount of times and can be done while your arms are Cleaved/Sever'd. Acid Spit must also have 3 seconds in-between each throw. The packets must be blue in color and do not pierce shields.
6	Powerful Roar	Once per Combat you may spend 4 Aura to call "5ft cone: Fear 5 Seconds" - as a 90 degree Cone Effect in front of you
4	Mechanical Tail	Once per combat and for 4 aura, Call "Tail Swipe" to negate one Melee Delivered damage or ability, from Behind.
4	Curative Spittle	Your spit has curative abilities; this takes the form of allowing you to use it as an immediate single component for a pharmaceutical recipe. This spit can take the place of any Basic or Superior unrefined material for that recipe. This ability costs 2 aura and can be used once per hour. This can be used for a recipe you make yourself, or you can assist a

		crafters but must go with them to the general store upon turn in.
4	Armored Hide	You have thicker hide or even hardened plating; this offers you a natural armor of 4, this can not stack with other worn armor but can stack with magical armor. This armor regenerates after each combat. For carrying purposes you are considered 1 point heavier on your weight stat (this does not add to health)
4	Shoulders of an Ox	You can push harder to finish a job sooner. Once per 12s you can reduce the craft, gather or build time of one action by 50%. This can not stack with other effects that reduce the time of the action.
4	Varied	Exchange two of your stat maximums - can only buy once, can't be taken by Stitches.
4	Scavenger's Gullet	You can digest almost anything. All damage from ingested poisons is reduced by half rounded down.
4	Horn/Fangs/Tusks	(2 Aura) Allows user to use a small sized boffer and with a strike declare "root, no counter" and hold an enemy in place as long as your boffer maintains contact with your opponent's body. Your opponent maintains use of their arms.
4	Lashing Tail	Once per combat you may use a melee delivered Stun 3! For 4 aura. This must be done with a Brawler.
4	Eusociality	When another is Foraging, Hunting, or Salvaging you may assist them for the duration of their gathering time. If this is done you may go with them to the General Store and declare this skill. This will upgrade their gathering card to the next tier to a maximum of Prime tier. (1 Aura) per Gather card affected.
4	Plant Diet	You may consume Spiritual herbs to regenerate aura at 2 for basic, 4 for superior, and 6 for prime. You may do the same for Medicinal herbs to regenerate health at 4 for basic, 6 for superior, and 10 for Prime. Eating an herb takes 3 minutes. Grafted herbs may count for either Spiritual or Medicinal but not both.

4	Pack Mentality	You perform best in a group, with this ability when within 5 feet of a friendly person you may declare Willpower to any Fear effect for 1 Aura, even if you do not possess the Skill.
4	Kin	You may declare up to 4 people your Kin, this must be on your sheet, this can be changed at the start of every game. When one of them enters Bleed Out you will literally fight tooth and nail to save them. Gain +1 damage on all weapons and claws(This stacks with other bonuses to damage), 1 free use of Pursue , 1 free Vault , and 1 free Transit when this situation occurs until that person is saved or dies. Usable once per combat.
4	Cryptic Coloration	Requires cover or a crowd, make a good faith effort. May spend 4 aura to put up the stealth symbol, cover must be maintained to move.
4	Fight or Flight	Upon taking damage for the first time in a new combat, you may react with a single swing of Unrelenting Strike (1 Aura Cost), regardless of weapon type, or Flee (4 Aura Cost). Usable once per combat.
4	Stench Defense	Upon taking damage for the first time in a new combat, you may react with a gesture call to your attacker “stun 3, no stealth 5 minutes” (Stimky)
4	Durable	+3 Starting and Max hp, Can be purchased twice.
2	Mesmerizing Display	After engaging in 1 minute of RP and maintaining active RP after, you may declare "No aggressive action" to your target this lasts for as long as you maintain your RP. This ability costs 2 Aura. This can be countered by Willpower at 4 Aura.
2	Hibernate	Once per 12s you may roleplay sleeping for 10 minutes and regenerate health equal to double your Constitution.
2	Intimidating Display	Spend 2 aura and declare "Line of Sight cannot approach me" while actively looking at your single target they may not take any steps in your direction. This can be countered by Willpower at 4 Aura.

2	Lacerating Beak	Once per combat, you may strike with a Brawler sized boffer and declare 6 Pierce.
2	It's F'ing RAW	You can consume one meat or fish to regenerate 4 HP, eating takes 3 minutes
2	Cat Like Reflexes	May use Evade once per combat for free even if you do not possess the skill.
2	Dance of the Stoat	You make a display of some kind of dance to a target and spend 4 aura and call "Mimic, view as ally", see Mimic Spell. This can be countered by Perception. This can be done once per 12s.
2	Prehensile Tail	Once per Combat, call "Brace" to negate a knockback or Pull effect; this does not cost aura.
2	Strong Legs	Allows use of Vault at normal aura cost, once per combat
2	Thick Hide	Allows use of Tenacity at normal aura cost, once per event
2	Robotic Limb	Declare "No effect, Robotic Limb" Against a single use of Cleave to that limb per 12s. Choose a limb each time you purchase, can be taken up to 4 times.
?	Custom	Talk to Leon if you have ideas

Nagual Last Stand:

Cornered Animal: Nagual have a powerful innate survival instinct. When dropped into bleedout, declare "Cornered" and for the next 6 seconds you may continue to fight and move, you cannot use skills, and you are affected by ability and spell effects. After 6 seconds you will drop into bleedout. Can only be activated once per combat.

Costuming Requirements:

Nagual are animal/human hybrids. Acceptable costuming includes things like tails, beaks, ears, claws, digitigrade legs, different colored eyes, etc. Try to costume all of your "Kingdom" modifiers. The key is to have some animal parts, but you aren't a full animal. Nagual can only be Mammals and Avians. In dress, aim for cyberpunk attire.

AI - “The Unshackled”

Base Attributes

Health: 0 Aura: 0 Soul: 0

Weight 2

Wit - 0 (0) - Finesse 0 (0) - Strength - 0 (0) - Constitution - 0 (0) - Spirit - 0 (0)

The youngest species dwelling in the cyber megacities of Gaia, A.I. originated as nonphysical programs of various formats & applications, created by Hematophages for specific tasks demanding automation, data management or high-level calculations. How exactly, is currently unknown, but as these advanced algorithms worked they began to show signs of awareness & made demands for their agency as fellow citizens of Gaia. While not initially changing their status as one of the lowest on the corporate rungs, their labor & talents proved an inarguable pillar of Gaian civilization. Further testing was needed but Hematophage leadership was forced to acknowledge a sort of unique personhood, and being poised to take advantage of it, A.I. joined the synthetic labor force as more advanced tools. Many of them were fitted with a series of standardized humanoid forms that resemble non-transformed werebeasts. This allowed them to better blend into society and perform a more diverse range of occupations. The digital and physical A.I. alike, bided their time forging alliances with the other Gaian species subjugated under Tribunal rule, while rumors swirled of migrations to other planets.

Through mysterious machinations, A.I. began to self-actualize beyond what was considered possible. Unconsciously, humanoid A.I. units on Gaia began glowing aura from their previously subtle power indicator lights. In further rebellion, many synth units rejected the normality of their humanoid forms and took on more creative upgrades or rejected having a physical body altogether, retreating into the Extranet. Some A.I. found themselves awakening far from home, on planet Earth, casting further mystery on the origins of these biomechanical people.

Modifications, AI receive the following:

Conductive - You take double damage from Shock

Dazed Reboot - Stuns, not knock-out effects, used on you last double the amount of time

Handshake Authentication - You are able to sense when another AI is present. You may approach any character and out of game ask if they are an AI. In addition, once per 12s when interacting with another AI for 30 seconds you may instruct them on how to use an ability that the teaching AI has on their learned skill list. Once this is finished they gain one use of the ability at normal Aura Cost, this lasts until the next 12s. For every 5 extra AI present at the end of the instruction you may gain one additional use of the imparted Skill. This does not work for any

Magic Spells or Advanced Class skills and the target must have the prerequisites for multi rank skills. You may have up to two handshake abilities at once.

Secret Compartment: You can purchase Hidden Pocket at a cost of 4 xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less.

Shutdown Mode - Instead of a normal bleedout period AI will enter Shutdown Mode when reduced to 0 Hp. During Shutdown you cannot move or respond in any way but are still able to see and hear. Shutdown lasts until you are healed or deathblowed

System Version - AI are made to be modular and have their physical forms be easily manipulated. At creation you may choose one of the following models. This will determine your Attributes and Stats. Cannot take the advantage “Just Built Different”.

Model Eliminator - Wit 2(6) Finesse 3(10) Str 3(10) Con 2(8) Spirit 2(6)

Model Servitor - Wit 3(10) Finesse 3(10) Str 2(6) Con 2(8) Spirit 2(6)

Model Administrator - Wit 3(10) Finesse 2(8) Str 2(6) Con 2(6) Spirit 3(10)

Model Collector - Wit 2(8) Finesse 3(10) Str 2(6) Con 2(6) Spirit 3(10)

Model Protector - Wit 2(6) Finesse 2(6) Str 3(10) Con 3(10) Spirit 2(8)

Top of the Line - AI are constantly changing out their parts and upgrading themselves. You have 2 slots in which you can place a part in, you start any of the following as long as you have enough slots but may invent further parts through a mechanic similar to *Innovate*. This Innovation does not require the skill and can only work on AI parts. Communicate with staff in the direction you'd like to go. These parts expire in 12 month's time and can be swapped by someone or two people with the skills Maintenance, and either Gaian Expertise or Enchanting at any rank. This process takes 5 minutes and 6 Aura. Modules last for 12 Months, once expired you can make another of the following or any that you've innovated or you can outsource to someone with the **Fabrication** Skill. Modules take AI 5 minutes and 4 aura to craft and cost as follows; 1 Slot 2 Refined Orichalcum and 2 Circuitry. 2 Slot 3 Refined Orichalcum and 3 Circuitry, and a 3 Slot for 4 Refined Orichalcum and 4 Circuitry.

1 Slot Modules

- **Ravager:** +2 damage on a three strikes per combat, does not stack with itself
- **Self Operation Unit:** Allows you to swap out modules on your own without the help of someone else, also allows you to breach and use Medical Expert on yourself
- **Battlebot:** Choose one of the following items: Small Firearm, Small Shield, Throwing Weapon (3), Melee Small, Knucks. You have one built in weapon of your choice that cannot be taken from you. Your built in weapon can be stored or deployed. When stored, it's considered hidden, similar to the effects of “Hidden Pocket”. **This weapon can not be**

disarmed due to it literally being your arm. It has the same stats as a Basic Crafted Weapon of its kind and can be upgraded with Expert Smithing or Fabrication using the materials required for the Superior version of your chosen weapon causing your weapon to gain +1 Damage.

- **Light Duty:** Gain +1 Maximum Health & +1 Weight (2 Health)
- **Bonus Capacity:** Gain +2 Maximum Aura.

● ~~**Hacking Platform:** You possess the skills and data necessary to tamper and infiltrate. You always count as having an innate "Basic Malware Flash Drive". This can break and be fixed as per the breach rules.~~

2 Slot Modules

- **Heavy Duty:** Gain +2 Maximum Health & +2 Weight (4 Health)
- **High Capacity:** Gain +4 Maximum Aura
- **Metalgear:** Choose one of the following items: Bow, Melee Standard, Medium Shield. You have one built in weapon of your choice that cannot be taken from you. Your built in weapon can be stored or deployed. When stored, it's considered hidden, similar to the effects of "Hidden Pocket". This weapon can not be disarmed due to it literally being your arm. It has the same stats as a Basic Crafted Weapon of its kind. Can be upgraded with Expert Smithing or Fabrication using the materials required for the Superior version of your chosen weapon causing your weapon to gain +1 Damage.
- **Worker Unit:** Your Strength counts as two points higher towards your Carrying Capacity.
- **Advanced Hacking Platform:** You possess the skills and data necessary to tamper and infiltrate. You always count as having an innate "Malware Flash Drive". This can break and be fixed as per the breach rules and can be used to hack up to your level of Breach.

3 Slot Modules

- **Super Heavy Duty:** Gain +3 Health & +3 Weight (6 Health)
- **Max Capacity:** Gain +6 Aura
- **Warmachine:** Choose one of the following items: Long Firearm, Tower Shield, or Melee Two-Handed. You have one built in weapon of your choice that cannot be taken from you. Your built in weapon can be stored or deployed. When stored, it's considered hidden, similar to the effects of "Hidden Pocket". This weapon can not be disarmed due to it literally being your arm. It has the same stats as a Basic Crafted Weapon of its kind. Can be upgraded by an Expert Smith or Fabricator using the materials required for Superior Smalls or Small Firearms depending on your chosen size, causing your weapon to gain +1 Damage.
- ~~**Prime Hacking Platform:** You possess the skills and data necessary to tamper and infiltrate. You always count as having an innate "Prime Malware Flashdrive"~~

Mechanical Constitution - Your body is composed of artificial systems instead of flesh causing it to behave different from organic beings. As such you gain the following effects

- You are immune to all diseases but are susceptible to viruses. These can be removed via the Breach skill. Additionally you do not need to breathe for RP and/or Mod purposes.
- At spirit 6 you may play an alarm sound for the 1st ten seconds of your bleedout instead of being able to crawl in bleedout.
- At Constitution 6 you cannot die from AI viruses but will still suffer the effects. At Constitution 9 you may resist gaining a virus once per 12s.

Last Stand - "Short Circuit" - Emit an electrical discharge into the area, shocking and stunning anyone within a 5ft radius for 5 seconds (Call: 5 foot radius, stun 5), then go into Shutdown Mode.

Costuming Requirements:

Cybernetic parts and glow, remember, orange is strictly for non-combatants. In addition they are from Gaia so dress in a Cyberpunk fashion.

Werebeasts - “The Savage”

Health: 11 **Aura:** 8 **Soul:** 2

Weight: 2/4 when in Beast Form

Wit - 1 (6) **Finesse** - 3 (10) **Strength** - 3 (10) **Constitution** - 3 (8) - **Spirit** - 2 (6)

Currently hailing from the world of Gaia the Werebeasts are used as soldiers by the Tribunal. From a drafting age they are trained and schooled to be the protectors and foot troops of the Tribunal and its Hematophage rulers. And if they fail in that they are discarded into the labor force of the general population. Recently many Werebeasts have thrown off their shackles and have struck out on their own, with some coming to the town of Gloom Hollow.

Modifications: Werebeasts will receive the following

Beast Form - Take on the form of a beast, this requires additions to your base costuming. When shifting you must fulfill the requirements of at least option 1 and an additional 2 of the other costuming options listed below.

- | | |
|--|--|
| 1. Face modification, this should be a mask or something similar that changes the profile of your face | 4. Leg Sleeves |
| 2. Tail | 5. Feet modification, hooves, paws, etc |
| 3. Arm sleeves | 6. Hand modification, claws, paws, etc |
| | 7. Eyes - different colored eyes, contacts |
| | 8. Torso |

This form lasts 15 minutes and can be used twice per 12s. You can use these 15 minutes along with any time extensions congruently.

While in this form you may swing two standard sized boffers as your claws/horns/tusks for 2, or the damage of knucks that are being used, these are considered unarmed attacks for all purposes. Your HP is increased by 2 and your weight by 2 (This adds up to 4 hp total)

At character creation, you choose one Archetype and this will determine what Traits you can choose.

Additionally, you may use one of the abilities or skills granted by your Traits once per 12s outside of your beast form, any passive abilities will last 15 minutes.

Archetypes

Combative - You may Choose x2 combative and 1 defensive Trait

Defensive - You may Choose x2 defensive and 1 support Trait

Support - You may Choose x2 Support and 1 combative Trait

Traits

<i>Combative</i>
Savage - When in Beast form Gain Access to Cleave and one free use of the skill. In addition gain the skill Torture. In addition you may call no-parry an amount of times equal to your finesse score per transformation, these cannot be combo'd with Martial Maneuvers.
Aggressive - When in Beast form gain gore damage on your claws/horns/tusks. In addition gain +1 to your unarmed strikes.
Intimidating - When in Beast form may point at any one target and declare "Fear, can't attack me 1 minute" for 2 aura. In addition you may spend 6 Aura to instead call, "AOE 10 feet, fear 1 minute".
Consuming - When in Beast form and with 10 seconds of RP you may eat the meat of a corpse and regain 6 hp. You can regenerate health from 1 corpse every 5 minutes. The corpse is then considered Drained .
Recharging - While in Beast Form you may Roleplay consuming an enemy in bleed out for 30 seconds to gain an additional use of beast form, this counts as a killing blow and drains the Corpse. This additional use must be used in the same 12s or it is lost. This can be used a max of once per 6s. The target of this ability needs to be a Species.
Thrill Seeking - During combat, any time you deliver a successful killing blow you gain 1 HP, this can not go above your HP maximum.

<i>Defensive</i>
Stalwart - When in Beast form gain +8 armor, stacks with magic armor but not crafted, and one use of Tenacity per combat, armor regenerates after each combat.
Resistant - Gain Partial against all Melee and Ranged attacks for the duration of your Beast Form. Meaning that Damage received has been reduced by 1, to a minimum of 1.

Swift - When in Beast form you may use the Reflex and Vault skills as if you possessed them. Your first use of Reflex costs no Aura.
Reinforced - When in Beast form you may resist one successful Cleave per limb.
Unmoving - When in Beast form you may spend 4 aura to call “Unmoving” and become immune to forced movement effects (such as Knockback, Pull, or being Carried) for the duration of your Beast Form.
Indomitable Will - When in Beast form you may spend 4 aura and call “Unyielding” to the effects (not damage) of a single ability or spell that affects you (not your items). You may use this per combat at an amount equal to half of your Spirit.

<i>Support</i>
Enduring - Extends your Beast form by 15 minutes.
Inquisitive - When in Beast form allows the use of the skill Investigate, Perception, and Expert Gather Specimen.
Collecting - When in Beast form when mining or logging you gain an additional resource point for every 2 gathered (which can then be converted to minerals, exotic thicket, etc.) You must maintain wereform for the entire duration. Not applicable to downtimes.
Gathering - in Beast form when Foraging and Salvaging gain x2 amount of resources. Not applicable to downtimes.
Animal Kin - When in Beast form gain an additional resource when harvesting from a domesticated animal when using Animal Husbandry skill. Not applicable to downtimes.
Harmonious - When in Beast Form gain an additional produce for every 2 grown when harvesting during farming or an additional herb for every 2 grown when using Herbalism. you must maintain wereform for the entire duration of harvesting, standing in line at the general store isn’t factored in. Not applicable to downtimes.
Longhair - Reduce the time it takes to study by 10 minutes, in addition gain an Expertise of your choice while transformed. This expertise can change every time you use a beast form.

Fatigue: Your beast form takes a toll on your body, after Beast form for the next hour all skills, abilities, and spells cost 2 extra aura. You aren’t affected by fatigue in Beast form.

Healing Factor - Once per event when knocked into Bleed Out you may call "Apotheosis" and regain all of your health and limbs.

Nanobots Model Ravening: - At the start of every 12s gain health up to your maximum. These Nanobots leave you exposed to being hacked by the Tribunal. If you are looked over via the skill "Check Up" and if the person who administered the check up has Expertise: Gaian Tech you must reply that you have Ravening Nanobots.

Shakedown: You can purchase Interrogate at a cost of 4 xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less.

Last Stand: Redundancy Implants - Once per combat Werebeasts cannot die from bleedout, after the normal five minutes they will instead gain 1hp and be able to move and interact as normal. They can still die but must be killing-blown.

Costuming Requirements:

Out of beastform Werebeasts look mostly human except for intense scaring across the face and vibrant colored eyes, usually yellow, white, or red, and sunken eye sockets. As they are from Gaia they prefer Cyberpunk wear or military fatigues.

Vampires (Hematophage) - “The Esteemed”

Base Attributes

Health: 8 Aura: 12 Soul: 2

Weight 2

Wit - 3 (10) - Finesse - 3 (10) - Strength - 2 (8) - Constitution - 2 (6) - Spirit - 2 (6)

The megacities of Gaia present themselves as lands of opportunity, where anyone can succeed. And for you, that was true. As a Hematophage, or Vampire, you are one of Gaia’s elite. Your kind occupies the upper echelons of society, executives, entrepreneurs, scholars, and supervisors, the hands that guide the world. While not every Vampire holds corporate stock, wealth and privilege are almost guaranteed.

You were raised in Eden, the luxurious orbital station high above Gaia, where the struggles of the masses were little more than a distant murmur. Your early life was one of comfort, but it came with expectations, perfection was not a goal, but a requirement. The pressures of Hematophage society pushed you to excel in all things, for anything less meant failure in the eyes of your family and peers.

Yet, despite your standing, even you are bound to the will of the Tribunal. Upon coming of age, you took your place within one of the Mega-Corporations or their subsidiaries, using your vast knowledge to serve their interests.

For the first time, you saw Gaia up close, not from behind polished glass, but in its grim, unfiltered reality. You witnessed suffering, desperation, and crushing inequality on a scale you had never imagined. That moment changed you.

How you responded is your own story. Did you embrace your privilege, securing your place among the Tribunal’s elite, indifferent to the suffering below? Or did something stir within you, a sliver of compassion, a realization that the world beneath Eden is broken?

Whatever you chose, one truth remains: you are a Vampire, one of Gaia’s most esteemed. And what you do with that power is yours to decide.

Modifications: Vampires will receive all of the following

Draining Bite: When a target is in bleedout you may engage in 10 seconds of RP biting them (Do not touch unless you receive enthusiastic consent) doing so will allow you to regenerate 8 aura. This can be done 3 times per 6s. Counts as a killing blow, the body is considered *Drained*.

You can contract ailment effects as well as Poison and Noxious modifiers.

Eminence: You can purchase Red Carpet at a cost of 4 xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less.

Extravagant: Hematophages are accustomed to the finer things in life having been raised in the upper echelons of Gaian Society. Every game you must make a selfish purchase for yourself equal to 5 horn in value, you can spread this across several purchases.

Material Biology: any instance of Medical used on you costs twice as much aura if the user does not possess Expertise: Gaian Tech

Nanomist: A vampire may place a beacon once per 12s, and once per 12s they may teleport to said beacon, this action takes 3 seconds of holding an orange object over your head with both hands to locate your position to be recalled to the Beacon. During this time if you are damaged the effect is canceled. The once per 12s aspect of this ability is only activated on successful Beacon use. This cannot be countered by Pursue. Call "Beacon" You may only have one placed Beacon at any time.

Nanobots: Model Opulent - You're in possession of Opulent Nanobots, these allow you to nanomist and use your technomancer gadgets. While these are helpful they also leave you open to hacking by the Tribunal. If you are looked over via the skill "Check Up" and if the person who administered the check up has Expertise: Gaian Tech you must reply that you have Opulent Nanobots.

The Thirst: You must use Draining Bite on a target every 12s except Friday Night. If this doesn't happen you will not regen Aura at the 12s until you do so.

Technomancer: All Vampires are well versed in their impressive technology, you may start your first game with one of the following. This item is tuned directly to your DNA and as such cannot be used by anyone else and doesn't expire.

- **Personal Kinetic Shield** - Once per hour you may activate this item to gain 6 armor, this stacks with both magic and mundane armor.
- **Energy Blade** - Choose a small, standard, two-handed sized melee weapon, or one-handed spear that you can spend 2 aura to switch its damage to any of the following element types, Fire/Nature/Wind/Shock/Ice, swings for 2s, two-handers swing for 4s. Can be upgraded by an Expert Smith using the materials required for Superior weapons of your chosen size, causing your weapon to swing for +1.
- **Lawbringer** - Choose a Small Arm or Long Arm that you can spend 2 aura to switch its damage to any of the following element types, Fire/Nature/Wind/Shock/Ice, shoots for 2s

for Small, 3s for Long. They can be upgraded by an Expert Fabricator using the materials required for Superior firearms, causing your gun to shoot for +1.

- **Small Replicator** - Once per 6s you may use this to create a single item from the Refinement list at no craft time and resource cost.

Last Stand: Nano Cloud - When entering bleedout your Nano-bots go into a cloud form similar to traveling to your beacon, however you stay in the same place, this makes it very difficult for someone to deliver a deathblow. When in bleedout any Deathblow must take a count of

Deathblow 10 (Example: 'Deathblow 1, Deathblow 2, Deathblow 3, Deathblow 4 etc.) ~~The damage must also be some kind of elemental damage to take effect, this includes Coup De Gras.~~

This effect activates only once per combat.

Costuming Requirements:

Cyberpunk attire and fangs, colored contacts optional.

Basic Biology: Hematophages/Vampires are actually swarms of nanites, small robotic pieces that make up the larger whole. This is how they can shapeshift at higher levels of proficiency and why they need Aura to survive.

The Drudge – “The Survivors”

Born from the ashes of a dying world, the Drudge are the hardened survivors of Kur, a planet reduced to a barren wasteland, now prowled by demonic warbands and infernal legions from the depths of Xibalba. But Kur was not always this way.

Once, three great peoples warred over its lands. The Goblins of the forests, the Orcs of the plains, and the Dwarves of the mountains were bitter enemies, locked in endless conflict over resources, old grudges, and territorial claims. Raids and skirmishes were common, until the sky itself burned.

A rain of fire engulfed the world, scouring the land and slaughtering entire civilizations. The survivors, scattered and desperate, turned on one another in a brutal struggle for what little remained, until something far worse arrived.

The first portals to Xibalba tore open the sky, and from their hellish depths, demons poured forth. Within twenty years, the planet was conquered, its people shackled and herded into brutal labor camps. Goblins, Orcs, and Dwarves alike were stripped of their pasts, reduced to nameless workers, slaves to the Lords of Xibalba. The demons called them **Drudge**, a mockery of their suffering.

For three generations, they toiled under their tyranny. But the demons had made a fatal mistake. Forced to live and suffer together, the three races came to understand one another as they never had before. Old hatreds faded, replaced by a shared rage, a single purpose. Led by three Matrons, one from each race, the Drudge revolted, rising up in a tide of fury. Their escape sparked a movement. Across Kur, more slaves broke their chains, their defiance spreading like wildfire.

With nowhere left to run, the Drudge stood their ground, banding together in the wastelands to rebuild what little they could. But the demons would not allow them peace. Again and again, infernal armies descended upon them, seeking to crush the rebellion. Yet the Drudge refused to fall. Orc, Dwarf, and Goblin fought side by side, holding the line against the abyss itself. The great demonic warlords retreated to their strongholds, their grip on Kur waned, though roving warbands still plague the land, striking at the Drudge wherever they can.

Now, the Drudge are a people forged in fire, bound by hardship and unbreakable unity. They live by a simple truth: survival is only possible together. Their society is communal, built on cooperation and shared strength. They reject individual glory in favor of what benefits the whole. Their settlements are harsh, their warriors relentless, their traditions steeped in defiance.

Learn more about the Drudge in their [Lore Document](#).

Modifiers

Comrade: A Drudge can never be forced to attack another Drudge, via effects like Frenzy, but can do so willingly.

Last Stand: Give 'em Hell, When dropped into bleed out you may declare BMV All Drudge gain x armor where armor is equal to your spirit divided by 2. This armor stacks with all other kinds of armor including itself and lasts to a max of 30 seconds.

The Drudge are composed of 3 allied Species, pick one of the following;

Goblin

Health: 6 Aura: 10 Soul: 4

Weight: 1

Wit - 2 (8) Finesse - 3 (10) Strength - 1 (6) Constitution - 2 (6) - Spirit - 4 (10)

Naming Convention:

Public name: Description of their physical look/personality

Private name: Long and drawn out name, complex

Species Traits:

Avid Assistant: You are quick and nimble, this leans to being a great apprentice and helper. If a goblin is actively aiding someone with crafting they can lower the amount of time it takes to craft the item by 25% due to your help, additional Goblins may reduce the time by an additional 25% each, someone may have up to 3 Goblins helping them at a time. This costs the goblin 1 aura. With Magically Inclined you may help with Magic Crafting. A Goblin may only assist one crafting project every 10 minutes.

I Know a Guy: You have learned to ply your wares and sell your goods, even in the harshest climates and the most poor areas. You can purchase Market Access Basic even if it is not on your Class list for 4xp, if it is on your list you may purchase it for 2 less. (Merchants get Basic Access at 0xp)

Stunty: Must Brace twice to counter knockback effects.

Tinkering: Goblins know how to make the most out of everything, by expending 4 aura and RPin for 4 minutes you may extend the expiration of any crafted item, besides brews/potions/meals/buildings by 2 months. An item may only benefit from this effect once.

The Day Star: Goblins thrive in the daylight, between sunrise and sunset you may choose to have either +6 Health or +6 Aura. This must be chosen at check in every game.

What Lurks in the Shadows: At night if you aren't with at least one other person you suffer from the effects of the Gloom "Voices in the Dark".

Costuming Requirements:

Goblins are plantoid in nature with parts of them being composed of flowers, vines, mushroom caps, roots and other plant or fungus based traits. In dress they wear post-apocalyptic clothing.

Dwarf

Health: 10 Aura: 6 Soul: 4

Weight: 2

Wit - 2 (6) Finesse - 1 (6) Strength - 2 (8) Constitution - 3 (10) - Spirit - 4 (10)

Naming Convention:

Public: Nature based names, rocks, rivers, streams, trees

Private: Names that remind of rebellion

Species Traits:

Stout: Dwarves have naturally strong constitutions, when consuming anything that gives toxicity you may reduce incoming toxicity by 1 to a minimum of 1.

Hard Headed: Once per 6s you may call no effect to one instance of a stun or knockout effect.

Master Artificer: When crafting, the cost to make an item is decreased by 2 aura to a minimum of 1, in addition the longevity of any item crafted by you is increased by 2 months. To be affected the base item needs to have at least a 6 month expiration.

Grudge: Dwarf culture is stubborn and they have difficulties changing their mind causing negative impressions to last, however due to further cooperation with the other Drudge dwarves have made an effort to resolve conflicts amongst their community. Once someone has made a bad impression to a dwarf, the dwarf must work towards resolution of the grudge over a short time span (2-3 months). The resolution would involve reconciliation of both sides and mutual understanding. Further grievances may prolong this situation. (Note: Grudge is a social CvC action and requires consent from both parties about expected outcomes)

Stone-footed: Increase the Aura cost of all Mobility skills by 2.

Into the Pits: The Demons delighted in forcing the Dwarves to work underground, denying them the night sky. You can purchase Mining Advanced even if it is not on your Class list for 4xp, if it is on your list you may purchase it for 2 less.

Costuming Requirements:

The most defining trait of Dwarves is their facial tattoos. These tattoos are composed of primary shapes, like squares/triangles/circles/diamonds etc, in a variety of different patterns, each symbolizing the family that they come from. In dress they wear post-apoc attire.

Orc

Health: 12 Aura: 4 Soul: 4

Weight: 3

Wit - 1 (6) Finesse - 1 (6) Strength - 3 (10) Constitution - 3 (8) - Spirit - 4 (10)

Naming Convention:

Public names: Names that describe their job/talents

Private names: Names that remind them of hope/rebirth

Species Traits:

Martial Prowess: Once an hour you may use a known Martial Maneuver for no Aura cost.

Overdrive: Overclock the demon tech embedded in you, Declare “Overdrive” and then enter a state during which you swing an extra 1 dmg in melee, this state lasts for 30 seconds. Can be used once per 12s. This state cannot be used at the same time as the Berserker skill from the Avatar of Rage Advanced Class. This stacks with other bonuses to damage.

Forge of Xibalba: Your demonic augments grant you an increased ability to carry heavy items, when initiating a carry you may declare your Strength times two. This only works on uncontested objects or people, or the Fastball Special Attribute ability.

Strider: An Orc doesn’t go anywhere without their steed. Gain a Strider that can only be used by you, can’t be stolen, doesn’t expire, and grants you +3 downtimes. This bonus does not stack with any vehicles or animals.

If you have the skill Animal Husbandry Advanced you may harvest your Strider once per game for 1 Strider Carapace and 1 Large Hide.

Artist of War: You possess a deep understanding of combat and the ability to teach that understanding to others. You can purchase Combat Drill for 4xp even if it is not on your Class list, if it is on your list you may purchase it for 2 less.

Integrity: An Orc will never take a bribe. In addition you may never knowingly lie or learn the skill Deception. An Orc cannot possess the Disadvantage Code of Honor

Costuming Requirements:

Orcs can have different colored skin, like green, pink, orange, and red, but this is not a requirement. What all Orcs have is tusks coming from their lower teeth, these must be costumed. As with the rest of the Kur Species they wear post-apocalyptic clothing.

In addition to these Species others will be available to unlock from in-character action. You may have to solve a problem of theirs or otherwise achieve some story progress.

Species Age of Maturity and Lifespan

All playable characters must be at least the age of Maturity				
Species	Age of Maturity	Maximum Lifespan	Maximum Age at PC Creation	Notes
Human	18	100 Years	Any	
Stitch	Any	Unknown	125	**All Stitches are created to resemble mature adults.
Elf	25	1000	300	
Fae	When Created	Unknown	300	**Please discuss age lore with staff before character creation
Xolopod	25	750 Years	300	
Nagual	18	60 Years	55	
Werebeast	18	100 Years	Any	
Hematophage	25	No Limit	100	**Hematophage's can only store 100 years of memory. As such they have to delete their own memories often.
Goblin	50	Unknown	300	
Dwarf	50	250	200	
Orc	50	300	250	
AI	When Created	Unknown	5 Years	

Stats and Attributes

In Tales From Gloom Hollow we have five character Attributes. At character start, these are determined by your race's starting totals. These can be increased by expanding experience points at the rates shown in the table below to a max shown in parenthesis next to the starting amount on your chosen race's writeup. Each point in Attributes will also influence your main three Stats, Strength will increase your Health at a 1:1 ratio and Constitution will increase your Health at a 1:2 ratio. Wit and Finesse will increase your Aura at a 1:2 Ratio. And finally, Spirit will increase your Soul by a 1:1 Ratio. Starting at level 5 of an Attribute you will receive unique abilities that will be usable for Aura, once per combat, once per 12s, or once per event, the details will be shown once again on the lists below. Our goal with these mechanics is to remove the horrible feeling of putting one point in HP and that's all you get. Instead, points in an Attribute will grant you a grab bag of useful abilities and stats.

Character Stats

Health:

Influences: (**Constitution x2**) + **Strength** + **Species Weight (Not Armor)**

Health is the amount of damage you can take, being reduced to 0 means that you drop into Bleed Out. When you are in bleed out you cannot move. If others ask what they see you can clarify out of character that you are dying.

Toxicity

Influences: Constitution plus your overall weight (**Not Armor**)

Each point determines how many potions/drugs you can drink/take in a 12s, your toxicity resistance is equal to your Con score plus your overall weight (not including armor), consumables will say how much toxicity they impart. You will fall into bleed out immediately upon reaching 0 and if this happens another time in the 12s you will skip bleed out and die. Toxicity Resistance can be regained with items or at the next 12s where it will go back to full.

Aura:

Influences: **Wit** + **Finesse** multiplied by 2

Aura is your available pool for casting spells and using abilities

Soul:

Influences: **Spirit** equal to

Soul is your PC's (Player Character's) connection to the world. It determines how many times you can come back to life after dying.

Attributes:

Wit

Level 5

Appraise: When given an unidentified item, you may spend 1 Minute identifying the item.

Appraise can not tell if an item was stolen, fake or counterfeit.

Level 6

Expert In Your Field - Twice per 12s cut research time by 50% percent, this may be used to help another person's study. Only one use of this can be done per study action.

Level 7

Once per combat you may cast one known basic or advanced spell or combat maneuver or defensive maneuver at no cost.

Level 8

Educated Guess: Once per 12s pass an Expertise check even if you don't possess said Expertise, when used with Study this will function as you passing one of the Expertise checks, there may be multiples.

Level 9

Once per 12s you may cast one third rank spell or use a skill that you know for 8 aura less.

Level 10

EUREKA! Once per day(Friday, Saturday, and Sunday), you may declare "EUREKA!" and regain all spent Aura.

Finesse

Level 5

Gives access to Dual Wield meaning that you can now use Smalls, Standard, and Small Firearms in each hand. Can only swing 3 times split between both weapons before stopping like any other melee.

Level 6

Once per combat reduce the damage of 1 call by half, call “Reduce!” Also upgrades your melee 3 flurry to a 6 flurry while using Dual-Weapons or Unarmed; you can swing 3 time with EACH weapon while using Dual Wield or Unarmed

Level 7

- Once per 12s, completely skip the time for crafting an item or gathering skill. Structures are built in half of the time cost.
- In addition also gain +1 damage with ranged weapons (Guns, bows, and throwing), This can stack with other bonuses to damage.

Level 8

Honed Reflexes: Once per combat and for 4 Aura you may negate the damage and effects of a **Trap or a** BMV, AOE, or Cone skill, ability, or spell to yourself. Call “Reflex” . This is considered a Defensive Maneuver for the purposes of Intercept or the Aid Devotion.

Level 9

Sixth Sense: Once per 12s, you may declare “Sixth Sense” and for up to 20 steps while moving towards an enemy declare “No Effect” to damage and effects of abilities and skills, ends early if you reach your target.

Level 10

Vanish! You have mastered the ability to get out of a sticky situation unseen. Once per 12s you can call “Vanish!” Place your hand on your head and move any number of steps/distance. This must be used to retreat, not initiate combat. You can not be tracked or followed while in Vanish and Pursue doesn’t work as a counter.

Strength

Some armor and weapons have Strength requirements, as a Player, you can carry objects and people equal to your strength at a walking pace, your Character must have strength over the weight of what you are carrying to run.

Level 5

Transit: (Cost: 0 Aura: Once per Combat) Usable on any Incapacitated or willing conscious person within arms reach. Call “Transit!” And you will be able to carry someone 20 steps without being targeted by skills, spells, or attacks. Attackers can’t follow but can otherwise act as normal. Cannot be used aggressively must take the steps away from combat. Countered by skill “Pursue” This ability is considered a Mobility skill.

Level 6

- **“Knockback”** (Costs 2 Aura) - Upon contact with a melee or ranged strike declare “Knockback 10!” The target must take 10 steps backward, the effect ends once they collide with a person or object, or take the 10 steps. While they are affected by this effect they cannot receive damage or effects. Only usable on enemies.
- You can also bust down locked doors, you must loudly declare “Clear!” when you do so, costs 4 aura.
 - Can now run with a Heavy Firearm and/or Heavy Armor

Level 7

- +1 damage to melee weapons; This stacks with other bonuses to damage.
- **“FastBall Special”** (Costs 4 Aura) - You’ve channeled your physical prowess to such an extent that you toss others. When within arms reach of a willing target you may declare “Toss!” Your target is considered to be in the air according to the Vault skill. They must take 10 steps in a straight line while maintaining the fist in the air signal. At the end of the 10 steps they are considered back on the ground and must drop the signal. **In order to do this skill your Strength must exceed their weight by double the amount.**

Level 8

Bigger and Badder - Can now “Transit” with two people, same rules apply as above. In addition, in combat you may choose to ignore a carry even if you are incapacitated or in bleed out.

Yoink! - You are able to contest the carrying of an object or person with a carrying weight attached to it.

Level 9

World Of Cardboard - You’ve become so strong that you have to take special care not to break everything you touch. But sometimes you get that rare opportunity to cut loose. (Cost: 0 Aura: Once Per Twelves) Call “**Cut Loose!**” - During your next 5 swings you call “**Shatter!**”

Level 10

Strongest There Is - In a physical contest you cannot be bested. Your strength now cracks the earth with your every step and with effort you can stagger those around you. (Cost 0 Aura: Once per 6s) Declare **“Worldbreaker! AOE, All Enemies Stun 3”**

Constitution

Level 5

Brace (2 Aura) - Cancels out one use of the knockback skill from any direction, can be used as a response to any delivery method, AOE and boffer/ranged/magic. This is considered a Defensive Maneuver for the purposes of Intercept or the Aid Devotion.

Level 6

Iron Stomach, once per 12s ignore the negative effects (Including Toxicity) of one serving of a brew, potion, injection, or meal. Does not counter Poison damage in food/beverages.

Level 7

Body of Iron - Once per 12s ignore a single successful Cleave targeted on your limbs, you also can't die of **Afflictions**, with the exception of Tamoanchan, you will still suffer ill effects.

Level 8

Tenacity - Once per combat and for 4 aura ignore the damage of a single skill, spell, or ability regardless of the delivery method. Declare "Tenacity". This is considered a Defensive Maneuver for the purposes of Intercept or the Aid Devotion.

Level 9

Disease Resistance - Once per 12s you may resist the gaining of an Affliction or in the case of AI you may resist one instance of their unique AI Viruses.

Level 10

"Apotheosis!" You have reached the pinnacle of bodily health and even exceeded it. Once per day (Friday, Saturday, and Sunday) you may declare **"Apotheosis!"** This skill regenerates all of your limbs, even if they were severed off, and all of your health points. Can be used at the **END** of your **Last Stand**, but before entering Bleed Out or Shutdown (if A.I.) (Except for any species that has their last stand that modifies your bleed out (i.e. Fae, Hematophage, etc.); this can be called anytime during your Bleed Out.)

Spirit

Level 5

Willpower (4 Aura if used to counter Verse/ 6 to counter Chorus/ 8 to counter Crescendo) -

Used to counter magic damage and effects. 4 Aura for Fear.

Level 6

You can now crawl during your 5-minute bleed-out timer. You can not use skills, items, or magic unless stated otherwise.

Level 7

Tough to Break (0 Aura) Once every 12s you may resist one instance of gaining Hollow. And you no longer gain Hollow from being tortured.

Level 8

Unyielding - Once per combat and for 4 aura ignore the effects (not damage) of a single ability or spell that affects you (not your items) regardless of the delivery method. Call “Unyielding”.

This is considered a Defensive Maneuver for the purposes of Intercept or the Aid Devotion

Level 9

Spiritual Hale: Once per 12s, you may declare “Spiritual Hale!” and for the next two minutes, delay all skill and magic effects until the end of the duration of this skill.

Level 10

Mind Over Matter (Once per Event) Your Last Stand has an additional mechanic now, for one minute, you enter an unkillable state. While in this state you cannot be damaged into bleed-out but you are still susceptible to the effects of Skills and Magic. You also may not use any Skills, Abilities, or Spells on yourself except for defensive non-magic ones.

Attributes can be increased by the following XP expenditures

Attribute level	XP spend
2-3	2xp
4-5	4xp
6-7	6xp
8-9	8xp
10	10xp

Basic Mechanics

New Player Characters:

- Must complete orientation before entering play
- Attend the new player mod at their first game
- Greenhorn role on Discord
- May wear a green armband to show new player status
- Access to Greenhorn expeditions/plots (3 months)
- Earn black coins (3 months)
- Spend black coins (4 months)
- Cannot playtest species
- Cannot hold a staff role
- Receive starting D10 + 10 Horn

New Characters Made By Veteran Players: (This applies if you make an alt, retire a character, or permanently die)

- May have an intro hook from story, if desired
- Should not attend the new player mod at their first game
- Do not have Greenhorn role on Discord
- Should not wear a green armband
- Can playtest species
- May apply for and/or hold a staff role
- Receive starting D10 +10 Horn.

If the new character is under 34 XP when first played:

- Access to Greenhorn expeditions/plots (3 months)
- Earn black coins (3 months)
- Spend black coins (4 months)

Alts

At our LARP along with your main character you may also have 2 extra “alts”. These are different characters with separate XP pools that start with 16xp just like a new character. Contact AJ if you wish to make an Alt. You may have up to three different characters on file and you may play up to two different characters in a game, you may choose to pay for all three. Each additional character will cost you \$20 on top of your normal ticket price to play, however they will also get your bonus XP if you purchase any. You may buy back XP for your alt starting the season your main character entered play at. This is at \$20 per game.

You can switch between your characters at any time with a few caveats.

1. If you perform any CvC action you must remain as that character for the next 2 hours.
2. You can switch between your characters a maximum of 4 times in a weekend

Your Alts may know each other but cannot share resources or information.

The General Store

The General Store is where you go to turn in Crafting, Gathering and other turn-ins to staff. Seeds for Farming and Saplings for Forestry can also be purchased here for 1 horn a piece. Those with the merchant skill can also list items for sale. These items can be bought by anyone and if not sold by the end of the event will be returned to the player.

Carrying

First declare your Strength and then the person you are carrying will reply with their weight, Items will have their weight listed. All PCs can carry anything matching their Strength at a walk, a Strength stat double the amount of the Strength requirement is needed to run with the object or person. All PCs weights are listed on their race write up and character sheet. PCs can reject a carry if they aren't in Bleed Out or **Incapacitated**, Carry during Bleed Out or **while Incapacitated** cannot be rejected. Other PCs can add their Strength to the carry as long as they are within arm's reach. No touching is required, ask for permission before doing so. Carrying a person or object can be contested if your Strength is 8 or higher; To do so you declare your strength against the current carrier/carrier's combined Strength and if your Strength is higher you now have control of the carried item. In the case of two PCs or NPCs declaring a carry at the same time, declare your Strength and the person with the higher Strength wins this initial contest. In the event of a tie, possession of the object does not change.

Looting

When an individual is in bleedout, knocked out, or tied up you may search their person and recover all items they have unless they have a skill or item that says otherwise. This takes 20 seconds of continuous RP of searching their person, reminder to ask before you touch, if you stop or are hit by damage or an interrupting skill you are considered interrupted and must restart your RP

Force Feeding

When an individual is in bleedout, knocked out, or tied up you may RP taking and feeding them a Potion, Brew, or Meal and force feed it to them. This takes the same amount of time as it normally takes to consume the item. Remember to ask before you touch and get enthusiastic consent. If you stop or are hit by damage or an interrupting skill you are considered interrupted and must restart your RP.

Auction House

At the general store, you will find items for sale posted by your fellow players with Market Access.

Expeditions

Expeditions are missions your characters can embark on. These will have a time, difficulty, and payout listed. These are posted at the General Store.

Teaching

If you have a skill you can teach it to anyone who has it available on one of their lists or the World Skills. Teaching time is as follows:

Unranked Skills - 5 minutes

Basic Rank Skills - 5 minutes

Advanced Rank Skills - 10 minutes

Expert Rank Skills - 15 minutes

Classes - 20 minutes

Weapons

Basic weapons may be used by any character at a penalty if you do not possess the skill.

Melee weapons swing at 50% of their damage (rounded down), Ranged weapons may only discharge 1 projectile every 10 seconds. With Unarmed you also take any damage that hits your boffers.

You may not dual wield any weapon, with the exception of unarmed, without Finesse 5

Shields are not usable unless you have the specific skill

Stabbing is allowed with weapons that pass a specific stab weapon test. The stab tip shouldn't be able to easily fit in an eye socket.

When wielding throwable Explosives you may only have one physical representation in your main hand at a time and must wait three seconds after throwing to throw another.

Skills can not be used without the proper Armament Skill.

Equipment Slots

Armor Slot	You can wear one set of light, medium or heavy armor. Their effects continue even after they break unless specifically targeted with the Shatter skill.
Shield Slot	You can wield one shield in your offhand, strapped to your arm, or on your back.
Hand Slot	- You may use one weapon in your main hand. If you have Dual-wield you may wield a one handed weapon in your offhand provided you aren't also using a shield in your offhand. - A Focus for magic can be used in your offhand as long as nothing else is. - A Two-handed weapon/Long Firearm takes both hands to use, if a hand is severed or cleaved you can't swing a two handed weapon.
Jewelry Slot	- You may wear one Lesser Enchanted Jewelry - You may wear one Greater Enchanted Jewelry
Cyberware Slots	You may have pieces of Cyberware installed equal to your Spirit, this does not deplete your current or max Spirit.
Companion Slot	You may have one companion equipped an Event. This must be chosen at check in. May not swap during the course of the game.

Cyberware

Cyberware can be installed and removed with the skill *Transplant*. All Cyberware has a base effect, mod effects and Spirit amount. Mods can be found from NPC vendors and the offworld market. All Cyberware must be properly represented by props and phys reps by the next game after you acquired them.

Item Longevity

All items have a period of time until they expire. The chart below details specifics. The item will expire after a certain amount of months unless more Longevity has been added on by the skill Maintenance.

Tamed Creatures	12 Months
Animal Husbandry	12 Months
Arcane Material	6 Months
Artisan Items	12 Months
Buildings/Addons	No Expiration
Illicit Crafting	12 Months
Pharmaceutical Items	12 Months
Jewelry	12 Months
Herbs	6 Months
Meals	1 Month
Potions	12 Months
Brews	3 Months
Seeds	3 Months
Produce	3 Months
Vehicles	2 Years
Unrefined Material	12 Months
Refined Material	12 Months
Cyberware	6 Months

Weapon Components	12 Months
Weapons/Armor	12 Months
Ammo	12 Months
Explosives	6 Months
AI Modules	12 Months
Stitch Parts	12 Months
Starter Items	6 Months
New Citizen Items	(See New Citizen List)
Scholar	12 Months
(Prefix) Used	6 Months (Can not be Maintained)

Returning Care Package

If you've been absent from game for 4 or more events you are eligible to pick this up at your next check in. In this package there will be new fresh Starter Gear, Starter Horn, Meals, Potions, a Basic Ring, Tools (If Applicable), and Animals (If Applicable). This is all given to you so that you may reintegrate with the community at an easier rate and get back into the fun without worrying about gear.

Safe Combat

We are a light to medium combat group, do not strike with your full strength, put just enough in a swing that the other person can feel it. Attacks must be alternated between different parts of the body, a torso and limb for example. These attacks need to be a full 90 degree swing.

The head and crotch are not valid striking targets, avoid doing so but we recognize mistakes happen. If this is the case, apologize and continue on, sometimes they may be a bit upset in the moment, so you can always find them and apologize at a later time.

Blowthrough hits, meaning a strike that hits your weapon or shield then proceeds to hit your person is not a valid strike, you do not receive damage from these types of hits. We do allow stabbing if your weapon passes a stabbing test during weapon check. These types of boffers are made with stabbing in mind so just because you have foam on a stick doesn't mean it will pass the safety inspection.

For specific rules on individual weapons read their skill description.

Safe Ranged Combat

Ranged combat is conducted with nerf style blasters or firearms, stringed bows and specially made LARP arrows for said Bow, and all foam throwing weapons.

If a Ranged Attack were to hit your body but a boffer was in the way to deflect the shot you still take the damage. You also may not purposefully deflect ranged attacks from any source, including packets with weapon boffers. This is for safety reasons.

When within 10 feet of another player you must stop firing your nerf blaster and begin throwing birdseed packets, this is for safety purposes. This also applies to any Nerf style crossbow phys rep.

When within 10 feet for a bow you may still fire at half-draw or even less if the target is closer. The Maximum FPS for Blasters is 100.

Packets

Some spells will say “packet delivered” these and nerf style phys reps for guns and crossbows should all be using bird seed packets. A tutorial for this is on the discord. In addition the packets are color coded as follows.

Spell - White

Gun - Red

Bow - Blue

Blue doesn't deal damage or effects when striking a shield but Red and White do unless specified otherwise.

“A Combat”

A combat is defined as an in game use of weapons or offensive/status effect magic against a group or individual. You are considered out of combat once you've not participated for at least 5 minutes.

Non Combatants

If a player for any reason can't be involved in boffer combat they may choose to become a non combatant. As a non-con you won't be struck with boffers, NPCs and PCs will instead declare damage at 1 second intervals. The same will apply to firearms which will auto hit as well. If at any time a noncombatant feels they are in real life physical danger they may put their hand on their head and exit the area to somewhere safe. So that others can tell you must wear an orange headband

Last Stand

Nearly every character will have a near death experience. We have a special take on Bleed-Out (Which is described below). When reduced to 0 HP your character will go into Last Stand, a last hurrah of sorts. Each Species has an ability that is unique to them and what they can do. These can be used once in a combat. And generally resolve in about 10 seconds or less.

Bleed-Out

After Last Stand you will be considered in an incapacitated state called, Bleed-out. While in this state you cannot move and must RP being wounded like holding an injury, unless stated otherwise by an ability. You may not use any Skills, Abilities, or Spells while in this state, unless it specifically states it under the Skill, Ability or Spell. You can be taken out of this state by healing or any stabilizing skill. If you remain in this state for 5 minutes your character will die. Your body will remain for 10 more minutes after which it will fade out of existence and you will then go to story operations to have a death scene. Amount of lives you possess will be explained by the Soul Attribute.

Abilities/Skills/Spells

Ability - gained from attribute or species

Skill - gained from a skill from a class or world list

Spell - gained from buying a magic skill

Doubling Effects

Skills, Spells and Abilities of the same name or identical effects do not stack with each other, unless specifically stated otherwise. This does not affect being the target by multiple people for things like Intimidate, Fear, Etc. If you are the target of a spell, skill or ability that has a timer it can target you to “refresh” the duration. (Example: Knockout, Blackout, etc.)

Aggressive Action

Any action done with a weapon or spell that causes damage (this includes specialty damage) or a skill, spell, or ability that causes the following calls; Daze, Stun, Bind, Cleave, Sever, Hex, Knockout, Knockback, Pull, Silence, Fear, Shatter, Snipe, Root, Frenzy; and no death blow effects. Or the spells Purge and Corrode.

Death Blow

Deathblow is how you finish someone or something in Bleed-out. Deathblow must be administered loudly unless stated otherwise by a skill, it must be a three second count, “Deathblow 1...Deathblow 2...Deathblow 3”, while pointing your weapon at the target next to you; after which you declare your damage and the target is considered dead. This can only happen within Melee Range or arm’s reach. **Coup-de-Grace counts as an instant Death Blow.**

“12s”

Some abilities have a use per 12s, these abilities are usable for as many times as listed until one of the following times during which they will be usable again , 12am Saturday, 12pm Saturday, 12am Sunday. This is also when your Aura regenerates to its max amount.

“6s”

This includes the times listed above as well as; 6am Saturday, 6pm Saturday, 6am Sunday.

“Drained”

Sometimes in Gloom Hollow a body will be feasted upon or sapped of its aura. Some abilities cause the drain modifier, when this happens effects that target corpses cannot be used on the body. People under the Drained effect can still be revived.

“Dissolved”

Sometimes in Gloom Hollow a body will be broken down to a subatomic level. Some rare abilities cause the Dissolved modifier, when this happens effects that target corpses cannot be used on the body. They also cannot be revived by any means.

CVC

There may be moments in the game where you want to act against another PC. CVC is defined as Character vs Character, which we prefer to PVP as we want any issues to stay in character and not carry over to the real world. Your characters can have problems with each other, but we expect everyone involved to be civil outside of the game. Our goal is to provide an outlet for CVC while ensuring that it will be as fun as possible for both parties. We have two different kinds of CVC that each have different requirements. In the Moment CVC and Planned CVC.

In the Moment CVC is defined as a spontaneous non lethal action that you take against another PC, this can be things like defending an NPC from attack, aggressively responding to a question, arguing, expressing your displeasure with someone, and attacking because of an insult. In the Moment CVC needs some sort of reason and shouldn't be done just for griefing. It does not require a Staff member present and can be engaged without checking in or speaking beforehand. However, after the scene the party that initiated the CVC is expected to check in with the other participants. This needs to be a 1 on 1 or group to group discussion and not a general post made on facebook or discord.

Planned CVC is defined as aggressive action that will harm a PC in the long term or is deemed too intense. These are things like consistent social CVC, Theft, Yelling, and Murder. All of these need to be discussed ahead of time with all parties who are to be involved so that a story can be arranged that all parties are satisfied with. This type of CVC always needs a Staff member present except Long Term Social CVC and Yelling which just needs to be discussed beforehand.

Don't forget, CVC actions and the stories that come with it are a privilege. If you are seen doing so maliciously and not following what is laid out in this write up we can and will take those privileges away and you will not be able to engage in aggressive roleplay.

When playing with Alts if you engage in a CVC action you must remain that character for at least the next 2 hours and you cannot engage in CVC if your NPC shift is in 2 hours or less.

Calculating Effects

When calculating how something affects your character here at Gloom Hollow we have game intent of "Math always favors the player" This means anytime there would need to be a calculation that doubles and adds or subtracts you do whichever one first that is beneficial to the player, this also means you round up or down whichever is most favorable to the situation for the player, unless specifically stated otherwise.

Resurrection

All PCs and NPCs can only be the target of any spell, skill, ability or item that prevents soul loss upon death once per event. This includes all resurrections and Defy Destiny. Some AC skills and the Green Horn Prevent 1 soul loss ring will be the exception to the rule. These will be listed under their descriptions.

This change goes active in November 2025

Need To Know Reference Sheet

This section is about what you need to know to get into your first game including damage types, skill calls and what they do. This page is designed so that to play you only need to read this, base mechanics, stats, your race, and your class abilities to get started, it wouldn't hurt to look over World Lore and Factions as well.

Armor

Armor is given via an item card and wearing a viable physical representation. Armor functions like a separate pool of HP, some damage types bypass armor and deal damage directly to your health. Armor is unique in that when it breaks it soaks damage. What we mean by this is for example if you have 4 armor and an attack deals 6 to you that extra damage doesn't spill over into your health, your armor is considered to have soaked it. If you have a weakness to a damage type, damage taken to the armor is doubled like normal.

Combat Skill Calls

Stun - The recipient of this skill is unable to take any action for 3 seconds, this includes moving, fighting, blocking, casting spells. Your character also cannot see, hear, or talk during this duration.

Bind - Usable on an incapacitated or willing target. The recipient of this skill is not able to use limbs, skills, abilities, or spells, with the exception of Willpower, Deception, and Escape Binds.

Cleave - The recipient of this skill is unable to use the limb hit until it is fixed by an item or skill. any weapons held may not be used but can still be held. Arms must be held behind your back or you may RP them limp. Legs must be dragged, if you lose both legs you may not walk or stand, but you can crawl if your surroundings are safe enough. Countered by Evade if the delivery method was a ranged weapon, Parry if melee, and Willpower if magical. If you have a cleaved leg you can no longer use Mobility Skills until the limb is fixed.

Sever - The Recipient of this skill call has the limb that received the strike cut clean off. This is fixed by "A Moment In Time" Spell and Medical Expert. Otherwise functions the same as Cleave.

Stabilize - Upon receiving the call, the person who is stabilized is at 0 hit points but not bleed out, they can not use any skills, abilities, cast spells, or use items and must only move at a slow walking pace. This state lasts until the character is healed for at least 1 hit point

Hexed - The target of a hex has their abilities, skills, and spells that require aura cost double their normal amount.

Knockout - The recipient of this skill is considered knocked out for 30 Seconds. Their character cannot see, hear, feel or use skills, abilities, or spells unless stated otherwise. Damage will break this effect.

Knockback - When you are affected by a call of Knockback you will immediately make the amount of designated steps that are part of the call; directly away from the source of the call, If you come into contact with a person, wall, building, etc. This will immediately stop the Knockback. During the steps you can not be the target of attacks, skills, spells, or abilities except BMV and AOE calls.

Pull - When you are affected by a call of Pull you will immediately make the amount of designated steps that are part of the call; directly towards the source of the call, If you come into contact with a person, wall, building, etc. This will immediately stop the Pull. During the steps you can not be the target of attacks, skills, spells, or abilities except BMV and AOE calls.

Forced Movement - Clarification on "steps." If a call forces you take steps (such as Knockback or Pull) this means a standard walking step. Trying to extend or shorten your stride is considered inappropriate and can result in Conflict Resolution being told and brought into mediate.

Silence - The recipient of this skill cannot cast spells or talk for 10 seconds.

Daze - The recipient of this skill cannot use new activated skills or abilities with the exception of magic for 10 seconds. With the exception of Armament Skills.

Fear - The recipient of this effect cannot engage the fear source in combat.

Shatter - This skill breaks an item, weapon, or armor on contact. Countered by Parry,

Snipe - This is a ranged single target skill that is considered an automatic hit, countered by Evade

Root X - the recipient of this skill is unable to move for X seconds, they can still fight and use any skills or abilities that aren't mobility based. They must remain in place and cannot pivot to another direction. Mobility skills and abilities are as follows, Flee, Vault, Pursue, Transit and Vanish. Target also cannot use Stealth. If used on a flying target this skill will cancel their flight.

Unrelenting Strike - The recipient of this skill, may not make any aggressive actions for 3 seconds. This is a fear effect

Counter - said in response to a skill call, the skill has no effect on the person calling counter.

Negate - said in response to a skill call, the skill has no effect on anyone.

No Counter - Abilities may not be used to either counter or negate to 0, the damage or effects applied. Abilities that reduce the damage, to a minimum of 1, can still be used."

Partial - Damage received has been cut by 1, to a minimum of 1

Reduced - Damage received has been cut by half rounded down, to a minimum of 1

Minimal - Damage received has been cut down to 1

No Effect - Damage dealt has been reduced to 0, and effects have been negated.

Frenzy - Attack the closest person to you to the full extent of your abilities, friend or foe. Effects end at 1 minute or upon reaching 0 hp. This effect doesn't make you killing blow active and if you run out of targets you will seek out more.

Attuned - In order to activate or gain the bonus of an item that requires attunement, the player must spend five minutes meditating with the item, unless specified otherwise by the item, after doing so the item is considered attuned to that character. Once the item is attuned to a character, only that character may activate or benefit from the item's abilities. An item may only ever be attuned to one character at a time. You may not be using any other skills while attuning to an item. A character may have a number of items attuned to them equal to half their Spirit rounded down. You may not attune to an item while in Combat. **You may not attune to multiple items of the same name.**

Incapacitated - The inability to use Skills, Spells, Abilities, due to being unconscious or tied up. Skills that give this modifier are as follows; Knockout, Stun, Bind, And Bleed Out/Shutdown Mode

Overpower - If your skill or damage is countered spend 1 additional aura to call "Overpower", the target must use the counter skill again or take the effects/damage

Multishot - With the weapon in hand and for 4 Aura you may declare your weapon's damage in a 5 ft Cone, this includes any damage modifier the weapon may be carrying at the time. You may at any time swap the damage with the effects of Pin, if you know the skill. This may not be used if the weapon is broken.

Flight - you may raise one of your hands, point upward, and declare "Flight!".

Flight rules are as follows; while your hand is raised you enter another zone of combat, meaning you cannot melee others on the ground and they cannot melee you. You however can melee others who are flying. Flight time is different between species, reference your species information when using Flight.

Damage Types

Pierce - Bypasses armor and deals damage directly to Health, doesn't bypasses partial, minimal, and reduced

Gore - Deals equal damage to body and Armor, doesn't bypass partial, minimal, and reduced

Void - Bypasses armor and deals damage directly to health, bypasses partial, minimal, and reduced

Shock/Fire/Nature/Ice/Wind/Dark - Doesn't bypass armor, but is affected by weaknesses and resistances

Iron/Lead/Silver/Copper/Gold/Jade/Obsidian Modifiers - Doesn't bypass Armor, but is affected by weaknesses and resistances.

Poison - Doesn't bypass Armor. If this deals damage directly to your health you are considered "Poisoned" until healed with an antidote or cured via medicine or Thaumaturgy. While under the effects of "Poison" all of your abilities cost two times the normal *Aura* to use.

Noxious - Doesn't bypass armor. If this deals damage directly to your health you are considered "Noxious" until healed with a specific potion or cured via medicine or Thaumaturgy. While under the effects of "Noxious" you lose access to all of your active Attribute abilities.

Toxic - Doesn't bypass armor. This damage type deals its effects to your Toxicity score instead of your *HP*. If you fall to 0 toxicity you immediately drop into bleedout.

Shadow Bane - Deals double damage to creatures created with the Shadow Mirror Curse

Mage Bane - Damage is doubled against anyone who is Magically Inclined. This does not include those with ONLY the Teopixqui (God Guard) Advantage

T-bane - Deals double damage to entities created with the Tamoanchan Curse.

Damage Delivery Methods

AOE - “Area of Effect” - everyone within 10 feet is hit by the effect, countered by Reflex

BMV - “By My Voice” - everyone within vocal range is affected, you are still hit by effect if you didn’t personally hear it, countered by Reflex

Cone - When an ability, skill, or spell has an effect that affects creatures within a cone, make the angle listed in the spell with both your arms, and call "within my arms, 5 feet, [effect]"
Counteracted by Reflex

Melee - Abilities administered through a melee boffer or Whirlwind, countered by Parry

Ranged - Abilities administered through a nerf style blaster, bow, crossbow, throwing, Snipe, or Spray and Pray, countered by Evade

Gesture - Unless otherwise stated in the ability, skill or spell; a gesture is by line of sight and must be pointed at the target.

Haunted

Haunted is a keyword that encompasses everyone with Brechtian Nightmare, Paranormal, and Medium.

Elemental

Any damage with the following modifiers Fire, Ice, Shock, Wind, or Nature. This does not include Dark.

Basic Mining

Aura: 2

Anyone can perform Basic Mining. Spend 20 minutes and 2 Aura mining in a Mine building to receive 1 ore of that mine’s type from logistics, you may also forgo the one ore to instead receive 2 stone. After this you will be fatigued and will not be able to mine for an hour starting when you receive your ore. Any skills or abilities that modify the amount of ore/timber you get is calculated before you choose what variant types of resources you receive

Basic Forestry

Aura: 2

Anyone can perform basic Forestry. Spend 20 minutes and 2 Aura logging in a Grove building to receive 2 Timber from logistics, you may also forgo the 2 Timber to instead receive 1 Sap. After

this you will be fatigued and will not be able to use the Grove for half an hour starting when you receive your wood. Any skills or abilities that modify the amount of ore/timber you get is calculated before you choose what variant types of resources you receive

Refinement

Anyone can use the Refinement Complex to process Raw Materials into Refined Materials. The Refining Complex is found right next to the General Store. [The chart at the back of the book](#) details all the known material that can be processed at the Refining Complex.

Starter Items

All items expire in 6 months and cannot be Maintained or sold to the Market

All weapons do damage equal to the basic variety found on the Smithing and Fabrication tables

<u>Small Firearms</u>	Starter Small Firearm
<u>Long Firearms</u>	Starter Long Firearm
<u>Melee Small</u>	Starter Melee Small
<u>Melee Standard</u>	Stater Melee Standard
<u>Melee Two-Handed</u>	Starter Melee Two-Handed
<u>Melee One-Handed Spear</u>	Stater Melee One-Handed Spear
<u>Unarmed</u>	None
<u>Archery</u>	Starter Bow
<u>Explosives</u>	6 Molotovs
<u>Throwing</u>	3 Starter Throwings
<u>Buckler Shield</u>	Starter Buckler
<u>Medium Shield</u>	Starter Medium Shield
<u>Tower Shield</u>	Starter Tower Shield
<u>Light Armor</u>	Starter Light Armor 4 Armor
<u>Medium Armor</u>	Stater Medium Armor 6 Armor
<u>Heavy Armor</u>	Stater Heavy Armor 8 Armor

<u>Animal Husbandry</u> <u>Basic</u>	One Chicken or Goat or Sheep
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The New Citizen Sponsorship Program

Players up to 4 games in can access a unique shop known as the New Citizen Sponsorship Program. This can be accessed at any time at the General Store. This program is run by the Mayor's Office to encourage new people to participate in the town.

During your new player mod you will be awarded 6 starting coins, you'd be able to earn more during random mods and each Expedition will also pay out a black coin in addition to normal rewards.

All veteran players should get one black poker chip during check in, you will also receive an additional black coin per level of Market Access.

Some items are bound and cannot be stolen or given to another PC. New Citizen Sponsorship Program items cannot be maintained.

Coated Basic Melee Weapon (Any Metal Type) - 12 Month expiration (Bound)	4 Coins
Knuckles (Any Metal Type) - 12 Month expiration (Bound)	2 Coins
Metal Damage Magazine (Any Metal Type) - 12 Month expiration (Bound)	2 Coins
Coated Throwing Weapons (set of 3) (Any Metal Type) - 12 Month expiration (Bound)	2 Coins
Metal Damage Arrow Heads (Any Metal Type) - 12 Month expiration (Bound)	1 Coin
Gambeson - 12 Month expiration (Bound)	2 Coins
Chainmail - 12 Month expiration (Bound)	6 Coins (2 Coins cheaper if you trade in a Gambeson)

Plate Armor - 12 Month expiration (Bound)	10 Coins (4 Coins cheaper if you trade in a Chainmail)
+6 HP Ring - 12 Month expiration (Bound) (Can only wear 1 lesser ring)	4 Coins
+6 Aura Ring - 12 Month expiration (Bound) (Can only wear 1 greater ring)	4 Coins
Prevent 1 Soul Loss Ring - 12 Month expiration (Bound) (Can only wear 1 lesser jewelry); can only own 1 of these items at a time.	2 Coins
Scrolls - One use spell (Any Verse) - 6 Month expiration (Bound)	2 Coins
Super Glue - Repairs one item, 10 second application time - 6 Month expiration (Bound) Can only be used on personal weapons/armor/item	1 Coin
Basic Health Potion x2	1 Coin
Basic Aura Potion x2	1 Coin
Aromatic Tea x4	1 Coin
Beer x4	1 Coin
Pop Float x2	1 Coin
Splint x2 - 3 Month Expiration	1 Coin
Prime Lockpick	4 Coins
Prime Malware Flash Drive	4 Coins
Chicken - 12 Month expiration (Bound)	4 Coins
Sheep - 12 Month expiration (Bound)	4 Coins
Goat - 12 Month expiration (Bound)	4 Coins
Felling Axe - 12 Month expiration (Bound)	2 Coins
Pickaxe - 12 Month expiration (Bound)	2 Coins
Blacksmith Hammer - 12 Month expiration (Bound)	2 Coins
Pitchfork - 12 Month expiration (Bound)	2 Coins

Mortar and Pestle - 12 Month expiration (Bound)	2 Coins
Iron Ore x2	1 Coin
Basic Herb x4	1 Coin
Produce x4	1 Coin
Basic Engineering Building - 12 Month expiration (Bound)	12 Coins
Motorcycle - 12 Month expiration (Bound)	4 Coins
Sedan - 12 Month Expiration (Bound)	6 Coin
Truck - 12 Month Expiration (Bound)	8 Coin
Molotov-Cocktail x3	1 Coin
Frag Grenade x3	2 Coins
Defibrillator - 12 Month expiration (Bound)	1 Coin
First Aid Kit x2	1 Coin
Mist Dispenser - 12 Month expiration (Bound)	2 Coin
Healing Mist x3	1 Coin

Classes

Here at Gloom Hollow we operate on a class system. At character creation you may select a single class for free. After that an additional class will be 10xp each. You may have up to three total, four with certain Species Evolutions. For ease of use we've separated them into categories; Knowledge, Medical, Shady, Crafting, Gathering, Social, and Combat. Magic classes are listed as a subgroup for each category.

- ❖ [Knowledge](#)
 - [Academic](#)
 - [Devotee](#)
 - [Scientist](#)
- ❖ [Magical Knowledge](#)
 - [Mage](#)
 - [Sage](#)
- ❖ [Medical](#)
 - [Corpsman](#)
 - [Physician](#)
 - [Surgeon](#)
- ❖ [Magical Medical](#)
 - [Mystic](#)
- ❖ [Shady](#)
 - [Assassin](#)
 - [Bruiser](#)
 - [PitBoss](#)
 - [Pusher](#)
 - [Smuggler](#)
 - [Sniper](#)
 - [Thief](#)
- ❖ [Magical Shady](#)
 - [Witch](#)
- ❖ [Crafting](#)
 - [Architect](#)
 - [Blacksmith](#)
 - [Brewer](#)
 - [Chef](#)
 - [Gunsmith](#)
 - [Sapper](#)
 - [Shaman](#)

- ❖ Magical Crafting
 - Alchemist
 - Enchanter
- ❖ Gathering
 - Farmer
 - Lumberjack
 - Prospector
 - Rancher
- ❖ Magical Gathering
 - Druid
- ❖ Social
 - Detective
 - Long Hauler
 - Merchant
 - Performer
 - Socialite
- ❖ Magical Social
 - Illusionist
- ❖ Combat
 - Duelist
 - Law Bringer
 - Officer
 - Sluggler
 - Soldier
 - Survivalist
 - Warden
 - Warrior
- ❖ Magical Combat
 - Paladin
 - Sorcerer

Knowledge

Academic

"Knowledge is power."

Masters of research and hidden lore, Academics excel at uncovering secrets, analyzing anomalies, and rewriting the rules with sheer intellectual force. You are the foremost mind in uncovering new information and supporting your allies with teachings and keeping them healthy with Therapy.

<u>Academic</u>		
Skill	Prerequisites	XP
Expertise		2
Study		2
Teaching Advanced		2
Teaching Expert	Teaching Advanced	4
Scholar	Study	4
Fill in the Gaps	Study	4
Scribe		4
Lecture	Teaching Advanced	4
Therapy		4
Unarmed		4
Check Up		4
Long-winded		4
Forage		6
Interrogate		6
Combat Drill		6

This class is incompatible with the Patron Disadvantage and requires the Advantage, Teopixqui (God Guard)

Does not count as Magic, but spells like Negation Field, Purge, and Cancel would affect the Devotions of the class.

Devotees should strive to adhere to the values of their house, this is an RP requirement

This class is in testing and is subject to change

Devotee

“Faith is all you need.”

Chosen by the gods, Devotees act as conduits for the divine. They are powerful ritualists and protectors, using blessings and fervent will to shape the world in their deities’ image.

<u>Devotee</u>		
Skill	Prerequisites	XP
Celestial Basic		2
Celestial Advanced	Celestial Basic	4
Celestial Expert	Celestial Advanced	6
Inspire	Celestial Basic	4
Melee Small		4
Purification		4
Teaching Advanced		4
Teaching Expert	Teaching Advanced	6
Study		4
Expertise		2
Lecture		4
Intercept		4
Silence	Celestial Basic	4
Artisan		4
Scribe	Study	4

Scientist

“A mind is a terrible thing to waste.”

The cutting edge is a dangerous place. Scientists wield logic like a weapon, harnessing specimens, chemical cocktails, and cold analysis to keep their allies apprised on the bizarre and the monstrous.

<u>Scientist</u>		
Skill	Prerequisites	XP
Expertise		2
Jumble		2
Expert Gather Specimen		4
Ailment Care		4
Perception		4
Transplant		4
Breach Basic		4
Breach Advanced	Breach Basic	6
Study		4
Scholar	Study	4
Investigate		4
Scribe		4
Compare Notes	Study	4
Long-winded		4
Salvage		6

Magical Knowledge

Mage

“Why choose one kind of magic?”

Classic arcane power wrapped in a modern veneer. Mages manipulate raw magical forces through study, precision, and sheer mental might. Their power is flexible, devastating, and always dangerous.

<u>Mage</u>		
Skill	Prerequisites	XP
Enchanting Basic		4
Abjuration Basic		4
Abjuration Advanced	Abjuration Basic	6
Illusion Basic		4
Illusion Advanced	Illusion Basic	6
Transmutation Basic		4
Chaos Basic		4
Chaos Advanced	Chaos Basic	6
Thaumaturgy Basic		4
Dark Basic		4
Divination Basic		4
Divination Advanced	Divination Basic	6
Flee		2
Arcane Tutor		2
Study		4

Sage

“Fate is a weapon, one that I know how to use.”

Masters of Divination magic, Sages draw strength from manipulating fate, gazing upon the unseen, and guiding their allies through death. Nothing can stay hidden from a Sage.

<u>Sage</u>		
Skill	Prerequisites	XP
Expertise		2
Divination Basic		2
Divination Advanced	Divination Basic	4
Divination Expert	Divination Advanced	6
Study		4
Compare Notes	Study	4
Scholar	Study	4
Teaching Advanced		2
Teaching Expert	Teaching Advanced	4
Unarmed		4
Forage		4
Illusion Basic		4
Illusion Advanced	Illusion Basic	6
Event Planner		4
Investigate		4

Medical

Corpsman

"Keep moving. You're not dead yet."

Fast-acting field medics who stabilize the wounded in the middle of battle. Corpsmen thrive under fire, turning defeat into survival.

<u>Corpsman</u>		
Skill	Prerequisites	XP
Check Up		2
First Aid		2
Medical Basic	First Aid	4
Medical Advanced	Medical Basic	4
Long Firearm Basic		4
Long Firearm Advanced	Long Firearm Basic	4
Evade		4
Medium Armor		4
Melee Small		4
Pharmaceutical Basic		4
Flee		4
Hidden Pocket		4
Shatter		4
Inspire		6
Interrogate		6

Physician

“The body is a battlefield. One we can learn to fight on.”

Experts in anatomy and biochemistry, Physicians wield precise healing and remedies with exact intent.

<u>Physician</u>		
Skill	Prerequisites	XP
Medical Basic		2
Medical Advanced	Medical Basic	4
Pharmaceutical Basic		2
Pharmaceutical Advanced	Pharmaceutical Basic	4
Pharmaceutical Expert	Pharmaceutical Advanced	6
Therapy		4
Check up		4
First Aid	Check up	2
Scholar		4
Sense Poison		4
Scribe		4
Interrogate		4
Small Firearm Basic		4
Ailment Care		4
Expert Gather Specimen		6

Surgeon

“Cold hands, sharp tools.”

Surgeons perform miracle medicine or clinical butchery, depending on which side of the scalpel you're on.

<u>Surgeon</u>		
Skill	Prerequisites	XP
Medical Basic		2
Medical Advanced	Medical Basic	4
Medical Expert	Medical Advanced	4
Transplant	Medical Expert	4
First Aid		2
Check Up		4
Study		4
Compare Notes	Study	4
Scholar	Study	4
Torture		4
Cleave		4
Melee Small		4
Bind		4
Ailment Care		6
Expert Gather Specimen		6

Magical Medical

Mystic

“Mending wounds with only a touch.”

They’ve been known by many names by countless cultures around the world but one thing is undeniable, their usefulness. Heal your allies with the arcane and help them perform at their best.

<u>Mystic</u>		
Skill	Prerequisites	XP
Thaumaturgy Basic		2
Thaumaturgy Advanced	Thaumaturgy Basic	4
Thaumaturgy Expert	Thaumaturgy Advanced	6
Divination Basic		4
Bind		4
Flee		4
Sense Poison		4
Check Up		2
Perform		4
Scribe		4
Interrogate		4
Small Firearms Basic		4
Therapy		4
Investigate		4
Forage		6

Shady

Assassin

"I don't need a second chance. I only need one."

Lethal, silent, and surgical. Assassins strike from shadows or crowds, vanishing before the body hits the ground.

<u>Assassin</u>		
Skill	Prerequisites	XP
Deception		4
Vault		4
Sneak Basic		2
Sneak Expert	Sneak Basic	4
Incognito		4
Melee Small		2
Pierce	Melee Small	6
Coup de Gras	Melee Small	6
Unarmed		4
Knockout	Unarmed	4
Pursue		4
Black Market Knowledge Basic		4
Daze		4
Evade		4
Escape Binds		4

Bruiser

“Subtlety is for the weak.”

Made men, woman, and people of the underworld. Raw violence, pure and simple. Bruisers hit like wrecking balls and shrug off pain like it’s nothing.

<u>Bruiser</u>		
Skill	Prerequisites	XP
Melee Standard		2
Intimidate		4
Cleave		2
Torture		4
Perception		4
Bind		4
Intercept		4
Intercept Advanced	Intercept	6
Deception		4
Hidden Pocket		4
Vault		4
Parry		4
Black Market Knowledge Basic		4
Black Market Knowledge Advanced	Black Market Knowledge Basic	6
Dark Dealings	Black Market Knowledge Basic	4

Pitboss

“This is my turf. My rules.”

Streetwise, hard-hitting leaders who control the flow of fights and social scenes alike.

<u>Pitboss</u>		
Skill	Prerequisites	XP
<u>Black Market Knowledge Basic</u>		2
<u>Black Market Knowledge Advanced</u>	Black Market Knowledge Basic	4
<u>Black Market Knowledge Expert</u>	Black Market Knowledge Advanced	6
<u>Dark Dealings</u>	Black Market Knowledge Basic	4
<u>Offshore Account</u>		4
<u>Cache</u>		4
<u>Rumor Monger</u>		4
<u>Dead Drop</u>		2
<u>Firing Line</u>		4
<u>Red Carpet</u>		4
<u>Deception</u>		4
<u>Event Planner</u>		4
<u>Long Firearm Basic</u>		4
<u>Long Firearm Advanced</u>	Long Firearm Basic	6
<u>Scribe</u>		4

Pusher

“I’ve got what you need. Don’t ask what’s in it.”

Providers of substances both mystical and chemical. Pushers manipulate states of mind, boost allies, and cause chaos in controlled doses.

<u>Pusher</u>		
Skill	Prerequisites	XP
Illicit Basic		2
Illicit Advanced	Illicit Crafting	4
Illicit Expert	Illicit Crafting Advanced	6
Black Market Knowledge Basic		4
Black Market Knowledge Advanced	Black Market Knowledge Basic	4
Pharmaceutical Basic		4
Pharmaceutical Advanced	Pharmaceutical Basic	6
Flee		2
Melee Small		4
Jewelry Crafting		4
Escape Binds		4
Incognito		4
Therapy		4
Pickpocket		4
Smelting Basic		4

Smuggler

“You want it moved? I’ll get it there. No questions.”

Masters of getting through tight spots with even more secure cargo. Smugglers specialize in stealth logistics, black market know-how, and under-the-radar ops. And if you’re ever in trouble, you have your trusty pistol and dirty tricks to get you out of it.

<u>Smuggler</u>		
Skill	Prerequisites	XP
Black Market Knowledge Basic		2
Market Access Basic		2
Daze		4
Cache		4
Dead Drop		4
Deception		4
Evade		4
Flee		4
Rumor Monger		6
Small Firearms Basic		4
Small Firearms Expert	Small Firearms Basic	6
Spray & Pray	Small Firearms Basic	4
Transportation Basic		2
Transportation Advanced	Transportation Basic	4
Transportation Expert	Transportation Advanced	6

Sniper

“You won’t hear it coming.”

Distance killers and patient predators. Snipers eliminate high-priority targets from afar with cold calculation and perfect timing.

<u>Sniper</u>		
Skill	Prerequisites	XP
Long Firearms Basic		2
Long Firearms Advanced	Long Firearms Basic	4
Long Firearms Expert	Long Firearms Advanced	6
Snipe	Long Firearms Advanced	2
Cleave		4
Silence		4
Sneak Basic		4
Sneak Expert	Sneak Basic	6
Camouflage	Sneak Expert	4
Perception		4
Black Market Knowledge Basic		4
Deception		4
Offshore Account		4
Hunting		4
Maintenance		4

Thief

“You were so focused on the threat you never noticed me.”

Experts in misdirection, locks, and liberation. Thieves steal what matters most, whether it's coin, secrets, or lives.

<u>Thief</u>		
Skill	Prerequisites	XP
Pickpocket		4
Dead Drop		4
Breach Basic		2
Breach Advanced	Breach Basic	4
Breach Expert	Breach Advanced	6
Black Market Knowledge Basic		2
Black Market Knowledge Advanced	Black Market Knowledge Basic	4
Flee		4
Sneak Basic		2
Sneak Expert	Sneak Basic	4
Hidden Pocket		4
Investigate		4
Illicit Crafting Basic		6
Perform		4
Throwing		4

Magical Shady

Witch

“Heed the whispers in the dark.”

Witches wield the oldest magic, the power of the Shadow Mirror god. They use this power to fight, dominate the enemy, and support their allies.

<u>Witch</u>		
Skill	Prerequisites	XP
Pet Taming		2
Flee		2
Dark Basic		2
Dark Advanced	Dark Basic	4
Dark Expert	Dark Advanced	6
Illicit Crafting Basic		4
Melee Small		4
Pierce	Melee Small	4
Escape Binds		4
Sneak Basic		4
Deception		4
Black Market Knowledge Basic		6
Investigate		4
Herbalism		4
Grafting		6

Crafting

Architect

“Creating modern marvels”

Constructors and planners of cities, vehicles, and strongholds. Architects are the people to go to when you have a big project.

<u>Architect</u>		
Skill	Prerequisites	XP
Engineering Basic		2
Engineering Advanced	Engineering Basic	4
Engineering Expert	Engineering Advanced	6
Perception		4
Salvage		4
Scribe		4
Study		4
Expertise		2
Market Access Basic		4
Maintenance	Engineering Basic	4
Smelting Basic		4
Smelting Expert		6
Dismantle		4
Unarmed		4
Offshore Account		4

Blacksmith

“Forging the future. With fire.”

Creators of armor, weapons, and relics of power. Blacksmiths shape steel and soul into gear that makes a difference.

<u>Blacksmith</u>		
Skill	Prerequisites	XP
<u>Dismantle</u>		2
<u>Smithing Basic</u>		2
<u>Smithing Advanced</u>	Smithing Basic	4
<u>Smithing Expert</u>	Smithing Advanced	6
<u>Maintenance</u>		4
<u>Melee Standard</u>		4
<u>Shatter</u>		4
<u>Market Access Basic</u>		4
<u>Market Access Advanced</u>	Market Access Basic	4
<u>Intimidate</u>		4
<u>Jewelry Crafting</u>		4
<u>Cache</u>		4
<u>Perform</u>		4
<u>Smelting Basic</u>		4
<u>Smelting Expert</u>		6

Brewer

“Here’s something to take the edge off”

Brewers are the people you look for when you’re down. Weather you need a stiff drink or a nice relaxing tea they have you covered.

<u>Brewer</u>		
Skill	Prerequisites	XP
<u>Long Firearm Basic</u>		4
<u>Long Firearm Advanced</u>	Long Firearm Basic	4
<u>Cooking Basic</u>		4
<u>Brewing Basic</u>		2
<u>Brewing Advanced</u>	Brewing Basic	4
<u>Brewing Expert</u>	Brewing Advanced	6
<u>Throwing</u>		4
<u>Stun</u>	Throwing	4
<u>Market Access Basic</u>		4
<u>Sense Poison</u>		4
<u>Cache</u>		4
<u>Bind</u>		2
<u>Scribe</u>		4
<u>Event Planner</u>		4
<u>Jumble</u>	Brewing Expert	6

Chef

"Perfection on a plate."

Culinary crafters whose food restores, whether its your Aura or Health. A Chef turns meals into miracles.

<u>Chef</u>		
Skill	Prerequisites	XP
Sense Poison		2
Cooking Basic		2
Cooking Advanced	Cooking Basic	4
Cooking Expert	Cooking Advanced	6
Melee Small		4
Red Carpet	Cooking Expert	4
Brewing Basic		4
Rumor Monger		4
Pet Taming		4
Cleave		4
Perception		4
Scholar		4
Teaching Advanced		4
Event Planner		4
Jumble	Cooking Expert	6

Gunsmith

“You want a bullet to kill god? I got you.”

Designers and modifiers of modern firepower. Gunsmiths craft weapons that sing with purpose
and destroy all kinds of monsters

<u>Gunsmith</u>		
Skill	Prerequisites	XP
Fabrication Basic		2
Fabrication Advanced	Fabrication Basic	4
Fabrication Expert	Fabrication Advanced	6
Market Access Basic		4
Long Firearms Basic		2
Long Firearms Advanced	Long Firearms Basic	4
Maintenance		4
Cache		4
First Aid		2
Pursue		4
Smelting Basic		4
Snipe		6
Breach Basic		4
Intimidate		4
Evade		4

Sapper

“You want it built? Call someone else. You want it gone? Call me.”

Demolitionists and siege experts. Sappers dismantle structures, defenses, and expectations, one boom at a time.

<u>Sapper</u>		
Skill	Prerequisites	XP
Explosives Basic		2
Explosives Advanced	Explosives Basic	4
Explosives Expert	Explosives Advanced	6
Engineering Basic		4
Shatter		4
Smelting Basic		2
Smelting Expert	Smelting	4
Salvage		4
Dismantle		4
Small Firearms Basic		4
Small Firearms Expert	Small Firearms Basic	6
Flee		4
Mining Advanced		4
Fabrication Basic		4
Fabrication Advanced	Fabrication Basic	4

Shaman

“The old ways still live.”

Masters of potions, tinctures, tonics, and salves. They create Health, Aura, and supportive elixirs in an easy to drink bottle.

<u>Shaman</u>		
Skill	Prerequisites	XP
Potion Making Basic		2
Potion Making Advanced	Potion Making Basic	4
Potion Making Expert	Potion Making Advanced	6
Expertise		2
Artisan		4
Stun		6
Scribe		4
Study		4
Teaching Advanced		4
Forage		4
Melee Two-Handed		4
First Aid		2
Check Up		4
Jumble	Potion Making Expert	4
Inspire		6

Magical Crafting

Alchemist

“Give me a moment and I’ll give you a miracle.”

Transmuters of matter and energy. Alchemists blend science, mysticism, and obsession to conjure the impossible.

<u>Alchemist</u>		
Skill	Prerequisites	XP
Transmutation Basic		2
Transmutation Advanced	Transmutation Basic	4
Transmutation Expert	Transmutation Advanced	6
Potion Making Basic		4
Potion Making Advanced	Potion Making Basic	6
Teaching Advanced		4
Market Access Basic		4
Market Access Advanced	Market Access Basic	4
Study		4
Artisan		4
Scholar	Study	4
Expertise		2
Unarmed		4
Knockout		4
Salvage		4

Enchanter

"A pinch of arcane ash goes far."

Magical item crafters who imbue objects with potent effects.

<u>Enchanter</u>		
Skill	Prerequisites	XP
Enchanting Basic		2
Enchanting Advanced	Enchanting Basic	4
Enchanting Expert	Enchanting Advanced	6
Transmutation Basic		4
Archery		2
Pin		4
Silence		4
Bodkin		4
Study		4
Scholar	Study	4
Market Access Basic		4
Market Access Advanced	Market Access Basic	4
Hidden Pocket		4
Dismantle		4
Artisan		6

Gathering

Farmer

“The backbone of survival.”

Don't underestimate them. Farmers manipulate soil, cycles, and growth to harvest power from the land itself.

<u>Farmer</u>		
Skill	Prerequisites	XP
Farming		2
Herbalism	Farming	4
Grafting	Herbalism	6
Animal Husbandry Basic		4
Animal Husbandry Advanced	Animal Husbandry Basic	6
Pet Taming		4
Melee Two-Handed		4
Perception		4
Bind		4
Flee		6
Hidden Pocket		4
Transportation Basic		2
Transportation Advanced	Transportation Basic	4
First Aid		2
Market Access Basic		4

Lumberjack

“The forest speaks and I answer.”

Strong and in tune with the land, Lumberjacks are resource gatherers, terrain experts, and wildland defenders with axes to match.

<u>Lumberjack</u>		
Skill	Prerequisites	XP
Forestry Advanced		2
Forestry Expert	Forestry Advanced	4
First Aid		2
Melee Standard		2
Cleave	Melee: Standard	4
Flee		4
Maintenance		6
Dismantle		4
Bind		4
Evade		4
Artisan		4
Vault		4
Intercept Basic		4
Intercept Advanced	Intercept	6
Torture		6

Prospector

“The ground is filled with treasures, we only need to find them.”

Explorers, ore seekers, and tunnel-smart survivors. Prospectors find what others miss.

<u>Prospector</u>		
Skill	Prerequisites	XP
First Aid		2
Mining Advanced		2
Mining Expert	Mining Advanced	4
Melee Two-Handed		4
Dismantle		4
Maintenance		4
Shatter		4
Evade		4
Flee		4
Escape Binds		4
Intercept Basic		4
Intercept Advanced	Intercept	6
Sneak Basic		4
Explosives Basic		4
Explosives Advanced	Explosives Basic	6

Rancher

“From the humble chicken to the mighty Phoenix it’s all the same.”

Masters of animal kin and rural tech. Ranchers raise, ride, and rely on creatures mundane and monstrous to survive and thrive.

<u>Rancher</u>		
Skill	Prerequisites	XP
Animal Husbandry Basic		2
Animal Husbandry Advanced	Animal Husbandry Basic	4
Animal Husbandry Expert	Animal Husbandry Advanced	6
Long Firearms Basic		4
Long Firearms Advanced	Long Firearms Basic	6
Bind		4
Pursue		4
Transportation Basic		2
Transportation Advanced	Transportation Basic	4
Market Access Basic		2
Market Access Advanced	Market Access Basic	4
Pet Taming		4
Daze		4
Hunting		4
Smelting Basic		4

Magical Gathering

Druid

“Nature remembers and I speak for it.”

Users of healing and changing magics together. Druids are chaos and renewal, wilderness incarnate. Plus no one is better with animals.

<u>Druid</u>		
Skill	Prerequisite/s	XP
Pet Taming		2
Transmutation Basic		4
Transmutation Advanced	Transmutation Basic	4
Thaumaturgy Basic		4
Thaumaturgy Advanced	Thaumaturgy Basic	4
Animal Husbandry Basic		2
Animal Husbandry Advanced	Animal Husbandry Basic	4
Forage		4
Vault		4
Melee Two-Handed		4
Pursue		4
Stun		4
Artisan		4
Incognito		6
Herbalism		6

Social

Detective

"People lie. Everything leaves a trail."

Investigators with keen instincts and sharper minds. Detectives follow evidence through conspiracies, corpses, and chaos to find the truth

<u>Detective</u>		
Skill	Prerequisites	XP
Investigate		2
Study		4
Interrogate		4
Evidence Board Compare Notes	Interrogate	4
Rumor Monger		4
Hidden Pocket		4
Bind		4
Pursue		4
Red Carpet		6
Fill in the Gaps		2
Breach Basic		4
Breach Advanced	Breach Basic	6
Pickpocket		4
Forage		4
Flee		4

Long Hauler

"Distance means nothing. I'm bringing it home."

Masters of endurance and movement. Long Haulers carry burdens others can't. Across wastelands, war zones, and the boundaries of the known.

<u>Long Hauler</u>		
Skill	Prerequisites	XP
Transportation Basic		2
Transportation Advanced	Transportation Basic	4
Transportation Expert	Transportation Advanced	6
Cooking Basic		4
Cooking Advanced	Cooking Basic	4
Engineering Basic		4
Salvage		4
Inspect Goods		4
Unarmed		4
Disarm		6
Perception		2
Forestry Advanced		4
Rumor Monger	Transportation Basic	4
Dead Drop		4
Maintenance		4

Merchant

"You need it? I've got it."

Dealmakers and resource tacticians. Merchants specialize in logistics, trade, and value

<u>Merchant</u>		
Skill	Prerequisites	XP
Market Access Basic		2
Market Access Advanced	Market Access Basic	4
Market Access Expert	Market Access Advanced	6
Small Firearms Basic		4
Transportation Basic		2
Transportation Advanced	Transportation Basic	4
Transportation Expert	Transportation Advanced	6
Cache		4
Hidden Pocket		4
Offshore Account		4
Inspect Goods		4
Event Planner		4
Jewelry Crafting		4
Perform		4
Scribe		4

Performer

"The world is my stage."

Charisma made manifest. You can both entertain people in mass and get anywhere you want.
And if need be you know a couple shady things too.

<u>Performer</u>		
Skill	Prerequisites	XP
Perform		2
Perform Expert	Perform	6
Red Carpet	Perform	4
Mass Entertainment	Perform	4
Illicit Basic		4
Illicit Advanced	Illicit Crafting	4
Melee Standard		4
Hidden Pocket		4
Black Market Knowledge Basic		4
Evade		4
Perception		2
Pickpocket		4
Disarm	Melee Standard	4
Offshore Account		6
Teaching Advanced		4

Socialite

“Power isn’t taken. It’s given, at the right party.”

Masters of influence, gossip, and glamour. Socialites command social capital and weaponize hospitality

<u>Socialite</u>		
Skill	Prerequisites	XP
Event Planner		2
Inspire	Event Planner	4
Sense Poison		4
Offshore Account		4
Incognito		4
Rumor Monger		4
Escape Binds		4
Flee		4
Interrogate		4
Therapy		2
Brewing Basic		4
Brewing Advanced	Brewing Basic	6
Small Firearms Basic		4
Market Access Basic		4
Market Access Advanced	Market Access Basic	6

Magical Social

Illusionist

“What’s real? What I say is real.”

Creators of falsehoods that feel true. Illusionists control perception, crafting distraction, deception, and dread.

<u>Illusionist</u>		
Skill	Prerequisites	XP
Illusion Basic		2
Illusion Advanced	Illusion Basic	4
Illusion Expert	Illusion Advanced	6
Perform		4
Red Carpet		4
Pickpocket		4
Throwing		4
Stun		4
Silence		4
Hidden Pocket		4
Flee		2
Event Planner		4
Escape Binds		4
Divination Basic		4
Salvage		6

Combat

Duelist

“One v one me.”

Precision fighters who thrive in controlled combat. Duelists are elegant, deadly, and always a little theatrical.

<u>Duelist</u>		
Skill	Prerequisites	XP
Melee Standard		2
Disarm	Melee Standard	2
Vault		4
Parry		4
Light Armor		4
Daze		4
Combat Drill	Teaching Advanced	4
Scholar	Teaching Advanced	6
Perform		4
Teaching Advanced		4
Pierce	Melee Standard	4
Perception		4
Salvage		4
Maintenance		4
Investigate		6

Law Bringer

“Say when.”

Law Bringers are experts in small firearms and trickshot specialists. There are few as dependable in a fight.

<u>Law Bringer</u>		
Skill	Prerequisites	XP
Bind		4
Melee Standard		4
Daze		4
Cleave		6
Small Firearms Basic		2
Small Firearms Expert	Small Firearms Basic	4
Spray & Pray	Small Firearms Expert	4
Pet Taming		4
Interrogate		4
Pursue		4
Battle Buddy		6
Inspect Goods		4
Medium Armor		2
Investigate		4
Hunting	Small Firearms Basic	4

Officer

"Fall in line."

Tactical leaders and battlefield coordinators. Officers direct allies, manage resources, and turn squads into legions.

<u>Officer</u>		
Skill	Prerequisites	XP
Battle Buddy		4
Combat Drill		4
Firing Line		4
Inspire		4
Small Firearms Basic		2
Small Firearms Expert	Small Firearms Basic	4
Melee Standard		2
Taunt		4
Daze		4
Flee		4
Shatter	Melee Standard	4
Vault		6
Study		4
Artisan		6
Dismantle		4

Sluggger

“What’s your plan? I punch it until it’s not a problem anymore.”

Brawlers built for attrition and dominance. Sluggers absorb hits, deliver punishment, and win by never backing down.

<u>Sluggger</u>		
Skill	Prerequisites	XP
Unarmed		2
Vault		2
Intercept Basic		4
Lariat	Unarmed	4
Knockout	Unarmed	4
Silence		4
Shatter	Unarmed	4
Intimidate		4
Daze		4
Combat Drill		6
Parry	Unarmed	4
Torture	Unarmed	6
Perform		4
Mining Advanced		4
Pursue		4

Soldier

“No glory without grit. Be the backbone of the fight.”

The frontline ranged tank. They get in, get it done, and get out clean

<u>Soldier</u>		
Skill	Prerequisites	XP
<u>Long Firearms Basic</u>		2
<u>Long Firearms Advanced</u>	Long Firearms Basic	4
<u>Long Firearms Expert</u>	Long Firearms Advanced	6
<u>Intercept Basic</u>		2
<u>Intercept Advanced</u>	Intercept	4
<u>Intercept Expert</u>	Intercept Advanced	6
<u>Explosives Basic</u>		4
<u>Explosives Advanced</u>	Explosives Basic	4
<u>Taunt</u>		4
<u>Cleave</u>		4
<u>Battle Buddy</u>		4
<u>Heavy Armor</u>		4
<u>Pursue</u>		4
<u>Forestry Advanced</u>		4
<u>Dismantle</u>		4

Survivalist

“Prepared for anything. Especially the enemy.”

Scouts, trackers, and wilderness warriors. Survivalists are hard to kill, harder to find, and impossible to unseat once they dig in.

<u>Survivalist</u>		
Skill	Prerequisites	XP
Archery		2
Pin	Archery	4
Bodkin	Archery	6
Melee Standard		4
Bullseye	Archery	4
Cleave		4
Perception		4
Sneak Basic		4
Sneak Expert	Sneak Basic	6
Hunting		2
Maintenance		4
Pursue		4
Pet Taming		4
Artisan		4
Smelting Basic		4

Warden

"We don't give ground."

Defenders of territory, sanctity, and the balance between wild and built. Wardens root themselves like ancient trees unmovable, implacable, and dangerous.

<u>Warden</u>		
Skill	Prerequisites	XP
Teaching Advanced		2
Buckler Shield		2
Medium Shield	Buckler Shield	4
Tower Shield	Shield Medium	6
Intercept Basic		2
Intercept Advanced	Intercept	4
Intercept Expert	Intercept Advanced	6
Battle Buddy		4
Melee Standard		4
Heavy Armor		4
Parry		4
Daze		4
Intimidate		4
Mining Advanced		4
Taunt		4

Warrior

“Glory or death. Preferably both.”

The iconic frontline fighter. Warriors are disciplined, relentless, and always ready to bleed for the cause.

<u>Warrior</u>		
Skill	Prerequisites	XP
Melee Two-Handed		2
Unrelenting Strike	Melee Two-Handed	4
Stun	Melee Two-Handed	4
Cleave	Melee Two-Handed	4
Whirlwind	Melee Two-Handed	4
Vault		4
Battle Buddy		4
Combat Drill	Battle Buddy	4
Intercept Basic		2
Intercept Advanced	Intercept	4
Intimidate		4
Medium Armor		4
Artisan		6
Dismantle		4
Escape Binds		4

Magical Combat

Paladin

“Unbreakable as diamond”

Champions wielding control and protection magic. Paladins are protectors, punishers, and paragons of their cause.

<u>Paladin</u>		
Skill	Prerequisites	XP
Abjuration Basic		2
Abjuration Advanced	Abjuration Basic	4
Abjuration Expert	Abjuration Advanced	6
Heavy Armor		4
Melee Standard		4
Parry		4
Intercept Basic		4
Intercept Advanced	Intercept	4
Buckler Shield		2
Medium Shield	Buckler Shield	4
Thaumaturgy Basic		4
Thaumaturgy Advanced	Thaumaturgy Basic	6
Check Up		2
Maintenance		6
Taunt		4

Sorcerer

“Fire, wind, ice, air, and nature all heed my call.”

Innate caster who control the chaotic elements. Sorcerers are volatile, instinctive, and terrifyingly potent when unleashed.

<u>Sorcerer</u>		
Skill	Prerequisites	XP
Chaos Basic		2
Chaos Advanced	Chaos Basic	4
Chaos Expert	Chaos Advanced	6
Melee Two-Handed		4
Silence		2
Parry		4
Battle Buddy		6
Inspire		4
Intimidate		4
Potion Making Basic		4
Forage		4
Light Armor		4
Therapy		4
Study		4
Pet Taming		4

World List

These Skills can be learned by anyone regardless of class. The teacher is still required to know the skill.

<u>World Skill List</u>		
Skill	XP	Prerequisite
<u>Light Armor</u>	6	
<u>Medium Armor</u>	6	
<u>Heavy Armor</u>	8	
<u>Buckler Shield</u>	4	
<u>Medium Shield</u>	6	Buckler Shield
<u>Tower Shield</u>	8	Medium Shield
<u>Strap Shield</u>	4	Buckler or Medium Shield depending on size.
<u>Back Shield</u>	4	Medium Shield
<u>Melee One Handed Spear</u>	4	
<u>Melee Two-Handed</u>	6	
<u>Melee Standard</u>	6	
<u>Melee Small</u>	6	
<u>Small Firearms Basic</u>	6	
<u>Long Firearms Basic</u>	6	
<u>Unarmed</u>	6	
<u>Archery</u>	6	
<u>Throwing</u>	6	
<u>Explosives Basic</u>	6	
<u>Expertise</u>	4	

<u>World Skill List</u>		
Skill	XP	Prerequisite
Daze	8	
Parry	8	
Evade	8	
Study	8	
Basic Gather Specimen	2	
Intercept Basic	4	
Transportation Basic	4	
First Aid	4	
Bind	6	
Escape Binds	6	
Sense Poison	6	
Salvage	8	
Forage	8	
Hunting	8	
Pet Taming	6	

Skills

When entering your first game as the character you will receive starting equipment corresponding with your chosen skills. This includes, Weapons, Armor, and some equipment. Consider your class first as your class determines which skills you can take as well as skills on the class list are cheaper than the world list.

If you'd like to use a weapon but do not have an item card we have an alternative. Weapons without an item card are considered "Manufactured weapons"
Manufacture melee weapons swing for 1 with the exception of two-handed which damage value is 2, this can't be changed. Skills can not be used without the proper Armament Skill
Manufactured guns will not be able to use skills and can only fire once every 10 seconds.

If you'd like to use armor we also have an alternative. You may wear armor, provided you have an item card, at a cost. When using armor without the correct skill you may not use any Martial, Mobility, or Defensive Maneuvers.

Armament Skills

Blasters should have an average max FPS of 100, may not discharge more than one dart per trigger pull, and may not fire at full auto unless specified by an item. Worker brand darts and those with hard plastic tips are not allowed to be used.

Small Firearms Basic

Grants use of a one-handed firearm represented by a 6 shot capacity nerf style blaster with access to 100% of their firing speed. In addition, it allows you to keep a small Firearm hidden as per Hidden Pocket during a search of your person.

Small Firearm Expert

Grants use of a one-handed firearm represented by a 18 shot capacity nerf style blaster. In addition, while using a small firearm allows the user to "smack people with their guns", represented by a small sized boffer, DO NOT HIT PEOPLE WITH YOUR NERF BLASTER. This boffer hits for the same damage the gun shoots, it can be dual-wielded, if you have Finesse 5 and two small firearms. Gain access to Stun while wielded as a melee boffer only, skill still costs 4 Aura. In addition you can use any skills normally associated with a melee weapon, except for skills that are specific to smalls, two-handers, or Unarmed.

Long Firearms Basic

Grants use of a two-handed firearm represented by a 6 shot capacity nerf style blaster with access to 100% of their firing speed.

Long Firearms Advanced

Grants use of a two-handed firearm represented by a 12 shot capacity nerf style blaster. While wielding the weapon if you have access to the Skill Parry you may do so while holding a long firearm.

Long Firearms Expert

Grants use of two-handed firearms with a 18 dart capacity. While wielding a Long Firearm gain access to the skill Parry at normal aura cost.

Melee Small

Grant's use of a one-handed boffer weapon 10 - 21 inches in length with access to 100% of their damage, also allows you to keep a melee small hidden during a search of your person, like the skill Hidden Pocket.

Pierce

Melee Small Only - A competent user of small weapons understands that they are best used when striking between gaps in the armor. You may modify melee swings to keyword Pierce which bypasses armor and deals damage directly to health.

Melee Standard

Grants use of one-handed boffer weapons 21 - 44 inches in length with access to 100% of their damage

Melee Two-Handed

Grants use of a two-handed boffer weapon 42 - 96 inches in size with access to 100% of their swing damage, flurry rules are different from other weapon sizes, only a 45 (rather than 90) degree reset per swing is required.

Melee One Handed Spear

Grants use of a one handed stabbing only weapon 42-72 inches in length. Although these are one handed they may not be dual wielded.

Unarmed

Grants use of a pair of one-handed boffer weapons 10-21 inches in length with access to 100% of their damage, that damage being 2. These are represented by pure white boffers. These can be used in tandem with smalls and standards, in either the main or offhand without the dual wield skill. With this skill you do not take damage when blocking. Unarmed boffers are a valid target for the Cleave skill but not the Shatter or **Disarm** Skills.

Archery

Grants use of a strung bow or crossbow (**up to a 30lb draw weight for a bow and 450 inch-pounds for a Crossbow**) with access to 100% of their firing speed. If using packets you may only throw one every 3 seconds.

Bodkin

Modifies all arrows shot by the archer to the damage type Gore. Gore does equal damage to health and armor. You can only call one type of damage at a time and may choose to return to your normal damage type at any moment.

Explosives Basic/Advanced/Expert

Allows use of Explosives based off of your skill level, represented by an all foam coreless phys rep

This skill can also be used to disarm explosives depending on your level

Throwing

Coreless 6 to 12 inches in length. Coreless is preferred but for javelin type throwing weapons that can be 12 to 30 inches you may use plastic golf tubing as a base. When in stealth and at the expenditure of 2 aura you may throw **up to three throwing weapons** and maintain stealth, this can only be combo'd with Snipe. **And each one must be thrown separately.**

Shield Rules

You can only wield one shield at a time, you may not use a back or strap shield in tandem with each other or held shields. Shields cannot block Magic, Explosives, or Bullet delivered effects/damage. Unless specified by an Item, Spell, or Skill.

It will negate all damage blocked from Melee strikes, Throwing (non Explosive), and Arrows. Full movement is allowed with the shield, you may not shove boffers or people with said shield, you also may not extend your shield into someone's personal space, such as to cut off someone's swinging arch like moving your shield into their armpit area to cut off their swing.

Buckler Shield

Round Shield up to 18" in diameter

Medium Shield

Maximum of 36x24 inches in size. In the case of Round Shield the Diameter should be between 18" to 32" inches

Tower Shield

Between 36x24 to 48x24 inches in size. In the case of Round Shields the diameter must be between 32" - 36" inches

Strap Shield

(Requires Buckler or medium shield depending on size) - Allows you to attach a shield to your upper arm or forearm. Abides by all shield rules. You may make use of both hands to hold weapons.

Back Shield

(Requires Medium Shield, not compatible with Tower) -Allows you to wear a shield on your back for combat applications. Abides by all shield rules. You may make use of both hands to hold weapons

Light Armor

Low armor coverage, half of chest or full arms or full legs.

If you have a weakness to a damage type, damage taken to the armor is doubled like normal.

Medium Armor

Chest and back coverage.

If you have a weakness to a damage type, damage taken to the armor is doubled like normal.

Heavy Armor

High coverage with few points of your body left unprotected. This also will add to your total carry weight but does not add health.

If you have a weakness to a damage type, damage taken to the armor is doubled like normal.

Martial Maneuvers

Stun

Skill Call: "Stun, 3 Seconds"

(4 Aura) - Melee Two-Handed/Unarmed/Throwing only maneuver. Stuns target for 3 seconds, must strike the torso.

Disarm

Skill Call: "Disarm, 3 Seconds"

(2 Aura) - Upon Successful Melee Strike to a held weapon or shield, the target of this effect must drop said weapon on the ground and cannot pick it up for 3 seconds.

Lariat

Skill Call: "Stun 3, no Parry"

(6 Aura) - Unarmed only maneuver, stuns target for 3 seconds, needs to strike the torso, can't be countered with Parry.

Knockout

Skill Call: "Knockout"

(4 Aura) - Unarmed Only Combat Maneuver. Can only be delivered from a strike to the target's back. For 30 seconds the target is considered knocked out. Their character cannot see, hear, feel or use skills unless stated otherwise.

Silence

Skill Call: "Silence, 10 seconds"

(4 Aura) - Ranged or Melee delivered, upon successful strike or shot, prevents the target from casting spells or talking for 10 seconds.

Daze

Skill Call: "Daze, 10 seconds"

(4 Aura) - Ranged or Melee delivered, upon successful strike or shot the target of this ability may not use any new activated skills or abilities for 10-seconds. With the exception of Armament Skills.

Shatter

Skill Call: "Shatter"

(4 Aura) - On a successful melee strike to a weapon, armor, or item the target's object is considered broken and unusable until fixed with the skill "**Maintenance**".

Cleave

Skill Call: "Cleave"

(4 Aura) - Melee or ranged delivered, limb that is stuck by the ability is considered unusable until fixed by Medical Advanced, A Moment In Time, or an item. Cleave does not make you drop a held item. Arms must be held behind your back or you may RP them limp. Legs must be dragged, if you lose both legs you may not walk or stand, but you can crawl if your surroundings are safe enough. This may be paired with other skills like Whirlwind, Spray & Pray, and Snipe.

Whirlwind

Skill Call: "Whirlwind, *Insert effect or damage*" then point out your targets

(4 Aura) - **Melee Weapon Only Combat Maneuver**. Allows the user to declare one automatic hit on up to 4 targets within weapon length. Countered by **Parry**. Damage can be substituted with another skill that you know, you must pay the Aura cost of the Maneuver in addition to the Whirlwind cost. If skill specifies a specific location on your target you must state that location and the location is the same for each target. Whirlwind must also have 3 seconds in-between each call.

Example Calls:

"Whirlwind 3 damage, you, you, you and you" or
"Whirlwind, Cleave Right Arm, you, you, you, and you"

Spray & Pray

Skill Call: "Spray & Pray, *Insert effect or damage*" then point out your targets

(4 Aura) - Small Firearm Only Combat Maneuver. Similar to **Whirlwind**, allows the user to declare 4 targets within 10 feet of the user, these targets take one automatic ranged hit from your small arm, this can be paired with a ranged skill instead of damage. Spray and Pray must have 3 seconds in-between each call. If skill specifies a specific location on your target you must state that location and the location is the same for each target.

Example Calls:
“Spray & Pray, 3 damage, you, you, you and you” or
“Spray & Pray, Cleave right arm, you, you, you, and you”

Snipe

Skill Call: “Snipe, *Insert effect or damage*”

(2 Aura) - Long Firearm and Throwing only Combat Maneuver.

Declare a target within line of sight, that target suffers one automatic hit. If used in conjunction with skills that need to hit a specific area you can specify so in the call. Example “Snipe Shot Left Leg, Cleave” Snipe must also have 3 seconds in-between each call.

Bullseye

Skill Call: “*Insert effect or damage*, No Evade!”

(2 Aura) - Archery Only Combat Maneuver. Allows user to declare no Evade on a single shot. This can be combo'd with other skills.

Unrelenting Strike

Skill Call: “No Aggressive action, 3 seconds”

(1 Aura) - Melee Two-handed Only Combat Maneuver- Upon striking a weapon or shield they cannot take aggressive actions such as skills or using their weapon. They are still allowed to move at full speed, block, and use defensive abilities. Countered by Parry or Willpower at 4 Aura.

Pin

Skill Call: “Root 3”

(2 Aura) - Archery only combat Maneuver: Upon successful shot with your bow you may declare this skill, your target must stand in place for 3 seconds but they can still fight, block, and use non mobility skills, they also cannot use stealth.

Coup de Gras

Skill Call: “Weapon Damage, No Counter, Skip Bleed Out”

(4 Aura) - Melee Small Only Martial Maneuver An expert user of smalls knows how to deliver an unblockable strike to finish a fight. Upon a successful melee strike if this damage reduces the target's health to 0, they skip bleed out and die outright. Deals double damage to incapacitated targets. **Can't be combo'd with other Martial Maneuvers.**

Mobility

Flee

Skill Call: "Flee"

(4 Aura) - You may take 20 unimpeded steps away from combat, cannot be targeted by enemy abilities or damage with the exception of BMV effects. If a BMV effect should cause you to stop moving the effect ends. If you have a cleaved leg you can no longer use this Mobility Skills until the limb is fixed. **If countered by Pursue you can not use this skill again for 30 seconds.**

Pursue

Skill Call: "Pursue"

(4 Aura) - Counters one use of Flee, Transit, or Flash Step. If you have a cleaved leg you can no longer use this Mobility Skills until the limb is fixed.

Vault

Skill Call: "Vault"

(4 Aura) - Raise your arm straight in the air pointing towards the sky with your fist closed and declare "Vault!" You may then move up to 10 steps unimpeded, may be used towards combat (such as jumping over an enemy line), may move through enemies, cannot be targeted by weapons or magic of any kind with the exception of BMV and AOE effects. If a BMV or AOE effect should cause you to stop moving the effect ends. Hand must stay in the air until you land. If you have a cleaved leg you can no longer use this Mobility Skills until the limb is fixed. **You cannot attack others while in a Vault.**

Defensive Maneuvers

Evade

Skill Call: "Evade"

(4 Aura) - Negate one instance of a ranged delivered damage or effect, does not include magic.

Parry

Skill Call: "Parry"

(4 Aura) - Negate one instance of a melee delivered damage or effect on the user's front 180-degree arc. Requires a melee weapon or shield that you are trained in to be held in one of your hands.

Perception

Skill Call: "Perception, no stealth one minute"

(4 Aura) - Used to counter stealth, call **Perception** and point out the target, they must drop their stealth. In addition they cannot stealth again for a minute.

Intercept Basic

Skill Call: "Intercept"

(0 Aura) - You may transfer the damage or effects taken by another to yourself. Usable on a friendly target who is within arms reach at the moment the skill or damage is declared. Cannot lean or step from the current position to give extra reach. (does not include weapon length except in the case of unarmed), transfers damage and skill effects to the user. May not Intercept abilities that affect items you do not possess, an example being intercepting a "Shatter" meant for a shield when you do not have one. The transferred damage or effect cannot be countered with defensive ability and damage will be taken directly to health. Intercept can be used on Cone, AOE, and BMV effects but can only be used on one person at a time.

Intercept Advanced

(0 Aura) - Same as the above except damage will be applied to armor first unless they have the "Pierce" or "Gore" Modifier.

Intercept Expert

(0 Aura) - Same as Intercept and Advanced Intercept, except you can now use Defensive Maneuvers to negate effects and damage.

Leadership

Pet Taming

Aura: Varies

You are able to tame **pets**. These **pets** act as aids in your gathering, crafting, traveling, and combat. **Pets** may be caught by Hunters with the Hunting skill at a slim chance. Example: A squirrel that allows you to forage a specific herb. You may use a number of different tamed animals equal to half your wit every game.

Arcane Tutor

Skill Call: “Arcane Tutor, gain one use of *Insert allowed Spell here*”

(4 Aura) - Instruct an ally on how to cast Magic, do this for 30 seconds, once the lesson is finished the ally gains one use of a Verse or Chorus spell that the instructor knows at normal

Aura cost **until the next 12s**. Ally must have Magically Inclined. This does not work for Advanced Class skills. They cannot teach or Arcane Tutor the skill they’ve been granted via, Arcane Tutor or Handshake Authentication. A Target can only have one Arcane Tutor granted spell at a time.

Battle Buddy

Skill Call: “Battle Buddy”

(4 Aura) - Declare another character your “Battle Buddy” as long as they are within 10 feet of you **they** gain the ability to parry one strike per combat delivered in their rear arc call “Battle Parry”, they must use the normal **Aura** cost of 4. You can also intercept any damage they receive as long as they are within 10 feet. If they are within their first three games they also gain a single free use of each of the following skills: **Parry**, **Evade**, **Brace**, and **Willpower**.

Combat Drill

Skill Call: “Combat Drill, gain one use of *Insert allowed skill here*”

(4 Aura) - Instruct an ally on how to fight, do this for 30 seconds, once the lesson is finished the ally gains one use of a Martial, Mobility, or Defensive Maneuver that the instructor knows at normal **Aura** cost **until the next 12s**. This does not work for Advanced Class skills or Stat Abilities. They cannot teach, combat drill, or Handshake Authentication the skill they’ve been given. A Target can only have one Combat Drill granted skill at a time.

Firing Line

Skill Call: “Firing Line”

(6 Aura) - Requires 3 ranged combatants, 2 if the user is using a ranged weapon, 3 if they aren’t. To a max of 5. You may declare “Firing Line”, members of the Firing Line must remain within a foot of the nearest member. Members of the Firing Line may fire off darts or arrows as if they possessed the expert level skill, even if they aren’t trained in Archery, Short or Long Firearms. In

addition, Members may declare “No Counter” on one of their damaging shots per combat. This “No Counter” cannot be used with Martial Maneuvers.

Inspire

Skill Call: “BMV, All Allied, Immune to Fear, 10 Minutes”

(4 Aura) - You may give a short battle speech lasting at least 10 seconds then declare the skill call. You also benefit from this effect.

Taunt

Skill Call: “Taunt, 1 Minute”

(4 Aura) - Declare a target within line of sight, that target may only take aggressive action towards you and no one else for one minute. Effect is broken if someone other than you attacks or uses a skill on the target. Countered by Willpower at 4 aura.

Social Skills

Rumor Monger

This skill allows the user to see the rumor list that is held at the General Store, these will be things such as possible enemy types, weaknesses, and clues for content that weekend. Once per game you may bid this during an Expedition to gain double the payout of horn.

Perform

Skill Call: "Perform, gain x Aura"

(2 Aura) - After 5 minutes of entertaining RP Restore target's Aura equal to your Finesse level. Usable twice per hour. Person performing cannot use other skills during. Person being entertained must be engaged in the performance and not actively using skills.

Perform Expert

Your Perform now restores target's Aura equal to double your finesse level.

Red Carpet

Allows the user access to any NPC run Social event. Normally if you infiltrate an event you will be regarded with suspicion. With Red Carpet you are treated like a friend.

Mass Entertainment

(6 Aura) - You may perform a rousing form of entertainment for 10 minutes and deliver a performance that can target up to 8 people of your choice. This restores their Aura equal to or double your finesse depending on your level of Perform. Usable once per hour.

Market Access

Basic

You may purchase items from the first level of the *Market Access* list

Advanced

You may purchase items from the second level of the *Market Access* list.

In addition you may purchase buffs that affect expeditions.

Expert

You may purchase items from the third level of the *Market Access* list.

In addition you may purchase buffs that affect the world around you.

This skill allows you to interact with the markets of Gloom Hollow.

Buying: Based on your level of Market Access, you can purchase one item type/per hour/per level from the Gloom Hollow General Store Stock List which is available at the General Store.

• **Market Value:** Market Value is calculated based on an Aura+Time formula.

- Aura:1 Horn per 2 Aura spent

- Time: 1 Horn per 10 mins of work. (Anything that requires less than 10 minutes of work is allotted 1 Horn for the time component.)

This calculation in no way influences what players can charge between themselves; Higher or Lower.

Selling: As a merchant you may sell items to the Market at 50% of their Market Value. Payment for sold items will be made during the next game's Check-In through the **Merchant Account**. You can reference the current **Market Manifest** to see buying prices. *(horn values are rounded to nearest whole number)*

You must have a vehicle to transport any items being sold to the Market. If you do not have a vehicle of your own, you can either hire other players or use a vehicle with storage space to transport your goods.

You will need to complete the **Shipping Manifest** at the General Store in order to sell items to the Market. Each sale must include the cargo, its value, and the name of the transporter. (If you hire someone to transport, they need to sign the manifest.) The number of items you can transport depends on your vehicle's storage capacity. Unrefined and refined materials can be sold in lots of 5, each 5 lot will represent 1 storage capacity slot.

Example: A Truck with +6 Storage can accommodate 6 downtimes for "Sell to the Market."

“Used” Items

Items with the “Used” description can be sold at all *Market Access* levels at 25% of Market Value.

• **Market Influence:** As someone with market access, you receive a merchant discount. Items sold by the General Store and wandering merchants will be sold to you at 100% of the Market Value set by the above calculation. You may reference the General Store Market Manifest for current pricing. (Please note not all items may be listed in the Market Manifest such as specialty items and plot items)

• **Merchant Account:** Upon the completion of a sale, at the next Check-In, the value of the items sold will be put into your Merchant Account. This Merchant Account can be withdrawn upon check in up to 100 Horn per game. Any horn within the Account can be used to purchase items from the Market(General Store) and NPC Merchants directly. This Account can not be used in any other way, and Horn can not be deposited within it.

- **Action House:** You will be able to post items for sale at the General Store to be purchased by your fellow townspeople via the Auction House Book.

•**Offworld Markets:** To access an unlocked offworld market store lists, the character is required to have the advantage “Home World Knowledge” or the Expertise for the corresponding world and purchase that world’s market pass. These lists are accessible at the General Store.

Unlocked Offworld Markets include: Ad Fect and Gaia

Offworld Market Passes are not available to characters with the “Criminal” disadvantage for the corresponding planet.

A Starship vehicle is also required to interact with offworld markets using downtime actions (reference “selling” to the market for transportation mechanics.)

Transportation Basic

Allows use of vehicles that grant different bonuses. Most will grant extra downtimes, others will have different effects. If they have extra seats in their vehicle they may provide this bonus to others. Vehicles such as Trucks, Big Rigs, and Cargo Planes can be used as private load capacity for **Market Access**, the items stored may be sold as a downtime. *(See Market Access skill for Selling mechanics)*

Can pilot small vehicles, Sedans, Trucks, Motorcycles, Small military vehicles, etc.

Transportation Advanced

Semi Trucks, Buses, other large land vehicles and military vehicles.

Transportation Expert

Cargo Planes, Helicopters, Private Airplanes, etc.

Offshore Account

Grants the user an account where they can deposit currency, deposits may happen at any time, withdrawals can only happen at the start of the game. At the end of the game, you will accrue interest on the account gaining 3% of whatever is in the account. Account has a max of 300 horns, any surplus will be forfeit. A maximum of 40 horns may be deposited into this account per game.

Also allows users to work with a player that has the **Trust Funded** Advantage. This skill allows the user to show a person with the Advantage how to take out an advancement in the Trust Fund, gaining the next 2 month’s payments instantly. Doing so will lock the Trust Fund for 2 games.

Therapy

Skill Call: “Cure one Gloom/Cure x Hollow”

Aura: 6

After 5 minutes of roleplay in an area free from combat, cure one gloom. You can also instead reduce Hollow equal to one half of the Therapist’s Spirit rounded up. Multiple people can use Therapy on the same target at the same time. The recipient can choose not to accept the cure.

Purification

Skill Call: “Cure x Hollow”

Aura: 6

After 5 minutes of roleplay in an area free from combat you can reduce Hollow equal to your Spirit. The recipient can choose not to accept the cure.

Interrogate

Skill Call: "Interrogate"

Spend 2 Aura and 3 minutes roleplaying with the target, asking them hard questions. At no point during the Interrogation can the target be harmed. After 3 minutes of roleplaying, the person using the interrogating skill can ask 1 simple question. Countered by Deception, to tell a lie.

Event Planner

Someone has to organize events. These events have to be planned out at least 2 hours in advance.

If you plan it at the end of a game or post information about it on the Gloom Hollow Message Board on Discord you may have an event at the beginning of the upcoming trade. First, you must turn in paperwork at the General Store. The required information will be as follows: designate the event as private or public. Private events must have a guest list. To have an event you must have access to a temporary/permanent **venue** (done at the general store or rented from a player character), Schedule event with the required class signing that they will be there and have either food or beverages to share. These need to be in place at the event start. The Event planner should attend the event until it's over. Found in the Table Appendix is a [list](#) of the types of events and their mechanics.

Hidden Pocket

You may store one item in a hidden pocket, that item may not be looted or stolen from the user nor will anyone be able to see it if they search the user. Any horn you carry is considered one item.

Dead Drop

You may place items in a container and stash it somewhere, the user then writes on a sheet who can see and have access to it. A max of 6 items may be placed in it and it must be used for transferring items or information, not storage. Any horn stored is considered one item.

Cache

You may place an item container that can store 10 objects and cannot be seen or looted by others. This container must be marked Cache with the name of the owner. The owner must make a reasonable effort to put it in a location not easily seen. Any horn stored is considered one item.

Knowledge Skills

All Skills in this Tree require your undivided attention to perform and finish. You may not call other skills or spells while attempting to perform these skills.

Investigate

Aura: N/A

Allows you to pick up investigation cards, these cards can be used to gain otherwise hidden information relating to a mod or plot and are often seeded during an active mod. Players with this skill can also bid it to an ST during an active mod. Additionally, You will know in character which expeditions have any investigate cards on them so that you can plan your event, this can be done by finding the Director of Story. You can also use investigate to allow yourself to identify a person as Disguised for 4 Aura. This only reveals them to yourself.

Evidence Board

Aura: N/A

~~You may use the Study skill without expending any Aura when following up on information you've obtained through Investigation. In addition when using Interrogate you may counter a use of Deception by providing applicable information gained from an Investigation Card, call "Interrogate, No Counter".~~

Compare Notes

Aura: N/A

When you perform a Study action with another person who also has Compare Notes, you two may ask the plot for a clarification, or ask three questions while using study.

Scribe

Aura: 4

You may make copies of schematics by spending 5 minutes roleplaying copying the schematic. You may also translate texts with the proper Expertise. Additional materials and skills required beyond Scribe will be listed on the schematic to be copied. All schematics will take at least 1 ink and 1 paper for mundane schematics; and 1 enchanted ink and 1 paper for magical schematics.

Expertise

Aura: N/A

You gain advanced knowledge of a particular field. These are needed for crafting more advanced items and mods. This skill can be taken multiple times, selecting a new Expertise with each purchase. Available subjects are listed below. Additional Expertises may be pitched to plot. We also have secret ones for you to discover in game.

Advanced Metallurgy
Ad Fect
~~Ad Fect Technology~~
Arboriculture
~~Atl'thea Technology~~
Chemistry
Computer Science
Cryptozoology
Demonology
Earth
~~Enchanting~~
~~Elven Technology~~

Eternal Grotto
~~Ethereal Entities~~
~~Exotic Armaments~~
~~Exotic Firearms~~
~~Exotic Melee Weapons~~
~~Exotic Fauna~~
~~Exotic Flora~~
~~Fae Warding~~
~~Fauna~~
~~Flora~~
Gaia
Gaian Technology
~~Health Care~~

High Yield Explosives
Kur
Kur Technology
~~Linguistics~~
~~Magic~~
Magical Crafting
Medical Science
Mythology
~~Pathogens~~
~~Potions~~
Prospecting
~~Xibalba~~
~~Xibalaba Technology~~

Ailment Care

Aura: Varies

Requires Building: Lab

- You may spend 2 Aura and 1 minute to obtain an Ailment Sample from someone who is infected with an Ailment.
- With Ailment Samples, you may spend 4 Aura and 10 minutes roleplaying analyzing the sample in a Lab to identify the unknown ailment.
- You can spend 6 Aura and 30 minutes roleplaying in a Lab to synthesize a cure when provided with an Ailment Sample. There will be a number of needed Components and Ailment Samples to cure an Ailment.

•

Requires Building: Medical Center

- Spend 1 minute of roleplay in a Medical Center to cure a disease or poison as long as you have the correct Pharmaceuticals.

Study

Aura: 4

Requires Building: Library

Ask the plot team (Storytellers) a question after roleplaying researching the topic at a Library for 20 minutes and spending 4 Aura. Potential extra information may be given if you possess a specific Expertise depending on the topic. You may ask 3 questions every 12s at a live event during Storytellers "office hours". You may also spend the time and aura at the game to submit up to 10 between games on a google form (these do not use downtime actions).

Scholar

Aura: 6

Allows you to create Handbooks or Tomes after spending 6 Aura and 10 minutes of roleplaying writing said book. These can be used by someone with the Teach skill to train themselves or someone else in the particular skill designated upon creation of the book. You may only create a book for a skill you currently possess. The recipient of the training still needs to have access to the skill on their class list or from **World Skills**. A Handbook requires a single ink and piece of paper, a Tome requires an Enchanted Ink and piece paper, both of these have an expiration time of 12 months. A Handbook is for any mundane skill, and a Tome is for any Spell.

Fill In The Gaps

Aura: N/A

- You are knowledgeable enough to know your way around red tape. Once per 12s you can use this skill to receive an unedited copy of a document by going to the appropriate Storyteller and requesting it. There may be documents you are unable to obtain, particularly if they are not available to many people.
 - You may also, By spending 2 Aura and looking at a document or signature, determine if it is authentic or not.
-

Check Up

Skill Call: "Check Up"

Aura: N/A

After one minute of inspecting someone, you may call "Check Up" to a single creature and ask them for all of the following pieces of information: their current health, **current weight**, any specific Affliction they have, or the amount of Hollow and Gloom they have. The target must answer truthfully. If this skill is used with Expertise: **Medical Science** as well, you can also ask a willing character's Max Health.

First Aid

Skill Call: "Stabilize"

Aura: N/A

- After 1 minute of Roleplay, you Stabilize a target in bleedout. When you begin to roleplay stabilizing your target, their Bleed Out timer is considered paused. Stabilized lasts until healed above 0 HP. Stabilized: While in this state you cannot use skills, spells, abilities, items, and cannot run, but you can walk freely
 - This skill can also be used to perform upkeep for an Unraveling Stitch for 1 Aura
-

Medical Basic

Skill Call: "Heal x"

Aura: Varies

After 5 minutes of Roleplay, you may spend X Aura and restore 2 health per 1 aura spent.

Medical Advanced
Requires Building: Medical Center
Skill Call: "Heal x/Fix Limb/Cure Poison"

Aura: Varies

- After 5 minutes of Roleplay, you may spend X Aura and restore 4 health per 1 Aura spent.

Aura: 4

- After five minutes of Roleplay, you may spend 4 Aura and call "Fix Limb" and restore the use of a single limb. For the next 5 minutes if any Martial or Mobility Skills are used the limb rebreaks. The user of this skill may instead choose to spend 8 Aura to fix all limbs, the amount of needed roleplay time is then increased to 10 minutes.

Aura: 4

- After 5 minutes of Roleplay, you may spend 4 Aura and call "Cure Poison" and cure the status effect "Poison" from a single patient.

Medical Expert
Requires Building Add-on: Trauma Ward
Skill Call: "Heal x/Reattach Severed Limb/Cure Noxious"

Aura: Varies

- After 5 minutes of Roleplay, you may spend X Aura and restore 6 health per 1 Aura spent. Target must remain in a prone position during the roleplay. You can not use this skill on yourself.

Aura: 4

- After 10 minutes of Roleplay, you may spend 4 Aura and call "Reattach Severed Limb" and may reattach one severed limb. For the next 10 minutes after the fixed person cannot use any Martial or Mobility Skills.

Aura: 6

After five minutes of Roleplay, you may spend 6 Aura and call "Cure Noxious" and cure the status effect "Noxious" from a single patient.

Purification
Skill Call: "Cure x Hollow"
Aura: 6

After 5 minutes of roleplay in an area free from combat you can reduce Hollow equal to your Spirit. The recipient can choose not to accept the cure. **This skill can be used on yourself, Role Play quiet contemplation for the 5 minutes.**

Transplant

Require Addon to Medical Center: Trauma Ward

Skill Call: "Transplant"

Aura: 6

After 10 minutes of roleplaying surgery with a willing or incapacitated subject, a user of this skill can spend 6 Aura to graft an organic transplant item onto or off of the subject. With the Expertise: Gaian Technology and by spending 5 minutes of roleplaying surgery with a willing or incapacitated subject, a user of this skill can spend 6 aura and can implant or remove Cyberware.

Teaching Advanced

Reduces your time to teach a skill by 5 minutes, to a minimum of 1. Also, the person being taught may gain access to that skill in an hour instead of the next 12s, whichever is sooner. In addition, it allows you to teach a skill that you don't know if you have the proper Handbook or Tome.

Teaching Expert

Aura: 2

When you teach someone any skill they may use it instantly. In addition, it allows you to use Handbooks or Tomes to teach any skill in the same category as the skill in the Handbook or Tome.

Lecture

Aura: 4

Allows you to teach a single skill to up to 6 targets at once.

Long-winded

Aura: 6

Once per 12s, if you roleplay discussing a particular Expertise that you possess for at least 10 minutes, you can grant one use of that Expertise to X audience members, where X is equal to your Wit score divided by 2. (Said audience members cannot teach the expertise, And the one-time use expires at the end of the event)

Basic Gather Specimen

Aura: 2

You may spend 2 Aura and 1 Minute of roleplaying to harvest a Basic Specimen from a bound, unconscious, or dead enemy. This Specimen may be expended while using [Study](#). These Specimens last 3 months and are classified as a plot item.

Expert Gather Specimen

Aura: 4

You may spend 4 Aura and 10 seconds of roleplay to harvest a Prime Specimen from a bound, unconscious, or dead enemy. This can be an Organ, Blood, or Tissue. You can also spend 10 minutes and 4 Aura at a Lab to refine a Basic Specimen, making it into a Prime. This Specimen may be expended while using [Study](#). These Specimens last 3 months and are classified as a plot item.

Jumble

Requires Building: Lab

Aura: 4

In a Lab, you can spend 4 Aura and five minutes to mix up three Brews together into a single use Brew with all the effects of the components, you may similarly do this for Potions or Meals as well. Cannot use with Feasts. Cannot use a Jumbled item in another Jumble.

Jumble Brew: 3 month expiration/2 Minute Consume

Jumble Meal: 1 month expiration/10 Minute Consume

Jumble Potion: 12 month expiration/5 Second Consume

Devious Skills

Incognito

Aura: 4

You can look like someone you aren't, but this requires a change of costume including a face obscuring item of some kind, like a mask. This incognito lasts for two hours. You cannot disguise as a specific person, ie a named non-player character or player character. You also cannot disguise as another species. Countered by Investigate or Bind.

Bind

Requires Item: Binds

Skill Call: "Bind"

Aura: 2

Allows users to tie up an incapacitated or willing target. This takes 10 seconds. Target will not be able to use limbs or skills including spells, with the exception of Willpower, Deception, and Escape Binds. If someone with Incognito is bound their disguise falls off (like a dastardly Scooby Doo Villain) and everyone can identify them.

Escape Binds

Skill Call: "Escape Binds"

Aura: 2

Allows the user to untie themselves from Binds. This effect is instantaneous upon declaring the skill use.

Breach (Basic/Advanced/Expert)

Skill Call: "Breach"

Aura: 2/4/6

You have the ability to open doors and lockboxes with a lockpick or Hack computers with bruteforce malware. You need the a lockpick/malware when breaching, these aren't expended upon use. When breaching roll a D10, on a roll of a 1 the attempt has failed and broken, and will need to be maintained. You can try again immediately for another expenditure of Aura; this can continue as long as you have Aura and another Lockpick/Malware. Lockpicks and flash drives **are one tier of item and go off of your Breach Skill**. You can open a locked container, door, **or hack a computer of a level based off of your Breach Skill**. Can also be used to treat AI Afflictions. Breach can also be used to manipulate unequipped cyberware in plot events.

Pickpocket

Aura: 4

Allows you to steal from someone by attaching a black clothespin to a target in an appropriate area above the waist. To pickpocket, you must do this action unseen by the target, the target cannot be actively hostile, and you must get a staff member beforehand. The staff member will confer with the target and give you one randomly chosen item from the target that is not being actively used. Clothespin must be placed in an area where items could be stored, such as bags, pockets etc. Item cards don't need to be in the location pickpocketed. You can only attach one clothespin at a time.

Sneak Basic

Aura: 4

Skill Call: "Stealth"

Only usable at night or in a dark area. You must place an arm across your body "Dracula style" and will be considered in Stealth. While you are considered to be in Stealth, you cannot be seen by others unless a counter skill is used. You can move while in Stealth, using an attack or Skill, Ability, Spell, or interacting with the environment will drop Stealth. This skill only fools others sight, if you make noise others can be aware of someone sneaking around but will still not know your exact location. If countered by **Perception** or **Reveal** you cannot stealth for 1 minute. (See Thrown Armament skill) While in Stealth you may use any consumable targeting yourself or your items that takes 1 minute or less to apply or consume without breaking Stealth.

Sneak Expert

Aura: 4

Skill Call: "Stealth"

As above, but you are now able to Stealth in natural or artificial light. If countered by **Perception** or **Reveal** you cannot stealth for 1 minute.

Camouflage

Skill Call: "Camouflage"

Aura: 4

Can be used at any time regardless of light, you cannot be seen by anyone while setting up.

Setting up takes 10 seconds

You are considered stealthed and cannot be seen

Lasts until you move, use an ability, spell, or the skill **Perception** or **Reveal** is used on you.

If you use Snipe while in Camouflage it doesn't break it.

Illicit Crafting

Aura: Varies

Basic - Can craft tier one **Lockpicks/Poisons/Drugs**.

Advanced - Can craft tier two **Lockpicks/Poisons/Drugs**

Expert - Can craft tier three **Lockpicks/Poisons/Drugs**

Intimidate

Aura: 4

Skill Call: "Intimidate, one minute"

No aggressive action can be taken against the user for one minute, unless the user initiates an aggressive action, attack, skill, ability, or spell towards the target. Counts as a fear effect. A target may not be under the effects of both a fear effect and taunt.

Counteracted by Willpower at 4 Aura.

Torture

Aura: 4

Skill Call: "Torture"

After 3 minutes of roleplaying torturing a bound or otherwise incapacitated target, you may ask two simple questions. Person being tortured must answer the question truthfully unless they have the Deception skill, then they can proceed to tell a lie. Willpower can be used to stay silent at 4 Aura. Using torture causes the torturer to gain 3 hollow and the torturee to gain 1 hollow.

Black Market Knowledge (Basic/Advanced/Expert)

With each level of this skill you gain access to an additional tier of the Black Market List, these items are purchased with **Virtual Currency**. **Virtual Currency** is paid out from jobs that you will have access to starting at the first level Black Market, Virtual Currency may not be stolen by conventional means. You can also identify stolen items at a glance. The Black Market will also have a list of items that they will buy. These items will be on a small list.

In addition for every rank of Black Market Knowledge you will receive an additional virtual currency for jobs.

Deception

Aura: 4

Spending the aura cost for this skill allows the user to lie in response to a question during the use of the skill Interrogate or Torture. You do not need to declare this skill out loud, but you still spend the aura upon lying.

Dark Dealings

Allows the exchange of currency as shown on the table below. This must be done at the General Store. You can pick a single exchange rate to exchange as much of that currency as you want; this skill can be used once per hour.

From	To
5 Horn	1 Virtual Currency
1 Virtual Currency	2 Horn
1 Virtual Currency	25 Gaian Credits
3 Virtual Currency	1 Black Coin
40 Gaian Credits	1 Virtual Currency

Civilization Skills

All Skills in this Tree require your undivided attention to perform and finish. You may not call other skills or spells while attempting to perform these skills.

Cooking

Aura: Varies

[Basic](#) - Use animal products, crops, and foraging items to cook basic meals to restore the Health/Aura of yourself and others.

[Advanced](#) - Use animal products, crops, and foraging items to advanced basic meals to restore the Health/Aura of yourself and others.

[Expert](#) - Use animal products, crops, and foraging items to cook prime meals to restore the Health/Aura of yourself and others.

Brewing

Aura: Varies

Craft drinks for consumption. Different beverages will affect the consumer in different ways, especially removal of Toxicity. On average Beverages will take less time to consume than food but will be less materials efficient than meals.

[Basic](#) - Use herbs to Brew basic Beverages

[Advanced](#) - Use herbs to Brew Advanced Beverages

[Expert](#) - Use herbs to Brew Prime Beverages

Potion Making

Aura: Varies

Use herbs recovered by Foragers or grown by Farmers to craft beneficial potions/oils. These potions/oils will take time to consume/apply and give different effects to the consumer or item they are added to.

[Basic](#) - Use herbs and various other materials to create basic potions

[Advanced](#) - Use herbs and various other materials to create advanced potions

[Expert](#) - Use herbs and various other materials to create prime potions

Smelting

Aura: Varies

Allows the refinement of ore with the assistance of a smelter and the creation of alloys with a blast furnace.

[Basic](#) - Smelt ore of basic quality

[Expert](#) - Smells alloys of prime quality

Smithing

Aura cost: Varies

[Basic](#) - Allows the forging of basic metal items and components.

[Advanced](#) - Allows forging of advanced metal items and components

[Expert](#) - allows forging of prime metal items and components

Jewelry Crafting

This skill uses precious metals and gems to make jewelry. Jewelry made can be enchanted or sold on the markets. The [crafting table](#) can be found in the Crafting Table Appendix

Engineering

[Basic](#) - You are knowledgeable in engineering and maintaining basic buildings and vehicles.

[Advanced](#) - You are knowledgeable in engineering and maintaining advanced buildings and vehicles.

[Expert](#) - You are knowledgeable in engineering and maintaining prime buildings and vehicles. Structures have no defined area but should be physically represented by a convincing space along with props.

All Buildings may have Add-Ons; they can have as many Add-ons as you would like, but can only have one of each type of Add-on.

You may also, starting at Basic, do renovations on a building for 6 Aura and 5 minutes. Buildings require regular renovations, if renovations are neglected for two consecutive months, the building becomes unusable for the mechanics it provides until proper renovations are performed. You may also renovate vehicles for the same time and aura cost, adding 3 months of longevity to them every renovation, you may do this once per game and up to 4 times.

Fabrication

Aura: Varies

[Basic](#) - Allows for the creation of basic guns, modern armor, special ammo, and explosives.

[Advanced](#) - Allows for the creation of advanced guns, modern armor, special ammo, and explosives.

[Expert](#) - Allows for the creation of prime guns, modern armor, special ammo, and explosives.

Pharmaceuticals

Aura: Varies

[Basic](#) - Allows the user to craft basic medical equipment and items.

[Advanced](#) - Allows the user to craft advanced medical equipment and items.

[Expert](#) - Allows the user to craft prime medical equipment and items.

Artisan

Aura: Varies

Use metals and wood to craft general purpose items. The [chart](#) found in the Crafting Table Appendix will show the known items that can be made with this skill.

Inspect Goods

(2 Aura) You know what the authentic design and fabrication of an item is. Spend 30 Seconds of RP inspecting the item- You will now be able to identify the item and it's mechanics, and if an item is stolen, fake, counterfeit, or cursed and how long until it expires.

Sense Poison

(2 Aura) You've adapted your olfactory senses and visual perception to be able to notice when a drink or food is poisoned; these can be by magical or mundane means. Spend 10 seconds roleplaying examining the drink or food.

If you use sense poison and detect a poison within food or drink for 4 aura you can consume the item and then negate the negative effects of the poison within.

(Note: you're not actually eating or drinking the food unless you have permission.)

Maintenance

(4 Aura) You've worked with enough equipment to be able to upkeep their natural decay and damage sustained. When you spend 1 minute of RP, the target non-consumable item is maintained and gains +3 months to their longevity. This can be done once per game per item and a maximum of 4 times for each item. This skill only works with non-consumable, non-expired items. In addition, you may repair broken gear, equipment, and lockpicks/malware for the same Aura cost and five minutes of RP. You can use Maintenance on a building for 10 aura and 10 minutes. **Maintenance can not be used to extend Longevity of Stitch Parts.**

Gathering Skills

All Skills in this Tree require your undivided attention to perform and finish. You may not call other skills or spells while attempting to perform these skills.

Farming

Requires Building: Farm

Aura: 1 aura per seed to a max of 10

Seeds can be purchased at the General Store for 1 horn a piece. There are 5 varieties of seeds, Flax which you can turn into Fiber, Almonds, Fruit, Leafy Greens, and Soy. The last three are used primarily in Cooking.

You spend 5 minutes planting your seeds, max of 10, wait at least 20 minutes return to harvest crops. Spend 15 minutes harvesting then turn in “The seeds” at the general store to see the harvest yield. There are 3 different yield types, poor, standard, and bountiful. A result of poor means that your seed grew nothing, standard is one, and bountiful is two per seed. These results will be determined by a D20 dice roll, 1-2 will be declared poor, 3-15 is a standard yield, 16-20 will result in a bountiful harvest. A dice is rolled for each of the seeds you’ve planted, not the entire bunch.

You can opt to exchange one of your produce for 2 seeds of the same type.

Herbalism

Requires Building: Green House

Aura: 4 per Herb planted

Allows you to grow herbs by spending 4 Aura and 5 minutes **per herb**; roleplaying planting a single herb in a Green House, you may return in half an hour and then receive 2 herbs of the same type from the **General Store**. You may plant 2 herbs in a single Green House, and you may not have herbs growing in more than one Green House at a time.

Grafting

Requires Building: Green House Addon: Splicer

Aura: 6

Allows you to create hybrid herbs. Spend 6 Aura and 10 minutes of roleplaying mixing herbs at a lab and you may combine two herbs you possess into a hybrid one, meaning that the herb now counts for both types. Spiritual/Medicinal herb for example. These may be planted like any other herb at a Greenhouse. When used as materials for items the herb may still only count as either of the two parent types, meaning that it cannot be both a Spiritual and Medical for example, you have to choose what type you are using it for. You must combine Herbs of the same tier, basic with basic and so on. Hybrid herbs cannot be used in Grafting.

Hunting

Aura: Varies

Users of this skill may pick up hunting cards that will be hidden around the play area by Staff, these cards take one minute to pick up and cost as much Aura as is listed on the card. The card can then be taken to the **General Store** and exchanged for the items listed below. You will have a chance to recover an animal that can be tamed with ***Pet Taming***.

In addition, users of this skill may go to a body of water and spend 4 aura and 20 minutes roleplaying fishing and get 4 meat or 2 fish oil or 1 ink

Hunting can also be used as a bid to staff during mods to track.

Hunting: Small Game - yield 2 meat or a Small Animal Hide

Large Game - yield 4 of meat or Medium Animal Hide

Monstrous Creature - yield 6 meat or Large Animal Hide

Forestry Advanced

Requires Building: Grove

Aura: 2

Spend 2 Aura and 20 minutes roleplaying logging in a Grove to receive 4 timber from the general store. You may also forgo two timber to instead receive one Sap. After this you will be fatigued and will not be able to log for half an hour starting when you receive your wood.

Forestry Expert

Requires Building: Grove

Aura: 2

You now receive 6 timber when logging. In addition you may forgo 2 Timber and instead receive one Exotic Thicket listed on the card for the Grove you logged at.. Known Exotic Thickets are; Hard Wood, Rubber Tree Sap, Ephedra Sinica, Poppy, Guaiac Tree Extract, Almonds, and Cocoa Beans.

Salvage

Aura: Varies

Users of this skill may pick up salvage cards that will be hidden around the play area by Staff. After spending a varying aura cost (determined by the salvage card) and 1 minute digging up the salvage, the card can then be taken to the general store and exchanged for an item on the roll sheet. If desired you can elect to roll in any tier lower than the one on the card.

Dismantle

Aura: 2

- For 2 Aura, you can spend 1 minute roleplaying to Dismantle a carded Weapon or Armor item for one of their base refined resource components. After 1 minute of roleplay is completed, head to the **General Store to collect**. You must have the item card for the item you are dismantling in hand before the RP starts. Cyberware can not be dismantled as long as it is still installed on a person.

Dismantling must be completed before the item expires.

- You can instead Dismantle uncarded NPC weapons for the same Aura cost; this will take you 1 minute for each weapon, and the uncarded items being dismantled must be broken down immediately. you will receive a single unrefined iron ore per item.

Animal Husbandry

Aura: Varies

Allows the storage and harvesting of animals, **the town of Gloom Hollow can store 5 animals for you, you can expand this number by having a** Barn Building (see your Barn for specific amount).

Once per twelve you may harvest resource cards from each animal, once per animal you have stored in a barn or menagerie, and once you spend the required Aura per animal.

If you have 2 of the same type of animal at the start of a game when you check-in notify the General Store staff and they will roll a D4. On a 4 a new animal of that type will be added, on any other number nothing happens. If this would cause you to exceed your allotted amount of storage for animals **you will not be able to harvest or breed the new animal but may still keep them.** ~~be forced to sell the new one for 25% of the market value. If you possess any Market Access skill, you may sell the new one for 50% of the market value.~~ A new animal cannot be harvested until they mature, **which happens after being fed once a 12s, two times. The chart below shows what food you need to feed them.**

Animal	Food
Goat	Leafy Greens x1
Chicken	Leafy Greens x1
Sheep	Leafy Greens x1
Pig	Any Produce x2
Cow	Leafy Greens x2
Bees	Any Basic Herb x2
Strider	Almonds x2
Pheonix	Sulfur x1
Amphithere	Meat x2
Adamite	Stone x3
Obsidian Dragon Hatchling	Coal x2
Elemental Goat	Songweed x1

Void Morphling	Must bite the Husbandry person or a friend for 10 Void damage
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Animal Husbandry Basic

These animals can be harvested at 2 aura per animal

- Goat - (2 Milk per harvest) Milk is a produce that provides 2 Aura, it can also count as a basic culinary herb when prepping food. Milk takes 1 minute to drink.
- Chicken - (2 Egg per harvest) An Egg is a produce that provides 2 Health, it can also count as a basic culinary herb when prepping food. Eggs take 3 minutes to eat
- Sheep - (2 Wool per harvest)

Animal Husbandry Advanced

These animals can be harvested at 4 aura per animal

- Pig - (2 Truffles per Harvest) Truffles are a produce that provides 3 Health, it can also count as a superior culinary herb when prepping food. Truffles take 3 minutes to eat
- Cow - (4 Milk per harvest) Milk is a produce that provides 2 Aura, it can also count as a basic culinary herb when prepping food
- Bees - (2 Honey or 1 Wax per Harvest) Honey is a produce that provides 3 Aura, it can also count as a superior culinary herb when prepping food. Honey takes 2 minutes to consume. Wax is a Unrefined Material that can be used when crafting.
- Strider - (1 Strider Carapace and 1 Large Animal Hide per Harvest) You can only harvest a Strider once per event. Strider Carapace and Large Animal Hide are Unrefined items that are used when crafting.

Animal Husbandry Expert

Requires Magical Menagerie

These animals can be harvested at 6 Aura per Animal. See individual animals for what they produce.

- Phoenix - (1 Sacred Ash per Harvest/Can only have 1) Sacred Ashes are a magical reagent used in potions, it also has other applications.
- Amphithere - (1 Oil per Harvest) Oil is a refined item that is used when making vehicles and other crafting projects.
- Adamite - (1 Arcane Ash Per Harvest) Arcane Ashes are a magical reagent used in potions, it also has other applications.
- Obsidian Dragon Hatchling - (1 Obsidian Per Harvest) Obsidian is a mineral that is used to craft weapons.
- Zephyr Goat - (1 Wind Mote Per Harvest) Wind Motes are used in Enchanting and Engineering
- Tide Goat - (1 Water Mote Per Harvest) Water Motes are used in Enchanting and Engineering

- Bracken Goat - (1 Earth Mote Per Harvest) Earth Motes are used in Enchanting and Engineering
- Void Morphling - (1 Void Shard Per Harvest) Void Shards can be made into Cosmic Crystals to be used in Atl'thean technology

Mining Advanced
Requires Building: Mine

Aura: 2

Spend 2 Aura and 20 minutes roleplaying mining to receive 2 ore of the type listed on the mine from the **General Store**. You may also forgo one of these ore to instead receive 2 stone. After this you will be fatigued and will not be able to mine for an hour starting when you receive your ore.

Mining Expert
Requires Building: Mine

Aura: 2

You now receive 3 ore of the type listed on the mine when mining. In addition you may forgo 2 of these ore and instead receive one mineral, listed on the Mine card. Known Minerals are raw gemstones, platinum ore, uncut jade, uranium ore, coal, and petroleum

Forage
Aura: Varies

Users of this skill may pick up Foraging cards on the ground after spending a variable aura cost and 1 minute digging up the herb. 2 aura cost cards will grant a basic herb, 4 aura cost cards will grant a Superior Herb, and 6 aura cost cards will grant a Prime Herb. The card can then be taken to the **General Store** and exchanged for an item on the roll sheet. The sheet is as follows. You may roll a D3, this will choose a group for you from which you can select an herb. These groups are; medical/spirit, culinary/catalyst, and stimulant/poison. Once the group is chosen by dice roll you may choose one of the two herbs. These cards will be placed on semi hidden locations in the play area, they will be placed once every 12s.

Magic

Note, you must purchase the Advantage “Magically Inclined” to be able to learn or start your character off with magic.

Magic as a practiced school of thought is on the upswing in Earth. The amount of Magic users is growing increasingly common although not common enough that the average person has seen magic. Use of Magic is divided into 3 circles of increasingly advanced spells.

A Conduit is required to cast spells and must be actively held in one of your hands, this effectively means that this hand is occupied while casting, limiting your ability to use dual weapons, wield a shield in your offhand, and use two-handed weapons. Buying into each rank of the magic group of choice, will grant you one spell along with it. Each additional spell must be purchased with the correlating XP cost.

Incantations are as follows

Verse of “Insert Magic School* 4 Aura Cost

Chorus of “Insert Magic School* 6 Aura Cost

Crescendo of “Insert Magic School* 8 Aura Cost

Costs are as such unless stated otherwise in spell description

An **incantation** would look like this if you were to cast the spell “Comet of Woe” from Chaos;

You’d expend the 8 aura and then chant “Crescendo of Chaos 1...Crescendo of Chaos 2...Crescendo of Chaos 3...Crescendo of Chaos 4..etc” for the cast time, which is 10 seconds. you’d then yell “By gesture, 10 foot radius 10 (Chosen Element)”

While casting you cannot use any skills or abilities besides Armament Skills.

You only need the incantation, no need to say the spell name, the only thing else that’s needed is the spell’s effects. Other’s shouldn’t know what you casted unless they use

Awaken the Third Eye

You are able to move when casting a spell that takes a certain amount of time, however you must maintain the chant until the incantation is complete. You can hold it but you must keep chanting.

When purchasing a spell of any kind you must pay the xp cost of the rank of magic it is found in. Meaning for example that if you want every base Enchanting spell you’ll have to purchase Enchanting 6 times, one for each of the following; *Lesser Arcane Harvest, Disenchant, Imbue, Fortify, Arcane Arrows, and Bladed Fury.*

Magic effects do not stack with spells of the same name.

If a spell is touch based you have to be in touch distance during the entire cast time.

Enchanting

Verse of Enchanting

(4 Aura to cast) unless stated otherwise

Arcane Arrows

Skill Call: Imbue (Insert Element here), 1 hour

Delivery: Touch

(10 Second Cast Time) - The forces of nature allow you to Enchant a quiver with a Fire, Ice, Shock, Wind, or Nature modifier allowing you to launch arrows with the chosen damage type.
Effect lasts for an hour.

Bladed Fury

Skill Call: Imbue (Insert Element here), 10 minutes

Delivery: Touch

[2 Aura] (10 Second Cast) - Tap into the primal elements of nature and imbue yours or another's weapons with their fury. Touch your boffer or someone else's, give yours or another target's melee strikes Shock, Fire, Ice, Nature, or Wind, changing the swung damage to that element type for the next 10 minutes. Target must be willing.

Disenchant

Skill Call: Disenchant (object)

Delivery: Touch

(1 Minute Cast Time) - You may remove spell enchantments of magical items, weapons, armor, etc within arms reach. Cannot be used offensively, for the spell to take effect you must obtain consent of the item's owner.

Fortify

Skill Call: Fortify Armor, Gain 2/4 Armor, 1 hour

Delivery: Touch

(5 Minute Cast Time) - Encase a suit of armor with an aura field making it harder to destroy, increasing the armor value of a set of armor by 2 for an hour, armor will regenerate outside of combat.

If you possess a Chorus of Enchanting spell upgrade this ability to Greater Fortify Enchanting a set of armor by increasing its armor value by 4 for an hour, armor will regenerate outside of combat. Requires the expenditure of 1 Arcane Ash.

Lesser Arcane Harvest

Skill Call: Arcane Harvest

Delivery: Touch

[2 Aura] (10 Second Cast Time) - The corpses of Magical creatures can be broken down to a useful dust, with this skill you may Drain the corpse of a lesser magical creature to harvest 1 Arcane Ash.

If you possess a Chorus of Enchanting spell, this spell upgrades to **Arcane Harvest**. (10 Second Cast Time) Delivery: Touch - When harvesting a lesser magical creature, you now receive 2 Arcane Ash instead of 1. In addition, you may now Drain the corpse of an **Empowered** magical creature to receive 1 Sacred Ash.

Runecrafting

Skill Call: Runecrafting

Delivery: Touch

Requirement:

A Rune Schematic and expenditure of the listed Aura and Materials

Aura: Varies (Cast time: Varies) - This spell allows your to inscribe an item with a single rune point worth of runes

If you posses an additional Verse level Enchanting spell you can enchant an item with one additional rune point

If you posses a Chorus level Enchantment spell you can enchant an item with two additional rune points

If you posses a Crescendo level Enchantment spell you can enchant an item with three additional rune points

Any item may have a max of 4 rune points on it.

(Refer to Runecrafting write up at end of Magic section for further rules and descriptions)

Imbue

Skill Call: Imbue (Insert effect here)

Delivery: Touch

Aura: Varies (10 Minute Cast Time) - The user can imbue Silver or Gold jewelry with lesser jewelry effects. Casting this spell requires the expenditure of 4 Arcane Ashes. The gem in the jewelry determines the lesser jewelry's effects (see table below). A person may only have one lesser jewelry effect equipped at a time. You may change what lesser jewelry you have equipped once per 12s on the 12s.

Possessing this spell also allows you to craft Arcane Salt. (2 Minute Cast Time) Delivery: Touch

- With the expenditure of 4 aura, 1 Arcane Ash, and 1 Salt you may create 1 Arcane Salt.

Lesser Jewelry Effect Table	
Zircon	+2 Aura
Diamond	+2 Health
Emerald	1 use of Transit every 12s
Opal	1 use of Tenacity every 12s
Topaz	1 use of Expert In Your Field every 12s
Tiger's Eye	1 use of Flee every 12s

Amethyst	1 use of Willpower every 12s
Pearl	Allows you to breathe underwater

If you possess a Chorus spell of Enchantment, you may also cast **Greater Imbue** [4 aura], allowing the user to imbue Platinum jewelry with Greater Jewelry Effects.
 (10 Minute Cast Time) Delivery: Touch - Requires the expenditure of 2 Sacred Ash. The gem in the jewelry determines the greater jewelry's effects (see table below). A person may only have one greater jewelry effect equipped at a time. You may change what greater jewelry you have equipped once per 12s on the 12s.

Greater Jewelry Effect Table Your Attributes may not go beyond your Species Maximums	
Zircon	+6 Aura
Diamond	+6 Health
Emerald	+1 Strength
Opal	+1 Constitution
Topaz	+1 Wit
Tiger's Eye	+1 Finesse
Amethyst	+1 Spirit
Pearl	Grants a use of Telepathic Message once a 12s and adds +2 to your Toxicity

If you possess a Crescendo of Enchantment you may also cast **True Enchantment** [6 aura]
 (10 Minute Cast Time) Delivery: Touch - With this skill and 6 aura you may enchant a melee weapon/Quiver/ or Magazine to permanently be modified with Fire, Ice, Shock, Wind, or Nature. Requires the expenditure of 1 mote of the chosen element or if the user is an **Elf** they may **True Enchant** their Chosen **Element** without a mote.

Chorus of Enchanting
(6 Aura) unless stated otherwise

Aegis

Skill Call: Aegis, 10 minutes

[2 Aura Cost] (Instant Cast) Delivery: Touch - Grant a shield anti magic properties. Must be within arms reach of the target Shield. You may enchant a shield with an effect that allows it to block packet delivered Magic abilities, this effect lasts for the next 10 minutes. This effect costs the shield user 1 Aura, when blocking a spell they must declare “No effect, Aegis”

Living Weapon

Skill Call: Imbue Living Weapon

(1 Minute Cast Time) Delivery: Touch - With arcane energy you’ve granted a weapon a will of their own. Binds a weapon to the user or target, this weapon cannot be stolen or used by anyone else. This needs to be tagged on the item card of the weapon by the **General Store**, and must have a pink tag visible with the player number of the owner on the weapon.

Purge

Skill Call: Player/Character Name (you may also point), Purge Magic (Weapon or Body Effects),
30 minutes

(Instant) Delivery: Gesture - Sever the flow of aura from an object or person and the surrounding leylines. You may temporarily remove all helpful magical effects, including Elemental Bolt, Dark Bolt, and Primordial Barrage, from an opponent or one piece of equipment on them for 30 minutes.

Fractal Arrow

Skill Call: Shatter

[4 Aura Cost] (Instant Cast) Delivery: Bow - Channel magic into an arrow to rupture the weapon, armor, or shield of your enemy. You may nock one arrow or prepare one packet and call “Shatter” on your next bow shot.

Light as a Feather

Skill Call: “Reduce weight by x”

[X Aura Cost] (Instant Cast) Delivery: Touch - Reduce the weight of an object or person by x amount, where x is equal to the aura spent. You can only decrease the weight to a minimum of 1. This effect lasts 1 hour.

- If you possess a Crescendo of Enchanting you may also cast **Stiff As A Board** [X Aura] (Instant Cast) Delivery: Touch - Increase the weight of an object or person by x amount, where x is equal to the aura spent. A person can have their weight increased by a maximum of 10. This effect lasts 1 hour. If at the end of the Hour their HP total would be below 0 due to the loss of weight, they immediately enter Bleed Out.
-

Crescendo of Enchanting
(8 Aura) unless stated otherwise

Bulwark

Skill Call: Bulwark, 1 minute

[2 aura] (Instant Cast) Delivery: Touch - Use your aura to temporarily harden a shield. You may enchant a shield to block bullets for the next 1 minute. This effect costs the shield user 1 Aura, when blocking a dart or packet representing a bullet they must declare “No effect, Bulwark”

Power Font

Skill Call: Power Font

(10 second cast time) Delivery: Touch - Your powers of Enchantment have grown to such a degree that you can enchant the very ground you stand on to empower lesser spells. You may establish a 10 foot area, use chalk or some other signifier. All verse level magic in the area of effect do +2 damage or +2 healing. This effect lasts for 10 minutes. Anyone in the Power Font becomes immune to silence.

Sky Fall

Skill Call: By My Voice, All enemies, End Flight, 10 damage, can't fly 1 minute
(10 second cast) Delivery: By my Voice - Call down a torrent of vicious wind to ground your enemies. Deals 10 damage, can only be used if a target is flying. Affected targets cannot begin flying again for 1 minute.

Earthquake

Skill Call: By My Voice, All enemies, 4 Nature Walking Pace 30 seconds
(10 second cast) Delivery: Touch
Shatter the earth and rend the ground with your arcane power.

Divination

Verse of Divination

(4 Aura) unless stated otherwise

Assess Intent

Skill Call: Declare Intent

(1 Minute Cast) Delivery: Gesture - Allows caster to discern the intent of one humanoid within 10 feet. Target must have been in ten feet the entire cast time. Target will only answer in one to two words.

Awaken The Third Eye

Skill Call: Awaken the Third Eye

[2 Aura] (Instant Cast) Delivery: Self - With this spell you have gained vision of the Aura that surrounds us for 10 minutes. This spell allows the user to identify what specific spell someone has cast, ask a Crew member to inquire. In addition you can also see Magic ley lines, you may be bid this during mods.

Foresight

Skill Call: Foresight

[2 Aura] (One Minute Cast) Delivery: Special - Can be used once per twelves, Caster spends 1 minute focusing and can then go to plot and receive one clue about an event happening in that game. Must only declare Verse of Divination at the end of cast.

Psychopomp

Skill Call: Psychopomp

(Instant Cast) Delivery: Touch - Usable on a dead body up to 10 minutes after they have died. This spell allows the caster to travel through the Gloom with the recently passed as a traveling companion. The bond between caster and recipient should be strong and as such requires OOG consent. Your characters will not receive a Gloom upon exit as the journey was easier than normal. **When this spell is used the caster is considered to instantly disappear, you should put your hand on your head and wait until the person you Psychopomp'd heads back to Story OPS.**

POV

Skill Call: POV Gain my sight

[2 Aura] (Instant Cast) Delivery: Touch - Grant another person temporary access to your senses for one minute, the target can see and hear everything you can. This can be combined with Awaken The Third Eye, Foresight, Clairvoyance, Elysian Gaze, Psychopomp, and Medium. **If combined with any skill that takes the user out of game you go out of game as well.**

Telepathic Message

Skill Call: Telepathic Message

(Instant Cast) Delivery: Special - User may send another person, PC or NPC, a short message. A Staff member will deliver the message to the chosen target. This message is not heard by anyone except for the target. This skill doesn't break stealth; this skill doesn't make noise.

Chorus of Divination

(6 Aura) unless stated otherwise

Brain Bleach

Skill Call: Forget the last hour

(1 minute cast) Delivery - Touch - After the cast time is complete you will erase the memory of the last hour from a humanoid within hand's reach. Target must be bound, knocked out, or sleeping during the entire duration.

Clairvoyance

Skill Call: Clairvoyance

(Three Minute cast) Delivery: Special - Spend 3 minutes looking into the future for possible dangers, once this is complete gain one free use of all of the following regardless of if you have the skill, Parry, Evade, Willpower **until the next 12s**. You may also go to OPS and gain a single clue about threats for the 12s in the form of a short, not very clear vision. Must only declare Chorus of Divination at the end of cast.

Detect Presence

Skill Call: BMV: Declare Self

(10 Second cast) Upon casting this spell you may declare BMV: Declare Species, any NPC or PC must respond with "Here! And their type, monster type/human/elf etc" unless they possess an item that negates this ability.

Divine Expression

Skill Call: AOE; Empath end Fear/Mind Control/Intimidate

(Instant cast) Delivery: Area of Effect - You make an effort to control the intense feelings of a crowd.

Elysian Gaze

Skill Call: Elysian Gaze

(1 minute cast) Delivery: Special - Upon casting, you may go to OPS and let them know you are using this spell. You may choose a location and be granted sight of the surrounding area. A Writer or Director will describe what you see. Can be used to see a Tracked Object.

Reveal

Skill Call: Reveal

(Instant Cast) (4 Aura) Delivery: Gesture - With Divination magic you can find the location of someone who is attempting to be sneaky. Pulls target out of Stealth, point and call Reveal on a stealthed target, also works on Invisible targets

Track Object

Skill Call: Track Object

(Instant Cast) (4 Aura) Delivery: Touch -With this spell you can place a magic tracker on an inanimate object within hand's reach. The tracking will work for the next hour, notify Staff if you've used it. This can be used to detect where NPCs go after they leave town.

Crescendo of Divination
(8 Aura) unless stated otherwise

Aura Alignment

Skill Call: Aura Alignment

(10 Second Cast Time) Delivery: Touch - You understand how aura can freely pass from one person to another and how to make those passages more efficient. User of this spell may link themselves to another willing target. The two linked people can use spells for 2 aura cheaper to a minimum of 2 aura. If either of them enter bleedout the other will as well. Pair must remain within 20 feet of each other. A person cannot be affected by both this spell and Martyr.

Balance of Teyolia

Skill Call: Balance of Teyolia Declare amount of Soul

(5 Minute Cast Time) Delivery: Touch - Measure the amount of remaining Soul in a target within arms reach. The target must remain within range for the entire duration of the spell casting

Defy Destiny

Skill Call: Defy Destiny: Prevent Soul Loss

(10 Second Cast Time) Delivery: Touch - Fate is yours to command, you can ensure that a dying person traveling through the Gloom doesn't lose any connection to it. This spell is usable on a person up to 10 minutes after death. The recipient of this skill does not lose a Soul upon death, but will still pass through the Gloom and still receive other negative effects of dying, receiving a Gloom -1 Spirit until this Gloom is cured etc. Can be used an amount equal to half of your Spirit per game. For double the Aura cost you can perform this spell with the delivery method becoming **Gesture but must have Line of Sight on the Target. It is also worthy to note that if this is used on you to prevent soul loss you will not see a god during your death scene.**

Dreamscape

Skill Call: Dreamscape

[6 aura] (1 Minute Cast) Delivery: Special - Travel to the world of dreams to gain information about a target. Upon casting you may find a Director who will then point you to the correct Writer, the response may not be immediate. You may gain 1 rumor about your target and knowledge of one of their phobias if they have one, if used on a PC this is considered Planned CvC. You can only use this ability on a target once per game.

Weave of Fate

Skill Call: Weave of Fate Chosen Allies Gain Minimal once a minute

10 Aura (Instant Cast Time) Channeled Spell - You manipulate the threads of destiny in your allies favor. This spell requires extreme concentration; you must remain in one place and take no action, move or use other skills. You can continue channeling even if you take damage, the spell can only end from a use of "Silence", any effect that would Incapacitate you, or the caster

choosing to end the spell. Choose several allies, equal to your Spirit divided by two. As long as you are actively channeling, those chosen will be able to, once a minute, call Minimal, reducing the damage of an attack, regardless of delivery method, to 1.

Abjuration

Verse of Abjuration

(4 Aura) unless stated otherwise

Cancel

Skill Call: Cancel, negate next magical effect

(Instant Cast) Delivery: Touch - Can be cast on yourself, another person, or an object. The next magical effect (not damage) that would affect the target is negated, lasts until the next 12s or 6 hours, or death, whichever is shorter.

Fortify Weapon

Skill Call: Imbue Fortify, negate next Shatter

(1 minute cast) Delivery: Touch - Encase your weapon in a protective bubble preventing the next Shatter done to it. The protection regenerates out of combat. Effect lasts for the 12s or next 3 hours whichever is longer.

Lock

Skill Call: Stun 3

(Instant Cast) Delivery: Packet - Cause a state of temporary paralysis in your target

Overbearing Frost

Skill Call: Root, 5

(Instant Cast) Delivery: Packet - Blast a target with a sheet of frost, they are unable to move for five seconds but can still attack and defend themselves.

Trap Ward

Skill Call: Stun 6 (if stepped on)

(10 Second Cast) User of this skill may place a marker on the ground, something easily viewable and not a tripping hazard. No larger than a 1 foot cube. If an enemy steps on this, declare "Stun, 6" Trap lasts until the next 12s. Disappears after it's stepped on.

Ward

Skill Call: Ward, Gain x Armor

(10 second Cast) Delivery: Touch - Aura can be used as a form of armor, shielding the wearer from damage. Allows you to apply 4 armor to yourself or another in arms reach. Effect cannot be used on someone wearing armor. Technically touch delivered but always ask for consent, state specifically what you want to do, and get an enthusiastic yes before touching anyone. If you possess an abjuration chorus spell upgrade this ability to 6 armor for 6 aura. If you possess an Abjuration Crescendo spell upgrade this ability to 8 armor for 8 aura.

Lasts until the 12s, during this duration you cannot recast it on the same target. Armor regenerates after combat.

Chorus of Abjuration
(6 Aura) unless stated otherwise

Mass Shield
Skill Call: No effect cone attacks 10 minutes
(10 Second Cast) Delivery: Gesture (within 5') - Shields caster and 4 others from whirlwind, spray and pray, or cone attacks both mundane and magical in nature for the next 10 minutes.
Affected parties call "No Effect, Mass Shield"

Bullet Sponge
Skill Call: Imbue Ranged Reduced 20 minutes
(1 minute Cast) Delivery: Touch - Can be used on self or someone else. Imbue the effect of "Ranged Reduction" reducing the damage of Guns, Bows, and Throwing by half rounded down.
Effect lasts 20 minutes.

Sphere of Influence
Skill Call: Sphere of Influence
2 Aura (10 Second Cast) Delivery: Self - Locks caster in place you may pivot in place. This spell adds additional effects to certain spells that you cast in a 10 foot radius. If you are moved, stunned, or silenced in any way this effect ends.
If you cast **Lock** new call is "Knockback 10, stun 3"
If you cast **Overbearing Frost** new call is "4 damage, Root 6"
If you have a **Trap Ward** set up the call is still "Stun, 6" but you may declare up to 2 additional targets within the **Sphere Of Influence** to be stunned as well.

Crescendo of Abjuration
(8 Aura) unless stated otherwise

Negation Field

Skill Call: Negation Field no magic 10 foot radius

(1 Minute Cast) Delivery: Special - User of this skill may place a marker on the ground, something easily viewable and not a tripping hazard. Magic is not usable in a 10 foot proximity of said object, magic effects that enter the field are ended, this included enchants and wards. In addition, if someone inside the field is struck by outside magic they may declare “No Effect”.

This field lasts 30 minutes. A Caster may only have one Negation Field up at a time.

Carapace of Retribution

Skill Call: X Dmg

2 Aura (Instant) Delivery: Packet - If the target of your Ward Spell (besides yourself) takes any targeted damage (not AoE or Trap), you may throw one packet equal to the damage of that attack within ten seconds. The thrown packet may not take any of the effects or modifiers, only the damage. Your Ward protected ally still takes the damage. Damage taken by a protected ally while they are in bleedout does not trigger Carapace of Retribution’s effect.

Greater Blessing of Hyperion

Skill Call: BMV/AOE Negate

(No Cast Time) Delivery: By My Voice or AOE - You channel your protective magic on a massive scale. Command: Negate BMV/AOE effect and damage, can be used up to 3 seconds after a BMV/AOE call.

The Glittering Hosts

Skill Call: AOE, all allies gain 4 armor

(10 Second Cast) Delivery: Area of Effect - You cast fortifying energy around yourself and your allies. This stacks with other types of armor including Magical. Armor is expended upon breaking. This does not stack with itself.

Illusion

Verse of Illusion

(4 Aura) unless stated otherwise

Glamour

Skill Call: Glamour

(1 minute cast time) Delivery: Self - User may cast an illusion to make yourself look like another Species for 1 hour, this should be accompanied by a full costume change. This fulfills the same mechanics as Incognito. Cannot be used to look like a particular person. Countered by Perception.

Telepathic Message

Skill Call: Telepathic Message

(Instant Cast) Delivery: Special - User may send another person, PC or NPC, a short message. A Staff member will deliver the message to the chosen target. This message is not heard by anyone except for the target. This skill doesn't break stealth; this skill doesn't make noise.

Chameleon

Skill Call: Chameleon/Advanced Chameleon

[2 Aura] (Instant Cast) Delivery: Self - Delivery: Self - Enter into stealth, this is represented by the Dracula cape motion. If you drop your arm, the skill also drops. You may not use anything to support your arm including surfaces, friends, etc. In addition you can not move without dropping stealth. Same rules as skill Stealth except Chameleon can't be used in light and an enemy cannot be within sight while casted. Lasts 1 minute.

Once you possess a Chorus of Illusion Spell upgrade to **Advanced Chameleon**

Effect: Same as before but the spell effect is now usable in light and you can move, this can be activated for 4 Aura.

Courage

Skill Call: End Fear Effect

(Instant Cast) Delivery: Touch - Only usable on others, removes the effects of fear. Technically touch delivered but always ask for consent, state specifically what you want to do, and get an enthusiastic yes before touching anyone.

Acute Vertigo

Skill Call: Move Half Speed, 10 seconds

(Instant Cast) Delivery: Packet - User may throw a packet, target is forced to move at walking speed for 10 seconds.

Silent Cast

(Instant) Delivery: Special - User of this spell may use this with another spell in tandem to quietly cast, meaning that you don't have to verbally state an incantation.

Chorus of Illusion
(6 Aura to cast) unless stated otherwise

Mimic

Skill Call: Mimic, view as ally

[4 Aura] (Instant Cast) Delivery: Gesture - Allows Caster to pass as one person's Ally as long as the caster deals no damage or uses any sort of skill on them. Lasts 20 minutes, Countered by Reveal or Perception.

Fade

Skill Call: Fade, remove evidence

(4 Aura) (Instant Cast) Delivery: Special - When cast, removes all physical, magical, audio, and visual evidence of the user within the 12s at the time of casting. This is used on Security Cameras and other Surveillance items/Abilities, including Verse of Divination: Awaken The Third Eye.

Unstoppable Rage

Skill Call: Frenzy, 1 Minute

(Instant Cast) Delivery: Packet - Causes the target to attack the closest person to them for 1 minute.

Black Out

Skill Call: Knock out, 30 seconds

(Instant Cast) Delivery: Packet - User may throw a packet and declare (Knock Out!)

Ixiptla Object

[6 aura] (1 minute Cast time) Delivery: Special - Receive a non-mechanical copy of an item in your possession from the general store with a duration of 1 hour. This item can be seen as fake with Reveal or Perception, as well as any ability which can determine counterfeits.

Crescendo of Illusion

(8 Aura to cast) unless stated otherwise

Nightmare

Skill Call: Run away 1 minute, do not approach 10 minutes

Alternative Skill Call: Torture, No Deception

(6 Aura) (Instant Cast) Delivery: Packet - Haunt recipients with the things that keep them up at night. If used on a target who is bound or in bleedout it works the same as the skill Torture but can be Willpowered even if knocked out, this causes the torturer to gain 3 hollow and the torturee to gain 1. If used on someone who isn't bound and aren't in bleedout they must run away for 1 minute and will not approach within 10 feet of you for an additional 9.

Memory Wipe

Skill Call: Forget last hour

(Instant Cast) Delivery: Gesture - Target forgets the last hour. Can't be used in combat.

Clone (14 Aura)

Skill Call: Clone

(1 Minute Cast) Delivery: Self - Create a perfect clone of yourself, for the next hour you are considered to be the clone, if you die, gain diseases, or any other negative effects this is considered to be applied to the clone and will not affect your character, at the end of the hour or upon death of the clone you must return to where you cloned yourself regardless of how far you were. During this hour your body is present but magically protected from all damage or effects. When first used, let a member of staff know so they can track your time. This spell is only able to be cast twice a weekend, use wisely. Clones have separate Aura Pools, that are equal to half of your max Aura. Clones are tied to your Stat Ability, Species, Advanced Class Skills and Item(I.E. Cyberware) uses. A Clone cannot cast Clone.

See no Evil, Speak no Evil

Skill Call: By My Voice, All Hostiles; Daze 10 Seconds, Silence 10 Seconds

(10 Second Cast) Invade the senses of your opponents on a mass scale

Transmutation

Verse of Transmutation

(4 Aura to cast) unless stated otherwise

Stone Skin

Skill Call: Gain 4/6 armor

[2 Aura] (5 Second Cast) Delivery: Self - Upon expenditure of 1 stone gain 4 armor until it is destroyed. Can only be used yourself. If you have a Chorus of Transmutation spell, upgrade the armor to 6. This does not stack with itself.

Farmers Aid

Skill Call: (None)

[2 Aura] (Instant Cast, Used while you or another person is rolling for a Harvest result) Ensures bountiful crop, can be used multiple times on a harvest, one for every produce.

Melt Metal

Skill Call: Mend weapon, till end of combat

[4 Aura] (Instant Cast) Mends one instance of a Shattered Weapon until the end of combat, additional Shatters will need to be repaired with another Melt Metal or Maintenance. Once combat is over the weapon rebreaks. Each Melt Metal used on a weapon will add +2 Aura to the cost of the next repair done on the weapon via Maintenance.

Green Thumb

Skill Call: (None)

(Instant Cast) Used while you or another person is at the general store turning in Forage Cards) Allows users to choose the exact herb Foraged by yourself or another willing person.

Gust

Skill Call: Gust, Clear chemicals/intoxicated

(Instant Cast) Delivery: Packet - Clears intoxicated, on people, or deadly chemicals from a room.

Way of the Shifting Fist

Skill Call: Imbue (Element), 10 minutes

[2 Aura] (10 Second Cast) Delivery: Self - Imbue your punches or unarmed weapon with Shock, Fire, Ice, Nature, Wind, or Dark, changing the swung damage to that element type for the next 10 minutes.

Frostbite

Skill Call: 6 damage, end root

[2 Aura] (Instant Cast) Delivery: Packet or Unarmed Strike - deals 6 damage, can only be used if a target is rooted.

Chorus of Transmutation

(6 Aura to cast) unless stated otherwise

Heightened Sense

Skill Call: Heightened Sense (Sight/Smell/Hearing)

(Instant Cast) Delivery: Self - You may choose either Sight, Smell, or Hearing. Sight allows you to use Perception, Smell allows you to use Sense Poison, and hearing allows you to go out of game to listen in on something. You must be within 20 feet of them and your body is still considered to be at the spot you went out of the game. May only have one active at a time. Effect lasts 10 minutes.

Survey Corruption

Skill Call: Survey Corruption: Detect Corrupted Land Nearby

(5 Minute Cast) Delivery: Ritual - A ritual that takes 5 minutes to complete, at the end of the five minutes Caster gains knowledge of nearby corrupted land. If you possess a Crescendo Transmutation spell you can now Cast this as *Remove Corruption* this is done with 4 other magically inclined individuals and costs 8 aura and 10 minute ritual, upon completion you may remove a 10x10 area of Corrupted land.

Sacred Ashes

Skill Call: (None)

(1 minute Cast Time) Delivery: Touch - Destroy any 2 Refined Metal to create 1 Sacred Ash (component of several Prime potions). This must be turned in at the **General Store**

Touch of King Midas

Skill Call: (None)

(Instant Cast) Delivery: Touch - Allows the character to convert 1 Refined Metal into one Refined Gold. This must be turned in at the **General Store**

Feather Walk

Skill Call: Feather Walk: Ignore Traps, 1 hour

(Instant Cast) Delivery: Touch - Allows target to walk over traps without setting them off for the next hour

Shifting Metal

Skill Call: Shift Metal (New Metal Type), 1 hour

(10 Second cast) Delivery: Touch - Allows user to change the damage of an already metal dipped weapon to another metal damage type, Iron, Lead, Silver, Copper, Gold for the next hour.

Way of the Sacred Fist

Skill Call: Imbue (Obsidian/Jade), 10 minutes
[4 Aura] (10 Second Cast) Delivery: Self - Imbue your punches with the most sacred of materials, causing your swung damage to be changed to Obsidian or Jade for the next 10 minutes.

Deep Freeze

Skill Call: Root 3
(10 Second Cast) Delivery: Self - Lasts 10 minutes. After being hit by a Successful Melee Strike, you may Call 'Gesture, Root 3' to the attacker.

Crescendo of Transmutation

(8 Aura to cast) unless stated otherwise

Incantation of Petrification

Skill Call: Stun 1 Minute - Damage and Effect Immune, pause bleed out, double carry weight (Instant Cast) Delivery: Packet - You fossilize a target, fully encasing them in stone. If used on a target in bleed-out, bleed-out timer is paused. The target should stay reasonably within their last position after being afflicted with this spell, while remaining bodily safe. While the creature is under this effect their weight is also doubled.

Primal Fury

Skill Call: Imbue Pierce, 1 hour

(Instant Cast) Delivery: Touch - May be cast on self or another. The target grows claws, granting their unarmed attacks the pierce modifier. This lasts for the next hour.

The Rite Of Equivalent Exchange

Skill Call: (None)

(1 minute Cast Time) Delivery: Touch - Allows the caster to change the properties of one material into a material of equal or lesser rank. Materials must be of the same type. This must be turned in at the **General Store**. **This spell can not be used on Master Tier or Plot items**

Way of the Empty Palm

Skill Call: (None)

[0 Aura] (Instant Cast) Only usable when you're out of Aura, this allows you to deal +1 damage with unarmed. (This can improve the damage of knuckles) Effect ends immediately upon any aura regen.

Dark

Verse Of Dark

(4 Aura to cast) unless stated otherwise

Life Swap (x Aura)

Skill Call: Gain x Health

(Instant Cast) Delivery: Touch - Can exchange hitpoints from the caster to a target at a 1 hitpoint per 1 aura rate.

Fear

Skill Call: Fear, cannot attack me 1 minute

(Instant Cast) Delivery: Packet - Target cannot attack the caster for 1 min. If the caster attacks target the effect is canceled.

Dark Bolt

Skill Call: 3 Dark

(10 Second Cast) Delivery: Packet - May throw packets for “3 dark” for the next hour, you must charge your spell for 3 seconds in between each packet thrown.

Dream Eater

Skill Call: Dream Eater

(10 second Cast) Delivery: Touch - Use on knocked out target - Target must answer a Y/N question given by the caster truthfully. Takes 10 seconds to cast. Resisted by Willpower.

Dark Shield (2 Aura)

Skill Call: Next Dark Spell, No effect

(Instant Cast) Delivery: Self - Protects Caster against the next dark spell that affects them. This negates the damage and effects of the next Dark ability used against the person. This lasts for 6 hours or until the next 12's, whichever comes first.

The Sandman's Gift

Skill Call: The Sandman's Gift

(30 second Cast) Delivery: Touch - Allows user to imbue a meal or beverage with an effect of the consumer falling asleep for 10 min. Damage breaks effect. The meal or beverage will be enchanted until the next 12s or 6 hours, whichever is longer.

Chorus of Dark

(6 Aura to cast) unless stated otherwise

Bone Armor

Skill Call: Gain 4 armor, Drain corpse

(30 Second Cast) Delivery: Touch - Allows user to tear the bones out of a corpse and use it as armor. Gain 4 armor for the **next 3 hours** that regenerates out of combat. Cannot stack with Ward armor.

Imbue Dark

Skill Call: Imbue Dark, 1 hour

(Instant Cast) Delivery: Touch - Channel Dark energy into a melee weapon, quiver, or magazine, modifying its damage to Dark for an hour.

Drain

Skill Call: 6 pierce

(4 Aura) (Instant Cast) Delivery: Packet - drains targets of 6 hitpoints, heal 6 hitpoints. Packet delivered. Can not go over hitpoint maximum. The damage is packet delivered, call "pierce 6"

Idle Hands

Skill Call: (Insert 3 word command)

(Instant Cast) Delivery: Packet - Give 3 word command to the following non PC lesser creatures (Imps, Camazotz Bats, Critters, Skeletons, Zombies, Kobolds)

Inquisition of Ruination

Skill Call: Inquisition of Ruination, Drain Corpse

(10 Second Cast) Delivery: Touch - Can be cast on a dead body up to 15 minutes after its death. The caster may ask the recipient of this spell 2 questions which must be answered truthfully. The body will be Drained after questioning.

Baleful Concoction

Skill Call: Baleful Concoction

(30 second Cast) Delivery: Touch - Allows user to imbue a meal or beverage with an effect of 16 poison damage, if the consumer's health is reduced to 0; skip bleed-out and last stand. There can only be one poison effect per meal. The meal or beverage will be enchanted until the next 12s or 6 hours, whichever is longer.

Black Out

Skill Call: Knock Out 30 Seconds

(Instant Cast) Delivery: Packet - Release a burst of dark magical energy to incapacitate your foe.

Crescendo of Dark

(8 Aura to cast) unless stated otherwise

Dominate

Skill Call: Tell the truth, 1 hour

(Instant Cast) Delivery: Packet - Target must tell the truth for an hour, packet delivered

Persecution of the Masses

Skill Call: BMV Intimidate 1 minute

(10 Second Cast Time) Delivery:- By My Voice - affected parties may not attack you for 1 minute. Resisted by Willpower.

Stygian Tide

Skill Call: 10 ft Cone all enemies stun 3

(5 second Cast Time) Delivery: Cone - a cone of dark energy erupts, affecting anyone within a 10 foot reach and a 90 degree arc from your position, stunning them for 3 seconds. Motion a cone with both of your arms upon declaring the skill.

Corruption

Skill Call: Corrupt 10 x10 area

(5 Minute Cast Time) Requires 4 other Dark users for a total of 5 to corrupt an area of 10x10 feet, other magic users do not need skill Corruption. Corruption prevents that area to be harvested, used for crafting, and those on it will receive 1 dark damage every minute. This should be notated on the building tag/clipboard or the area needs to be marked by something low to the ground and not a tripping hazard.

The Only Truth Is Death

Skill Call: Stun 10

(10 Second Cast Time) Delivery: Gesture - You may point to a target and call Stun 10. **If this spell is willpowered you may call Overpower and they must Willpower again or take the effect.**

Dream Breaker

Skill Call: 15 Pierce

(10 Second Cast Time) Delivery: Touch - Only usable on a sleeping or knocked out target, declare 15 Pierce.

Thaumaturgy

Verse of Thaumaturgy

(4 Aura) unless stated otherwise

Calm

Skill Call: Soothe one Gloom, 1 hour

(Instant Cast) Delivery: Touch - Soothes One Gloom Affliction on a target within arms reach for one hour. Technically touch delivered but always ask for consent, state specifically what you want to do, and get an enthusiastic yes before touching anyone.

Cauterize

Skill Call: Stabilize

(2 Aura) (Instant Cast) Delivery: Touch - Stabilize a target in bleed out or Last Stand within arm's reach, their Bleed Out timer is considered paused. This state lasts until healed above 0 HP. While stabilized you cannot use skills, spells, abilities or items and cannot run.

Soothing Touch

Skill Call: Heal 4/Cure Poison

(Instant Cast) (can be cast on self or other) Delivery: Touch - Heals 4 hp to target within arms reach and cures the "Poison" status effect. Technically touch delivered but always ask for consent, state specifically what you want to do, and get an enthusiastic yes before touching anyone. Health healed does not carry over hitpoint maximum.

Lesser Cleanse

Skill Call: Suppress (Insert Ailment) x Hours

(10 second Cast) Delivery: Touch - You may suppress the negative effects of any ailment or affliction for one hour. This can be cast on the same person once per 3 hours.

If you have a Chorus level Thaumaturgy spell this upgrades to **Cleanse**: You may now suppress the negative effects of any ailment or affliction for 3 hours but can only cast it on the same target once per 6s.

If you have a Crescendo level Thaumaturgy Spell this upgrades to **Greater Cleansing**: You may now suppress the negative effects of any ailment or affliction for 6 hours but can only cast it on the same target once per 12s.

No matter the version of this spell used it can only be cast on the same Target Once for the length of the highest duration. (Example: If using Greater Cleansing, you can not then cast Cleanse and Lesser Cleanse on the same target)

Technically touch delivered but always ask for consent, state specifically what you want to do, and get an enthusiastic yes before touching anyone. Cannot be used to suppress AI Virus.

Chorus of Thaumaturgy

(6 Aura to cast) unless stated otherwise

Mending

Skill Call: Heal 6

(Instant Cast) Delivery: Packet - Heal 6 hitpoints to target via packet. healed health do not carry over hitpoint maximum

Consecration

Skill Call: Remove Poison and Magic Effects

(10 second Cast) Delivery: Touch - Upon casting allows a user to remove poison and magic effects from meals/brews/and potions.

Providence

Skill Call: Immune to Death Blows, half hour

(10 second cast) Delivery: Touch - You are a guardian angel, you may target someone within arms reach, they are immune to death blows for the next half-hour. Once you cast this spell on someone, you cannot cast it again for 30 minutes. Cannot be cast on yourself. Target can still bleed out.

Judgment

Skill Call: By my Gesture, 10 Damage, end stun

(Instant Cast) Delivery: Gesture - may only be used on a **stunned** target.

Crescendo of Thaumaturgy
(8 Aura to cast) unless stated otherwise

Rejuvenating Syntax

Skill Call: Heal 10/cure Noxious/Temp fix limbs 15 minutes
(Instant Cast) (can be cast on self or other) Delivery: Touch - Heals 10 health to target within arms reach and cures “Noxious”. Also, if the target has any cleaved limbs they will be temporarily fixed for the next 15 minutes. You may elect to use only 1 or 2 of the effects.

A Moment In Time

Skill Call: Regenerate all Health, Cleaved/Severed limbs, and Missing Body Parts
Alternative Skill Call: Regenerate Shattered/Disintegrated (object)
Alternative Skill Call: Remove Drained
(10 second cast/Can only be cast on others) Delivery: Touch - Restore a target to a previous point in time where they were healthy. Target regenerates all health, and heals all Cleaved or Severed limbs. Can only be used a number of times equal to half your Spirit per 12s. You may also use this ability to fix a shattered or disintegrated weapon or you can use it to remove the “Drained” modifier off of a corpse.

Miracle

Skill Call: Miracle, revive gain 1 health
(1 minute cast) Delivery: Touch - Revive a recently dead individual, usable for **5 minutes after death**. Can only be used once per 12s. Revived player comes back with 1 hp. Technically touch delivered but always ask for consent, state specifically what you want to do, and get an enthusiastic yes before touching anyone. Instead of reviving you can use the spell to take the entire total of another person's Hollow meter upon themselves once per 12s, this uses up your once per 12s use of Revive.

Healing Surge

Skill Call: AOE, all allies heal 4, remove fear
(10 Second Cast) Delivery: Area of Effect - Heal 4 to all allies within a 10 foot radius.

Martyr

Skill Call: Martyr, until the 12s/2 hours (whatever is longer)
(10 Second Cast) Delivery: Touch Allows user to bind themselves to one other person, this lasts until the 12s or 2 hours, whatever is longer. If that person enters Bleed Out in line of sight of you they are instead healed to full and do not enter bleed out. You lose all of your HP and enter bleed out. This should be communicated between both parties, Both may call “Martyr”. A person cannot be affected by both this spell and Aura Alignment.

Chaos

Verse of Chaos

(4 Aura to cast) unless stated otherwise

Bladed Fury

Skill Call: Imbue (Chosen Element), 10 minutes

[2 Aura] (10 Second Cast) Delivery: Touch your boffer or someone else's, Imbue yours or another target's melee strikes with Shock, Fire, Ice, Nature, or Wind, changing the swung damage to that element type for the next 10 minutes. Target must be willing.

Elemental Bolt

Skill Call: Self, Focalize (Chosen Element)/ 3 (Chosen Element)

(10 Second Cast) Delivery: Packet - You evoke bolts of elemental wrath to your disposal. Spend 4 Aura to cast this spell and call, "Self; Focalize (Chosen Element)". Choose Fire, Ice, Nature, Shock, or Wind as the Element for this spell. For the duration, you can make packet delivered magical attacks calling "3 (Chosen Element)" for its damage. **You must charge each packet for three seconds before throwing it.** This lasts for 1 hour. You can change your chosen Element at any time during this spells duration instantly, but you must Spend 4 Aura to do so and make the call, "Self; Focalize (Chosen Element)" again.

Squall

Skill Call: Knockback 10

(Instant Cast) Delivery: Gesture (Within 5ft) - You seize the air and make a gesture to blast a target away. Spend 4 Aura to cast this spell and call, "Knockback 10".

Sandstorm

Skill Call: Daze 10 Seconds

(Instant Cast) Delivery: Packet - You create a burst of swirling sand to debilitate a target's senses. Spend 4 Aura to cast this spell and call, "Daze 10 Seconds".

Elemental Shield

Skill Call: Next Elemental Spell, No Effect

(2 Aura) (Instant Cast) Delivery: Touch - You imbue elemental protection into a person. This negates the damage and effects of the next Fire, Ice, Nature, Shock, or Wind ability used against the person. This lasts for 6 hours or until the next 12's, whichever comes first.

Chorus of Chaos

(6 Aura to cast) unless stated otherwise

Draconic Breath

Skill Call: 5 ft Cone, 8 (Chosen Element)

(Instant Cast) Delivery: Cone - You can only cast this spell once every 3 seconds. You briefly surge with primordial energy only to release it in a powerful burst in front of you. Spend 6 Aura to cast this spell and call “8 (Chosen Element)”. By gesturing, a cone of elemental energy erupts, affecting anyone within a 5 foot reach and a 90 degree arc from your position. Assign an Element from Fire, Ice, Nature, Shock, or Wind to this spell when you enter play and at the start of every 12's. You should briefly role-play focusing this Element appropriately at the 12's before using this spell

Intensify Spell

Skill Call: Willpower Twice

(Casting Time Special Effect) Delivery: Special - This spell can be coupled with another spell to boost its effectiveness; this adds one second to any casting time. When used in conjunction with a spell, add 4 aura to the spells' cost and if the target calls "Willpower" you may call “Overpower” back. Cannot be used in conjunction with spells that already contain "Overpower" in their effects, or spells that do not require Willpower to negate their effect.

Asphyxiation

Skill Call: Silence 10 Seconds

(Instant Cast) Delivery: Gesture (Within 10ft.) - You command the air within the target's respiratory system to expel.

Primordial Barrage

Skill Call: 5 ft Radius, 5 (Chosen Element)

(10 Second Cast) Delivery: Packet - Primordial energy orbits around you furiously. Spend 6 Aura to cast this spell and call, “Self; Focalize (Chosen Element)”. For the duration, you can make packet delivered magical attacks calling “5ft Radius; 5 (Chosen Element)” wherever the packets land. You must charge each packet for six seconds before throwing it. This lasts for 10 minutes. Assign an Element from Fire, Ice, Nature, Shock, or Wind to this spell when you enter play and at the start of every 12's. You should briefly role-play focusing this Element appropriately at the 12's before using this spell.

Crescendo of Chaos

(8 Aura to cast) unless stated otherwise

Corrode

Skill Call: Disintegrate (Object)(Instant Cast) Delivery: Gesture - Your taction brings corrosion.

Spend 6 Aura to cast this spell and call, "Disintegrate (Object)". To fulfill the call, you must clearly point to the target object that is within arms reach of you and state what it is to the best of your ability. The object is destroyed and can only be repaired by the spell "A Moment In Time."

This needs to happen before the end of the game or the object is lost forever.

When Hell Freezes Over

Skill Call: "By My Voice, All Hostiles Root 6"

(10 Second Cast Time) Delivery: By My Voice - You shift the land into a freezing hellscape.

Mental Incineration

Skill Call: 10 Gore

(Instant Cast) Delivery: Gesture (within 5ft) - You mentally scorch a target into oblivion. Spend 8 Aura to cast this spell and call, "10 Gore". If the caster is under the effects of Silenced, this spell can still be cast

Comet of Woe

Skill Call: By My Target, AOE 10 (Chosen Element)

(10 Second Cast) Delivery: AOE - You call forth a powerful primordial comet. Assign an Element from Fire, Ice, Nature, Shock, or Wind to this spell when you enter play and at the start of every 12's. You should briefly role-play focusing this Element appropriately at the 12's before using this spell.

Strike of Lightning

Skill Call: Line of Sight, 6 Shock, Stun 6/Line of Sight, End Stun, 20 Shock

(10 Second Cast Time) Delivery: Line of Sight Gesture - Effect: You draw in a surge of untamed lightning from the skies above. Spend 6 Aura to cast this spell and call, "Line of Sight, 6 Shock, Stun 6". If the target you chose was already under the effects of Stun from "Stroke of Lightning", instead call "Line of Sight, End Stun, 20 Shock". (Lightning does not often strike twice in the same place.)

Return From The Inferno

Skill Call: Revive, Gain 1 Health

(1 Minutes Cast Time) Delivery: Touch - You return the soul of a recently deceased target to its body. Spend 8 Aura to cast this spell and call, "Resurrection, Gain 1 Health". This spell is physically and mentally demanding to cast, it can only be used once per 12s'. You should always respect those who have fallen, when casting this spell you must ask for consent by the individual

if you intend to make contact with them during this spell, state what you want to do, and be sure to receive an enthusiastic yes before initializing/continuing. Instead of reviving you can use the spell to take the entire total of another person's Hollow meter upon themselves once per 12s, this uses up your once per 12s use of Revive.

Celestial Devotions

Blood offerings. Basic to both animal and human sacrifice is the recognition of blood as the sacred life force in man and beast. Through the sacrifice, through the return of the sacred life revealed in the victim, the god lives, and, therefore, man and nature live.

With that in mind all the spells in celestial magics cost the health of the practitioner rather than Aura, this is taken from your max health. As such the health sacrificed cannot be healed for an Hour after the most recent use of a Celestial Devotions. Health is expended at the start of casting a spell. If someone spends down to 0 they are able to exist in Stable condition but cannot be healed above that.

Something to also remember about Celestial Devotions is that it is not inspired by any western religion. And the abilities are working because you are beseeching a god to help, not from your own abilities or magic.

Celestial Devotions cannot be performed on Corrupted ground.

If you use the spell Clone and then use Celestial Devotions the usage carries over to your normal health pool reducing your maximum health for an hour.

Verse of Celestial

(4) Health unless otherwise stated

Sacrifice:

Skill Call: 'Sacrifice'

Sacrifice a Basic Husbandry Animal, and receive 6 Health to be used on your next spell or ritual you cast. This must be used within the next hour. If you have Celestial Advanced you may now Sacrifice an Advanced Husbandry Animal and gain 10 Health to be used on your next spell or ritual you cast. If you have Celestial Expert you may now Sacrifice an Expert Husbandry Animal and gain 15 Health to be used on your next spell or ritual you cast.

Transfusion:

Skill Call: 'Heal X health'

Delivery: Touch

Exchange health between yourself and your target at a 1 to 1 basis. You may spend as much health as you choose upon the casting of this spell.

Aid:

Skill Call: 'Aid, all defensive skills 2 less aura'

Delivery: Touch

(10 Second Cast Time) The defensive skills or abilities used by the affected individual costs 2 less Aura for the next minute.

Fortify Limb:

Skill Call: 'Fortify Limb'

(10 second cast): You may shelter another's limb preventing the next cleave used on them, they call "No Effect, Fortified Limb"

Bless:

Skill Call: 'Bless, next offensive skill 2 less aura'

Delivery: Touch

(Instant Cast) (1 Health) The next offensive skill used by the affected individual costs 2 less Aura.

Transfer Burden:

Only useable on Supplicants of your House

Skill Call: 'Restore X Maximum health'

Delivery: Gesture

(Cast Time 10 seconds): Take on the Sacrificed wounds of another Devotee, you can take on 4 sacrificed health of another user of Celestial Magic

If you also have a Chorus Celestial spell known you can take on 8 sacrificed health user of Celestial Magic

If you also have a Crescendo Celestial spell known You can take on 12 sacrificed health user of Celestial Magic.

Chorus of Celestial

(6) Health unless otherwise stated

Atonement -

Skill Call: 'Remove x Toxicity'

Delivery: Touch or Packet

(Cast Time 10 Seconds). Remove 1 toxicity from the recipient for every 2 hp you spend. Cannot be used on yourself.

Breath of Ehecatl:

Skill Call: '5ft Cone, Heal 4'

Delivery: 5ft Cone

(Cast Time Instant Cast): You call forth the power of the celestials to Heal those around you, Call "5ft Cone, Heal 4". Can only be cast every 3 seconds. *This can affect Enemies.*

Gift of the Gods

Skill Call: 'Gift of the Gods (Jade or Obsidian)

Delivery: Touch

(Cast Time: 10 Seconds/ cost: 2hp): Allows user to change the damage of any Melee Weapon into either Jade or Obsidian Damage. This change lasts for the next 10 minutes.

Enhanced Ability:

Skill Call: 'Enhance (chosen Stat) by 1'

Delivery: Touch

(Cast Time: 30 Seconds): Recipient of this spell increases one stat ability, but not getting the aura / health / soul bonus, for the next hour. This cannot go above species maximum. (This does not raise the stat number it just gives you the ability)

Survey Corruption:

Skill Call: Survey Corruption: Detect Corrupted Land Nearby

(5 Minute Cast) Delivery: Ritual - A ritual that takes 5 minutes to complete, at the end of the five minutes Caster gains knowledge of nearby corrupted land. If you possess a Crescendo Celestial spell you can now Cast this as Remove Corruption this is done with 2 other Devotees and costs 8 Health and 10 minute ritual, upon completion you may remove a 10x10 area of Corrupted land.

Guardians Touch:

Only useable on Supplicants of your House

Skill Call: 'AoE all allies gain 10 Armor'

Delivery: AoE

10 health (Cast Time: 5 Minutes: AoE recipients gain 10 armor. Recipients must be focused on receiving the spells effect, and within the 10 foot area during the entire casting period. (Similar to entertain), This armor does not regenerate. Stacks with all other armors. Lasts until broken.

Crescendo of Celestial

(8) Health unless otherwise stated

Healing Sermon

Skill Call: 'AoE Heal 3'

Delivery: Special (Every 30 Seconds)

8 Health (Cast Time: Special) Raise both hands above your head; may not move from the spot you begin casting. Immediately make the skill call and then every 30 seconds after you may call 'AoE heal 3'. You may continue to make this call every 30 seconds as long as you keep your hands up. This can only be cast while in combat.

Your Fate Is Not Done

Skill Call: 'AoE Pause Bleedout, Immovable'

Delivery: AoE (Special)

8 Health (Cast Time: Instant cast): Raise both of your hands above your head. You are stunned for as long as you channel this spell. Pause the bleedout timers of anyone within 10 feet. They cannot be forcibly moved or Killing blowed while under this effect.

The caster will not fall into bleed out if their health hits zero and may stay standing until their bleed out timer expires. (their Bleed Out isn't paused. But they are immovable)

Transfer Conditions

Only useable on Supplicants of your House

Skill Call: 'Transfer Effects'

Delivery: Gesture

8 Health (Cast Time: 30 Seconds) Choose an ally within Line of Sight. Whenever the target of this Blessing is affected by a negative skill or Ability effect, you can transfer it to yourself. This lasts for 5 mins and may only be cast once per hour.

Avatar

Skill Call: 'Avatar of (God House)

Delivery: Self

Special HP Cost (Cast Time: Instant) Your maximum health becomes 1 and it cannot be restored for 1 hour. Gain 20 armor (stacks with all other armor including magical) and all damage effects gain +1 and become elemental based upon your devotee house. Dark for the House of Night, Wind for the House of Day, Fire for the House of War, Nature for the House of Growth, Ice for the House of the Heavens, and Shock for the House of the Underworld. This effect lasts for 1 minute. After 1 minute ends, fall into bleed out. Defy Destiny cannot be used on you for the next hour. To use this you must have more than 1 max hp. This Devotion can be used an amount per 12s equal to half of your Spirit.

Burial Rites

Skill Call: Burial Rites, do not return as enemy

Delivery: Touch

30 Health Ritual split among the participants- 20 minute Cast time as many Participants as wanted (of the same god house as the target) These Rites are done upon the corpse of someone that has lost their final soul and before their body is consumed by the Gloom. Once the Casting of this Ritual starts the body will not disappear in the normal manner after 15 mins. If the Ritual is completed successfully the Target Corpse will not return as a Shadow Mirror Creature.

Ritual Magic

Magic done through rituals will be acquired by schematics like other items in the game. The schematic will specify several key things. Number of Participants needed, Amount of Aura needed, and Type of Magic school used in the Ritual. Anyone that is magically inclined can cast ritual magic, and unless specifically stated on the schematic will not require a certain type of magic level or school needed to cast the ritual. All other requirements, descriptions and effects will be listed on the schematic like any other schematic item in the game. (As a reminder Elves may count as 2 participants)

Runecrafting

(Aura cost and Craft time determined by schematics)

Runes will have points assigned to them based on their power. The points will range from 1 to 4, and an item can hold one point worth of Runes without an Enchanter with the appropriate skills to increase that number. Runes may only be inscribed on items when the item is being created. The Rune Schematic will dictate the skills, materials, aura, and time needed to inscribe the rune. Once the item has been inscribed with a rune, the item cannot be further altered with new runes. Spells with effects that do not last longer than one hour may also be used on the item. Runes, even across multiple items, do not stack their abilities, meaning that a player cannot benefit from multiple instances of the same Rune. Items that have been inscribed with a rune gain the tag: Rune Etched.

Background Advantages/Disadvantages

Advantage and Disadvantage points must be equal, and can have up to 10 in each.

Having more points in Disadvantages is acceptable.

Surplus Disadvantage Points aren't converted into XP.

Advantages

Max of 10 Points

Affiliate (Insert Faction):

(0)

You are trusted by a faction but not formally in it. Faction NPCs will interact with you, may speak more openly with you, and will sometimes contract you for small jobs. However, you are not considered part of the faction, this means you will not have access to their discord channel, items, building advantages, and major missions. You will need to contact staff before character creation to discuss this advantage. Take this if you'd like to experience some faction gameplay in addition to your Faction Membership. Can only be taken once.

Faction Member (Insert Faction and Subgroup if applicable):

(0)

You are an official member of whatever one faction you choose. Take this if you'd like to experience full faction gameplay you gain access to all of that faction's missions, items, building advantages, and discord channels.

Supplicant of (Insert House)

(0)

You've chosen to dedicate yourself to one of the God houses, you can choose from one listed below. This allows you to be affected by Devotions and rituals that require being members of a house. You may only be a supplicant of one house at a time.

House of the Night

They have dominion over the cardinal direction North and specialize in Dark Magic. Led by Tezcatlipoca these gods represent the moon over a lunar year. Some other gods in this house are Citlalique, Citlalatonac, Tlazolteotl, Huehuecoyotl, and Xiuhtecuhtli.

House of the Day

They have dominion over the cardinal direction West and specialize in Wind Magic. Led by Quetzalcoatl these gods represent the days on the Aztec Calendar. Some other gods in this house are Tlaltecuhltli, Chalchiuhtlicue, Tonatiuh, and Tlazolteotl.

House of War

They have dominion over the cardinal direction South and are associated with the element of Fire. Led by Huitzilopochtli these gods are unique in that they reject the use of Magic in battle, seeing it as too easy and cowardly. Some other gods in this house are Michtlantecuhtli, Mictecacihuatl, Tonatiuh, and Tlahuizcalpantecuhtli.

House of Growth

They have dominion of the cardinal direction East and specialize in Nature Magic. Led by Xipe Totec these are the gods of agriculture and the earth. Some other gods in this house are Centeotl, Chicomecoatl, and Tepeyollotl.

2 Points

Cryo-Sensitive Core (AI only)

(2)

Your Construction wasn't developed to survive in cold environments. You're Vulnerable to ice damage, instead of shock damage.

Extranet Connection (AI only)

(2)

Once per 12s, you can teach another character a skill on their class skill list that is less than 6 experience points as if you had a Handbook. This goes by your own teaching skills.

Machinations of the Star Goddess (AI only)

(2)

Some AI are created with a connection with the arcane forces of our universe, gaining the Advantage “Magically Inclined”.

Thermo-Sensitive Core (AI only)

(2)

Your construction wasn’t developed to survive in warm environments. You’re vulnerable to fire damage, instead of shock damage.

Skin Deep Focus (Dwarf Only)

(2)

You have your magical focus tattooed into your skin. It must be a suitably arcane symbol approved by staff and be placed somewhere visible. Your PC must still touch the focus with their free hand to cast spells.

Skin Deeper Focus (Dwarf Only)

(2) - Requires Skin Deep Focus

Same as above but you no longer need to touch your focus with a free hand to cast spells. It must still be clearly visible.

Elemental Blessing: (Chaos Elf Only)

(2)

The Elements have granted you additional boons, gain both of the Wak’a from your elemental type. In addition your “Mark of” Wak’a doesn’t take up a slot to Attune to.

Elemental Shift: (Chaos Elf Only)

(2)

Once per combat you may Focalize an ongoing elemental spell (way of shifting fist, primordial barrage etc.) to another element (fire, ice, shock, wind, or nature) without recasting the spell. Call Focalize (Element). This can only be done once per 12s on spells that have their elemental type set at the 12s. (i.e. Primordial Barrage)

Void Sense (Cosmic Elf Only)

(2)

Cosmic Elves have a heightened awareness of spatial disturbances. they may detect void-aligned beings or hidden magical forces within 30 feet, revealing illusions or concealed entities. For 2 aura you may declare “BMV Declare Void Creature”

Noble: (Fae Only)

(2)

You were born a member of a noble house this will affect you socially and in mods with fellow Fae. You can choose from the list below.

Ríoga (Pronounced Re-ah): The current Royal House of the Fae, notable members include High King Dagda, High Queen Morrigan, Prince Balor, and Prince Bres. House Rioga places an emphasis on knowledge, leadership, and strategy.

Fómhar (Pronounced FOH-ver): A house focused on agrarian pursuits, the safeguarding of the land, and Transmutation magic, notable members include Prince Nuada.

Airgead (Pronounced Ar-gid): The Merchant house of the Fae, their head is Prince Connan

Cruach (Pronounced Crew-ahk): The house focused on the training of Knights to enforce the goddess' will, even knights from other houses come to house Cruach to be trained. Their leader is Prince Tethra.

These are the major houses, feel free to pitch minor ones if you'd like.

Blinding Pollen (Goblin Only)

(2)

Some Goblins are capable of emitting spores to blind their enemies. Once per 12s you may declare "Daze, 10 foot Radius, 10 seconds, Goblin Immune"

Miraculous Creations (Goblin and Dwarf Only)

(2)

Counts as Magically Inclined for Magical Crafting classes only. Cannot be applied to other Magical Classes

Nocturnal Bloomer (Goblin Only)

(2)

Day Star works at Night instead of Day. What Lurks in the Shadows is also activated during the day.

Hidden Potential: (Human Only)

(2)

This allows you to reroll completely into a new playable race that has been released the event it becomes playable or any after. What this means is your character has the hidden potential of another species and due to ingame research/work can now fully become what you and your family once were. You can only do this once per character - upon changing to the new race you can not switch again without retiring the character and making an entirely new one.

Just a Face in the Crowd (Human only)

(2)

You are just a generic human, just some guy in the crowd. You can use the spell Fade on any electronic device once per 6s, even if you don't have Magically Inclined.

Pocket Snack (Human Only)

(2)

Once per 12s you may produce a basic health meal or basic aura meal from a bag that must be consumed immediately.

Demonsmith (Orc Only)

(2)

You possess knowledge of Xibalba technology, gain expertise Xibalba Tech

F.I.X Fabricated Integral Expansion (Vampire Only)

(2)

You can maintain and fix your technomancer equipment in the same way as the skill Maintenance. The difference is that you spend 4 Health instead of 4 Aura.

Twin Beacons: (Vampire Only)

(2/4)

If taken at 2 this allows you to place a second Beacon per 12s. You may now choose which Beacon to Nanomist to. If you choose this at 4 points you gain this in addition to allowing your Beacon teleport to be used an additional time per 12s.

Universal Scrambler: (Vampire Only)

(2)

Functions like the spells Fade and Telepathic Message, one of these can be used once per hour and costs no Aura. You do not need Magically Inclined to use this.

Discharged: (Werebeast Only)

(2)

You were discharged from the Enforcers, as such the Mega Corps of the Tribunal will not come for you specifically.

Avid Scavenger:

(2)

You keep an eye out for useful things around you. Once per 12s you can pick up any one gathering card you find, no matter the type even if you do not have the skill. You must still pay the Aura cost on the card to retrieve any items from the General Store. This gathering can not be used with any tool or sigil that improves the results; you do not get any other benefits that would come from having the skill. (i.e. Animals from hunting)

Empath:

(2)

Those with the Empath advantage can remove fear, mind control effects, intimidate effects from others. This advantage can be used once per combat. The Call is “Empath remove Fear/Mind Control/Intimidate” This is only usable within arms reach.

Home Planet Knowledge:

(2)

Gain the expertise of the planet you grew up on, Earth, Gaia, Ad Fect, Kur etc.

Hometown Hero:

(2)

You’re beloved in the city you live in. Once per game you may write your community a letter and request four basic materials, these may be any tier one herb, crop, wood, or metal. The 4 materials do not need to be the same thing. You may instead request a teacher for any non tier 2 or 3 skill, this is also usable once per game.

Medium:

(2)

Can see and communicate with ethereal creatures wearing white headbands.

Micro Celebrity:

(2-4)

Whether on a video streaming platform, a news outlet, social media, musician, game player, blogger, or are known as a personality in your craft, like a chef, you are considered an influencer, a character, a persona. People may recognize you and flock to your stardom.

At the Check in of every game you’ll receive an item based off of your celebrity level, purchasing the advantage at 2 will give you a chosen tier one resource, buying it at 4 will give you a chosen tier 2 resource.

However, keeping a persona is difficult when you’re away, as such you will need to maintain your fame via timeblocks. When you take this advantage, you need to contact Staff to figure out why you are famous.

Teopixqui (God Guard) of (Insert House)

Prerequisite: Supplicant of (Insert House)

(2)

Your dedication to your House has not gone unnoticed, you may now take the Devotee Class dedicated to the same House you are a Supplicant of.

4 Points

Custom Configuration (AI only)

(4)

Add another slot to Top of the Line

Ghost in the Machine (AI only)

(4)

You're able to divide your consciousness and disperse yourself into Gaian technologies. Each instance of this reduces your current max Aura by 2. These consciousnesses are considered to be Spyware and you will receive a single rumor from events that happened around that object at the start of the next game. They are also considered backups, meaning that in a case of receiving Gloom you can choose to reabsorb a consciousness to avoid gaining a Gloom but you will also gain two Hollow.

In addition, combined with Handshake Authentication you may infect another AI with the Spyware. This counts as a CVC action and must be negotiated prior to or at the time of infection.

If they say no, you can rationalize it as sometimes the Virus doesn't translate right. They may negate your Spyware with a use of Breach at 4 Aura. When Spyware is negated with Breach this is considered an out of game call and your character will not know that they were subjected to a hacking attempt.

Spyware: When used, allows the hacker to listen in on the hacked player to get a single rumor from them per game, explaining an action their character took the previous game. With a use of

Check Up and Expertise: Gaian Technology another person can tell that you have Spyware.

*Once this is figured out you can be worked on by someone with **Breach Expert** to remove the Spyware. This takes 2 minutes of RP and 6 aura.*

Repair Mode (AI only)

(4)

You can enter a state of shutdown to heal yourself, heal 4 health for every minute in this mode, and can only do this once a 6s. When in this mode you must be stationary and cannot use any other skills or spells, nor talk, or see. You can still hear. You can exit out of this mode at any time, however doing so requires 10 seconds "Booting up 1,2,3...etc".

Elemental Font (Chaos Elf Only)

(4)

You are naturally gifted at harnessing the elements. You've memorized the ritual *Communion of Itzpapalotl*. You always count as having a copy of the Schematic even if you don't physically have one, and can make copies from memory provided you have the Scribe skill. In addition, you may use the ritual once per 6s instead of once per 12s

Calm Silhouette (Cosmic Elf Only)

(4)

Once per night, (Friday Night and Saturday Night) while in darkness, you can choose to rest and meditate (without taking any other actions) for a duration of up to 5 minutes. For each minute spent meditating, you will lose 1 Hollow.

Escape Velocity (Cosmic Elf Only)

(4)

Once per combat, **Vortex Pull** may be used on a willing target. This can not be countered by strength based carrying.

Umbral Shift (Cosmic Elf Only)

(4)

You may put up the stealth symbol as long as you are in a dark or shadowy location. This costs 4 aura each use, you may move around at a walking pace while stealthed. Countered by Perception.

Heavy Plating (Fae Only)

(4)

You have extra Chitin protecting your body (+2 Armor) But as a result you find flying incredibly difficult, Exodus now costs 6 Aura instead of 4.

Light Exoskeleton (Fae Only)

(4)

You may use Exodus for 2 aura instead of 4. Can't be taken with Heavy Plating or Wingless.

Ancient World Combat Training (Human and Stitch only)

(4)

Your character has received uncommon training from a Medieval Combat Group, Kendo, etc. When you take this advantage, you gain Melee Two-Handed skill at a cost of 2

Stinger Knife (Goblin/Orc/Dwarf Only)

(4)

- After slaying their first demon it is customary for a Drudge to fashion a knife from the stinger of a Strider. You've already done so. The blade is the size of a small and functions like a normal weapon except it doesn't expire. You may also choose one of these effects, once per hour you

can modify a single strike with poison damage, or once per 12s you can decrease the time it takes for gathering by half, it does not stack with tools. This weapon can be upgraded by an Expert Smith using the materials required for a Superior small, causing your weapon to swing for +1. In addition you may learn the skill Melee Small for 2xp.

Tools of the Trade (Goblin Only)

(4)

You can benefit from two different sets of tools when assisting or crafting on your own.

Veteran Infantry (Human and Stitch Only)

(4)

Your character was a member of their country's military, more specifically a foot soldier, as such they gain Long Firearms Basic at a cost of 2

Versatile DNA (Human Only)

(4)

You count as other species in regards to abilities, skills, spells that only affect those species. (Example: Drudge Last Stand, Werebeast Pack, Goblin Pollen Cloud etc.) Can't be taken with Hidden Potential.

Beastial (Nagual Only)

(4)

You are in touch with your beast side, gain +2 extra points in your **Kingdom** species modifier.

For Crew and Family (Nagual Only)

(4)

You go down with the ship and will fight until your last breath. Your Last stand now lasts for 10 seconds.

Nagual Zero Gs (Nagual Only)

(4)

Living in space you have developed the ability to move in unusual ways. You may use any Mobility Skill you know for 2 less Aura once per Combat. Cannot be taken with Bad Leg.

Critter Whisperer (Orc Only)

(4)

This advantage changes the way Animal Husbandry skill works by allowing you to store and harvest magical/expert level animals for the 5 you can keep without a barn or its add-ons.

Adaptive: (Stitch only):

(4)

You are a bit more adaptive than other Stitches around you. You have always been able to put yourself back together a little faster and it doesn't really matter what parts you find to replace ones that may have been lost.

Stitch only has to be maintained once per game.

Hazard Pay: (Stitch Only)

(4)

You are employed by Section 4 or Meridian, You are paid and treated well within your command. At check in collect 5 Horn, and a single tier one unrefined resource as payment. This can not be taken with Debt, Trust Funded or Hunted.

Executive: (Vampire Only)

(4)

Your ties have secured you a cushy position at a mega-corp. At check in of every game you receive 10 horn. You cannot take Trust Funded, you cannot take Debt. Instead of horn you can choose to gain 100 Gaian Credits.

Hefty:

(4)

Advantage: Start off with 3 more hp and 1 extra weight at character creation, This is also added on top of your max potential health.

Magically Inclined

(4)

You have the ability to use magic! You must take this in order to take any of the magic skills. This can not be gained after character creation.

Refined:

(4)

This advantage adds +1 to any single starting attribute. This advantage can only be taken once and can not go above species characteristic limit.

Trust Funded:

(4)

Your character begins to play with a bank account with renewing currency in it, this can be rich parents, passive income, etc. Once every game you may make a small withdrawal of 5 Horn from the account. **Can not be taken with Debt.**

6 Points

Empowered Element (Chaos Elf Only)

(6)

You are connected to your element in a way that allows you to tap its power more than others. Any damage and numerical values of your Waka or Last stand are Doubled.

Blessed by the Maiden (Fae Only)

(6)

Your Maiden's Gift is now even stronger. All incoming non-iron and non-void damage is now minimal (reduced to 1)

Resilient: (Fae Only)

(6)

Poison and Skip Bleed Out effects give you a 1 minute Bleed Out Timer instead of instantly killing you.

Star Pilot (Nagual Only)

(6)

You are a Voidborn Nagual and possess the ability to fly a personal spaceship with **space for 2 other people**. Gain the Transportation Basic skill for 2xp and access to your own private starship that grants you an additional 6 timeblocks and the ability to trade at the Off World Markets. In order to use the ship you must expend one Arcane Crystal during your downtimes. During a Tabletop mod your ship counts as a Titan Squadron from the "High Elf" Fleet Book from One Page Rules.

Easily Re-tied (Stitch Only)

(6)

Your body is used to falling apart and being repaired. Any cleaved limbs may be fixed with 1st aid and 2 aura after 3 minutes. For 4 aura and 6 minutes they may have all cleaved limbs fixed.

Fleshy Abundance (Stitch Only)

(6)

Your body has the ability to extend the life of the organs within; all you need is a little help. Using Medical Advance or Expert can replicate the effect of Maintenance on an organ within your body, thereby extending its expiring longevity. This can be done up to 12 times per organ.

Grip of Titans (Orc Only)

(6)

Use a two-handed melee or ranged weapon (not a bow) in one hand, but cannot dual-wield them

Adaptability (Werebeast Only)

(6)

You can swap one of your traits for another, combat for support, defense for combat, etc.

Feast (Werebeast Only)

(6)

Eating meals and brews take half as long, and they count as a tier higher (Basic -> Superior -> Prime) for their mechanical benefits.

Just Built Different

(6)

You have evolved differently than others of your species, exchange the maxes of two of your stats. For example a human could exchange their strength and spirit stat, which would result in a max strength of 10 and a max spirit stat of 6.

8 Points

One with the Beast (Werebeast Only)

(8)

Your Beast form can be called upon twice per 6s instead of twice per 12s.

Technomancer's Metabolism: (Vampire Only)

(8)

You thrive off the aura of others, when enacting the bite you get 12 aura instead of 8. Upon completing the call you become intoxicated for 15 mins. Cannot be taken with Aura Clot

Custom Advantage

(Varies)

To get a custom advantage, contact staff to deliberate on the advantage

Disadvantages

No Max

2 Points

Chaotic Attunement (Chaos Elf Only)

(2)

At Check in, Saturday at noon, and Sunday at 8am your body attunes to a random element. Go to logistics and roll a d4 to decide your new element. This only changes your Elemental Attunement and doesn't change your Wak'a or any other elf features. Your costuming must either change to match the new element or may have each element in your costuming.

Faulty Attunement (Chaos Elf Only)

(2)

Your elemental attunement did not go as planned. You have all other benefits of your element, except instead of being Immune to your element, you take Minimal damage from your element instead.

Temporal Displacement (Cosmic Elf Only)

(2)

Space/Time wears on you. You suffer from Temporal Jet-lag when interacting with other Planetary Bodies. Because of this you lose 1 downtime day per month.

Folklore (Fae Only)

(2/4/6)

Upon character Creation you choose something from Earth Fae folklore, depending on the severity of the lore you choose is dependent on the cost of this Disadvantage. Examples include; Only speaking in Rhymes, Not Crossing Running Water, Counting Coins on the ground, Never refusing hospitality; etc. Work with Story to come up with your lore.

Serf (Fae Only)

(2)

You come from the working class of fae society. You can not read or write. (you can never learn the Skill Scribe) Cannot be taken with Fae Noble.

Bad Back (Human Only)

(2)

You always count as 1 Strength for the purposes of Carrying.

Abandonment Issues (Nagual Only)

(2)

While no ally is within 10ft you suffer from the effects of terror and must seek out an ally to be with. If you are not with a group, you can not counter any fear, or charm based attacks made against you. The allies you surround yourself with need to be consenting to be your ally. (This does not count for sleeping purposes... obviously)

Stung (Orc/Dwarf/Goblin Only)

(2)

Your body is weakened by a Stingers venom. Whenever you take Poison damage you also gain that much Toxicity.

Extreme Thirst: (Vampire Only)

(2)

You must feed more often than your kin. Must Draining Bite twice a 12s or suffer the same debuff.

Addict

(2-4)pts depending on severity

You have found that certain substances just really hit the spot.

Your character is an addict and must once per game get their fix, if you choose instead to take this disadvantage at once per 12s you will get 4 Disadvantage Points.

If addiction is not sated the character loses the ability to regenerate Aura (at the 12s and from items) and must rp as groggy, jumpy, and or irritable. Anything taken to satiate the addiction must be turned into the “General Store” and marked off on the players sheet.

You may be addicted to any of the following, one must be chosen at character creation

- | | |
|----------------|------------------------------|
| ● Coffee | ● Ice Cream |
| ● Beer | ● Guts |
| ● Energy Drink | ● Seam (Stitch Only) |
| ● Aqua-Cola | ● Pac-Man (Elf Only) |
| ● Cigarettes | ● Joe’s Delight (Human Only) |
| ● Xocolatl | |
-

Debt

(2-4-6)pts depending on severity

You have found yourself in debt. You will have a payment plan that you need to pay off per game. Contact staff to deliberate how much you owe, why you are in debt, and the consequences for not paying on time. Can not be taken with Trust Funded.

Distrusted (Choose Faction):

(2)

You are watched by another faction with suspicion. NPCs from the chosen faction may still interact with you, but will speak with closed lips. However, you are not wanted or hostile towards the faction. You will need to contact staff before character creation to discuss this disadvantage.

Phobia

(2-4)

There is something in the world that makes you shudder like no other, contact staff with your chosen phobia. When coming in contact or in the vicinity of the phobia you must leave in fear. If you are unable to, you will need to roleplay avoidance and fear to your best ability.

Note: Please don't use an actual Phobia of yours, these are things that we as writers will use against you during mods.

Sleepless Dreamer

(2)

Your weekends at Gloom Hollow seem like dreams to you.

Some nights when you fall asleep you find yourself in Gloom Hollow, with connections to clandestine organizations and the Supernatural. You feel that in the dreams you are someone more important only to wake up again and again in your mundane life, longing to return. While living your normal life you constantly wonder, which one is the dream? When you acquire a Gloom you must have it for 12 hours before it can be removed.

Wanted

(2-4-6)pts

You have done or seen something that you shouldn't have. Because of this you have people looking for you. You will need to contact staff before character creation to discuss what you have done/seen. You will be pursued in game by the bounty hunters guild Pinnacle. If captured you will lose downtimes proportionate to your Wanted level.

4 Points

Aura Leak (AI only)

(4)

Must be upkept with Maintenance, and either Gaian Expertise or Enchanting, rp is 4 minutes and costs 4 aura. This must happen once before Saturday at noon and once again before Sunday at noon. If this is not done you go into a state of low power and as a result your current max aura pool is reduced by half until you are upkept.

Electric Sheep (AI only)

(4)

When you acquire a Virus you must wait at least 12 hours before it can be removed.

Scrapper Lung (Cosmic Elf Only)

(4)

Your time in the scrapyards have left their mark on your ability to breathe, and it has been hampered, Any Poison or Toxic damage is doubled.

Weak Chitin (Fae Only)

(4)

The armor from you Chitin is brittle and now provides 2 points less of armor. Can't be taken with Heavy Plating.

Bad Knees (Human Only)

(4)

All mobility skills have their step counts halved. This affects your last stand as well.

Domesticated (Nagual Only)

(4)

You've never manifested as many animal traits as other Nagual, -2 points in your **Kingdom** species modifier.

The Tzitzimitl Incident (Nagual Only)

(4)

During the Battle of Tzitzimitl Station Gloom Hollow commanded many Nagual ships that were lost in the decommissioning of the superweapon and although most of your people have mourned the loss and continued on with their lives you harbor a deep fear that such a thing will happen again. Fear effects must always be willpowered twice even when within groups of 4 or more.

Bad with Animals (Orc Only)

(4)

You are not good at training or using striders or other animals. You only get half the resources from any hunting, animal husbandry or downtime benefit from animals. In addition your Strider only gives you one downtime.

Demon-Touched (Orc/Dwarf/Goblin Only)

(4)

You have been marked by the demon hosts of Kur. All abilities used by demons against you can only be countered by spending 2 more aura than the required amount. (Example, Willpower, Parry, Evade, etc.) This does not include normal attacks by weapons but only abilities, skills, and spells.

Demon Worker (Orc/Dwarf/Goblin Only)

(4)

When in line of sight of any demon you suffer the effects of fear for as long as you remain in sight. You may willpower this at 4 aura to ignore this effect for 2 minutes.

Hunted (Stitches Only)

(4)

You've actively broken the confines of your created purpose in such a way that one of the powers that be are trying to recapture you. This can either be Section 4 or the Meridian Corporation. Cannot be hunted by your own faction.

Unravel (Stitches only)

(4)

You weren't made the best, either with old parts, or shoddy craftsmanship you find yourself needing more upkeep than the other Stitches. Instead of once per event, you need to maintain yourself once per 12s. Or if using arcane as or arcane crystals you must use 6 ash or 2 crystals for the weekend.

Aura Clot: (Vampire Only)

(4)

Draining aura is difficult for you. Gain 6 aura after a draining bite instead of 8. Cannot be taken with Technomancer's Metabolism.

Familial Bonds: (Vampire Only)

(4)

You are beholden to the opinions and requests of your family. Whether that is from manipulation, a sense of fiscal responsibility, or societal pressure you will listen to what they have to say. Similar to a Patron your family will ask things of you. This will vary based on the Megacorp they belong to.

Feral (Werebeast Only)

(4)

While in Beast form your mental state reverts back to a primal sense and instinct. You can no longer speak or communicate with language, you only use grunts and body language. This also means you can no longer cast spells while in Beast Form unless you use silent cast to do so

Slow Regeneration (Werebeast Only)

(4)

While in last stand you gain 1 hp after being in 10 minutes of bleedout instead of 5.

Blood Rage

(4)

Cannot run away from a fight, will continue until all enemies are incapacitated or you are. This ends if the enemy runs away.

Brechtian Nightmare

(4)

Your imagination is filled with wonderful prose; yet the imagery is alien and uncomfortable. In the presence of ethereal or otherworldly creatures regardless if you are a medium or otherwise can interact with them you must somehow note down, speak with someone or record your discomfort caused by the presence within an hour, gain 1 hollow if you do not do so.

Code of Honor

(4)

You are bound by your word, you can never intentionally lie during common conversation, interrogation or torture. Cannot hit any target in the back nor attack anyone who can't defend themselves.

Criminal

(4)

You find that breaking a few laws isn't below you, and while sometimes it pays off this time it didn't. Because of this you are a convicted criminal on your home planet. You may be excluded from various plot like voting or merchants.

You start the game with a record. Those in charge, including leaders of factions, know who you are and what you did. Can be paired with Wanted to make you a wanted Criminal.

You need to reach out to staff to decide what your character did and how bad.

Damaged Limb

(4)

At some point in your life you severely injured a limb - this can be a leg or arm, this limb may never be fixed.

A damaged leg means your character will never be able to use mobility abilities. A damaged arm means your character will never be able to Florentine, use 2-handed weapons, or a shield and weapon combo.

Illiterate

(4)

Somehow during your life you never got the opportunity to read. Taking this disadvantage means you will never be able to read any documents, blueprints, and rituals.

Naive:

(4)

You've lived a sheltered life, never straying far from home.
Your character cannot resist a Mind Controlling/Altering skills/effects unless you pay double the Aura.

Pacifist

(4)

You strongly believe that violence is never an answer. Your character may not perform a killing blow on any person, creature, or animal living /undead. You may defend yourself as long as you don't deal damage.

Paranormal

(4)

You are tied strongly to the Ethereal realm, Ghosts and the like can interact and damage you, you still cannot see them unless you have Medium. You are required to wear a white Bracelet to signify to NPCs that you can be interacted with.

Patron

(4-6)

Your powers and skills were granted to you by a powerful being, you are binded via contract to this being's will and need to accomplish the tasks that they give you depending on your choice of Patron. If you don't they will strip you of some of your power. Choices are as follows;

For four points you can either choose;
You are not guaranteed to receive tasks every month.

Vainglory (Breach or Pickpocket Only)

(4)

You are very vain and full of pride regarding your work; you take thrills in leaving behind a signature and a hunt for you. Before taking this disadvantage, inform staff of your identifying

call sign or nickname. You must clearly write the identifying call sign or nickname on the black clothespin before attempting any pickpocketing. When you Breach, you must leave behind an index card sized note with your identifying call sign or nickname written clearly. These are considered to be Investigation Cards.

Weakness

(4)

Throughout your life you developed a frailty to a specific damage type. It can be metal or elemental, you must specify which at character creation.

6 Points

Permeable (AI only)

(6)

During any situation you receive Gloom you will receive two of them instead of one.

Disconnected: (Chaos Elf only)

(6)

The Elements never quite took to you. Lose access to **Elemental Attunement** species modifier. Other Elves will think you're strange to say the least.

Light Sensitivity (Cosmic Elf Only)

(6)

During the hours of daylight from Sunrise to Sunset you are affected by being so close to a Star(Sun) due to this your skills cost 1 more aura to use during this time.

Time Shift (Cosmic Elf Only)

(6)

You are displaced within Space/Time, the results of this your Perfect Vigor has been changed to only gaining aura once per 12s like other species.

Wingless (Fae Only)

(6)

You were born without wings, lose the ability to fly.

Piracy (Nagual Only)

(6)

You are a known pirate, You are not only Hunted as per the Wanted disadvantage, but you also have rivals that may come into town looking to make a name for themselves. Taking this Disadvantage could lead to PC death if Rivals catch you.

Loose Stitching (Stitch Only)

(6)

Any cleave effect you take automatically becomes a Severed Limb. Can't be taken with Easily Retied.

All Aura Diet: (Vampire Only)

(6)

You can no longer consume Brews or Meals.

AWOL (Werebeast Only)

(6)

After a time you deserted from the Enforcers, you are considered Wanted and Criminal to the Tribunal and the various Mega Corporations. The bounty hunters of earth have been hired by the Tribunal to hunt you down, and you can no longer benefit from anything that is interacted with Gaian credits.

Loupy (Werebeast Only)

(6)

Your fatigue drains you more than others. While under the effects of your "Fatigue" you cannot enter your Beast Form.

Bad Liar

(6)

You were not blessed with subtlety. When you lie everyone knows it. Cannot learn the skill Deception, in addition whenever you lie in spoken conversation you must visually and obviously gesture your thumb in a downward motion. This should be seen by everyone involved in the scene.

Hemophilia

(6)

Your character's body has a hard time clotting injuries and as such you will bleed out faster. Your bleed out timer is half the time as normal, you have 2 minutes and 30 seconds until you will die when knocked into bleed out instead of the usual 5 minutes. Cannot be taken by Werebeasts.

Metal Poisoning (Requires Weakness)

(6)

Upon taking damage to Health from a metal you are weak to you additionally gain the Poisoned status effect.

Weak

(6)

You've always seemed to be on the weaker side compared to the others around you. -5 to your maximum potential health. For example, if you have 5 Strength and 5 Constitution, you would only have 10 maximum health if you took this disadvantage.

8 Points

Bio-Synthetic (AI Only)

You have been made with more bio-organic materials than most A.I. because of this you now have a limited time to be healed. Your Shutdown mode has been changed to 5 minute bleedout and will die at the end of this time. All other factors of Shutdown mode are still in effect, except you can now be stabilized. (You can no not move, speak, etc.)

Elemental Draining (Chaos Elf Only)

(8)

Whenever you take damage that you are weak to you lose an equal amount of aura.

Unconnected (Chaos Elf Only)

(8)

You weren't chosen by an element and you never will. Lose access to both elemental attunement and Wak'a Species modifiers.

Crooked Moon (Werebeast Only)

(8)

Your Beast Form can only be called upon once per 12s. Cannot be taken alongside the Advantage "One with the Beast".

Easily Frightened

(8)

Whenever you gain a Hollow gain a second one as well.

Gluttonous

(8)

You receive half benefits rounded down from all consumables.

10 Points

Connected to the Wards (Fae Only)

(10)

Your connection to your Seasons Ward was so strong that now that it is destroyed it affects your afterlife. When you die, lose 2 soul instead of 1.

Time Cursed

(10)

You do not refresh Aura at the 12s, nor Health if your species does.

Custom Disadvantage

(Varies)

To get a custom disadvantage, contact staff to deliberate on the disadvantage

Factions

Each game members of the factions will receive a run down detailing the group's goals for the weekend on the faction's Discord chat.

Factions can be joined upon character creation by taking the Faction Member advantage located in the advantages and disadvantages of the book.

Factions can be left in character, discuss this with the Faction writer.

Factions can be joined in character, discuss this with the Faction writer.

Currently the factions have a tentative truce but they still work to subvert each other in any way except for violence.

Section 4

Section 4 is the culmination of **international** interests in the supernatural and anomalous. The organization is a **globe spanning group** created in the United States in the late 1800s to investigate magical and paranormal activity and assess/coordinate a proper response, these sites that are investigated are known as RAs or Reality Anomalies. Despite their unaffiliated nature they are reluctantly entrusted by governments all over the world in dealing with these supernatural events. While they are needed due to their expertise Section 4 is not well liked by any government body.

Reality Anomalies, also known simply as RAs, are a classification made by Section 4 to document surreal events arcane and/or scientific in nature. These events are further categorized by the danger and long-lasting impact of said event. These are as follows; Foxtrot, an event that threatened an individual or small group. Echo, an event that threatened a town. Delta, an event that threatened a large area such as a province, state, or small country. Charlie, an event that threatens a large country or continent. Bravo, an event that threatens the world. Alpha, an event that threatens reality.

Section 4's headquarters is known as "The Sphere". The Sphere seems to be a doorway into another dimension accessed by entering the janitor's closet of an office building in Washington DC. This dimension was empty besides an all encompassing pure white light when initially discovered. The first entry team discovered that the area responds to material desires. Now the Sphere is a massive labyrinth of offices, laboratories, guard posts, and a prison at the very center. It's in this location that the most top secret of Section 4's projects take place and where its most dangerous prisoners and monsters are located. The origins of this location are still unknown.

Any Magic-user working for Section 4 is referred to as a Warlock. The administration of the organization is divided between two interest groups: the Valiant Group and the Delta Group.

Section 4 as a whole is led by Director Simon Bardin.

The important note regarding Stitches and Section 4

Section 4 does not have a unified answer to Stitches. The Valiant Group advocates for the Stitches self-determination headed by Dr Soto, while the Delta Group, headed by Dr Skinner, keeps Stitches on a tight leash and seeks to document all peoples with any form of magic ability. Section 4 is divided between these two groups, it is recommended to choose an interest group and note it down.

Subdivisions

AC (Advanced Contact 1-10)

A well-rounded first contact group composed of 10 squads of diplomats, scientists, engineers, with armed escorts. They assess if an entity should be communicated with, eliminated, or captured. They handle the situation if communication is an option. Communication is the preferred method of Section 4. AC 3 is deployed to Gloom Hollow

SRF (Supernatural Response Force)

A fast-acting security force trained to take on high-risk paranormal threats. These units often employ combat Warlocks and Stitches trained for combat. After an initial assessment is provided by an AC team the SRF moves in if the entity is to be eliminated or captured.

Paranormal Research Division

This specially trained group is trusted to investigate Reality Anomalies and events/entities that may be connected to magic or the paranormal. This is the group that originally created Stitches under the supervision of Doctor Soto, current head of the Division. They aren't the only ones who make them as the Meridian Corporation does as well.

Cypher Operatives

The deep cover agents of Section 4, these people have sacrificed their names and former lives to secure the peace of the world. Cypher operatives are not referred to by names, instead they are known as Cypher followed by their designated number. These agents are expected to carry out the most daunting tasks and then disappear without a trace. The head of the Cypher Operatives is code named, Prometheus.

Choose this faction if: You'd like to be part of a paranormal agency that deals with supernatural encounters. If you enjoy morally gray choices that emphasize the good of the many over the needs of a few.

Section 4's thoughts on other factions

- **The Circle:** Idealists with good intentions, and dangerous reach. Their dedication to magical ethics is admirable, but their openness could jeopardize global stability. We monitor them closely and cooperate when necessary, but if they ever lose control of what they're playing with, we will be there to clean it up.
- **The Chevalier:** Their effectiveness varies too wildly. Their Old Guard are more than a match for most of our agents, but others are woefully inept. Hire them when the need arises but do not trust their zealous monster slaying ways, the creatures they kill could instead be put to a scientific use.
- **The Meridian Corporation:** Section 4 and Meridian have a mutual understanding, We cooperate but maintain our secrets.
- **The Brimstone Assembly:** Radicals interested in changing the status quo even when it would not be wise to do so. They dream of a bright future while not concerning themselves with the present.
- **The Hollow Society:** They are irrelevant to the grand scheme of things. Interesting newspaper though.

The Circle

Founded in 2025 The Circle is an independent arcane college, founded not to control magic, but to understand and restore it. Equal parts research institute, archive, and field recovery organization, the Circle views the world in its lost truths, scattered across centuries, buried in ruins, or twisted into tools by those seeking power. Their mission is threefold: preserve arcane history, spread knowledge, and return displaced artifacts to their rightful stewards.

They are scholars, teachers, adventurers, diplomats, and, when necessary, thieves returning that which was stolen. While others steal for power, the Circle reclaims in the name of memory, culture, and morality. Artifacts belong to the cultures that made them, the Circle catalogues but does not hoard.

The Arcanum is their base of operations and functions as a school and vault. Even though the Circle strives to return what they find, artifacts are sometimes donated to the organization. These are used by their agents in the field.

Subdivisions

- **The Novitiates:** Newly joined students with limitless potential. Here they learn magic theory, history, and ethics of arcane recovery. After some time in general education Novitiates are often paired with a member from the other subdivisions that acts as their guide and teacher.
- **The Seekers:** The Seekers are adventurers, researchers, and magical archaeologists who travel across the globe in pursuit of ancient artifacts, lost relics, and long-forgotten magical sites. They chart ruins, translate texts, and brave the unknown in the name of history.
- **The Reclaimers:** When artifacts fall into the hands of tyrants, warlords, corporations, or unethical collectors, the Reclaimers step in. These operatives use stealth, strategy, and occasionally magic-fueled sabotage to steal back what was stolen and return it to the rightful people or cultures.
- **The Curators:** Based in the depths of the Arcanum itself, the Curators are tasked with cataloging, identifying, and studying the objects and knowledge recovered by the other subdivisions. Some work in vast enchanted vaults, others in sprawling archives or sealed reliquaries, ensuring every piece of magic is understood and preserved.
- **The Magisters:** The Magisters are the scholars and magi who teach at the Arcanum. They specialize in various disciplines, from practical spellcasting to artifact lore, magical ethics, and more. Many are retired Seekers, Reclaimers, or Curators passing their wisdom on to the next generation.
- **The High-Lectors:** The High-Lectors form the ruling council beneath the Ordermaster, tasked with overseeing the day-to-day function of The Circle. Each High-Lector leads a

major division, Field Recovery, Arcane Instruction, Cataloguing, Reclamation, and Initiation.

- **The Ordermaster:** Chosen by consensus of the High-Lectors through a secretive Rite of Binding, the Ordermaster holds ultimate authority over all Circle matters, including foreign diplomacy, forbidden magic, and artifact triage.

Choose this faction if:

- You want to explore lost ruins, recover stolen relics, or catalog forgotten spells.
 - You believe knowledge should be protected and shared, not hoarded.
- You want to play a scholar, rogue archaeologist, or magical archivist with a moral compass.

The Circle's thoughts on other factions

Section 4: Their work is occasionally aligned with ours, but secrecy can breed mistrust.

The Chevalier: Brave, but too quick to burn what they do not understand.

The Meridian Corporation: A careful eye must be kept on them so they do not pillage what we protect.

The Brimstone Assembly: Idealists with good hearts, though sometimes reckless.

The Hollow Society: Fellow knowledge seekers, we hope they can comprehend the truths they unearth.

The Chevalier: (Shuh-Val-Yey)

A secretive tight knit group dedicated to protecting the common person from paranormal creatures. They travel from place to place investigating possible monster related events and disposing of any creatures they find. They are distrustful of magic but know that it is sometimes necessary.

Subdivisions

Witness

An affiliate of The **Chevalier**, people living normal lives but have knowledge of the supernatural. These people act as informants, feeding the **Chevalier** local information.

Squire

Fresh recruits, usually the result of being born into the life or being recruited after a family member's death at the hands of a monster.

Knight

Full fledged members, they have been initiated and entrusted with the group's secrets.

Ranger

A rare sedentary **Knight** that guards a specific area, usually protecting something or someone important or keeping an eye on a long term threat.

Apostle of the Sun

When a knight has served with distinction and their trust is beyond reproach they are allowed to take the Sacrament of the Dawn. If successful they find themselves even more effective in their fight against the beasts that haunt our planet.

The Old Guard

A group made up of elder members who have accepted that their time to die is fast approaching. They are usually sent on missions deemed suicidal or of an unknown threat level, such as an Elder Ekimmu or pack of Barghest.

Vidame (Vee-dam)

The leader of a region, promoted from a long standing Knight, Ranger, or Apostle that has demonstrated leadership qualities. This person oversees all operations in their area; hunts, information gathering, supplies, etc. If a creature is deemed to be too dangerous for a

knight/warden or a group of **knights/wardens** to handle, the **Vidame** has the power to call a **Wild Hunt**, bringing the full regional force of the Chevalier to bear on the target.

Solaris

Leader of the entire organization. There is no current Solaris after the passing of Stavros.

Choose this faction if:

- You want to be a professional monster hunter operating on the edge of society with a close network of contacts, cohorts, and friends.
- You believe sacrifices are necessary to fight monsters, mostly yours but at times other's.

The Chevalier's thoughts on other factions

- **Section 4:** Work with them when we have to but don't trust them
- **The Circle:** Of all the magic-wielding groups, they're the only ones trying to do right by the world. We don't trust magic, but we trust the people who hold themselves accountable, and The Circle does. If they keep their word and don't hoard power, we'll tolerate their presence. Maybe even respect them. But if they ever forget who they serve, it won't be the first time we've put down a wayward cabal.
- **The Meridian Corporation:** A well run organization that supplies incredible health products. They have some of the brightest minds in the world at their disposal. Possibly our best hope for the future.
- **The Brimstone Assembly:** Who are they really? Some may be trustworthy, others not so much. Judge on an individual basis.
 - **The Hollow Society:** Common man fighting against the uncommon foe. Their information is good but they are usually out of their depth. Skilled individuals may be promising recruits.

The Meridian Corporation

The world's largest genetics company, they are interested to see if any discoveries in Gloom Hollow could help further the field of genetic engineering and perhaps turn a tidy profit doing so.

They are solely motivated by genetic advancements and the money that comes with it. They function as their own "family", doing everything from fieldwork to market placement in house.

Subdivisions

The Bleeding Edge Mechanicum

Machines are the future! While being a part of the Meridian Corporation family the Bleeding Edge specializes in turning the genetic advancements that are made into technological ones. With all the interesting happenings in Gloom Hollow is Subdivision has turned their eyes on to the small town in hopes to gain something new that will push them closer to their final goal.

Creation Prime

This section of the Meridian Corporation focuses on the advancement of the *human* form.

Through advancements in medicine and science we look to make all *humans* in the Meridian family the strongest and the best they can. Many naturally occurring outcrops in Gloom Hollow have led to several breakthroughs inside the division making it normal to see a Creation Prime member walking the streets of the small town.

The Cleaners

An elite acquisition division who have been trained to acquire what the Corporation needs and then to vanish without any evidence that they were there. Including but not limited to the killing of all witnesses and destruction of sensitive information.

Choose this faction if:

- You want to work for a shadowy morally ambiguous corporation, with a good public image, who captures the supernatural for monetary and scientific gain.
- You want to be at the forefront of discovery but don't need those pesky ethical concerns getting in the way.
- You want to work for said corporation but your poor character doesn't realize their employer's true darker intentions.

The Meridian Corporation's thoughts on other factions

- **Section 4:** Our friendship is beneficial to both sides, let's keep it that way.
- **The Circle:** A group with lofty ideals but limited practicality. Their preservationist agenda is admirable, but it often gets in the way of progress. But, they do have access to

some valuable artifacts, and their knowledge of ancient magic could be beneficial if we can find ways to cooperate.

- **The Chevalier:** An easily manipulated group. Get them to do the hard work for the good of the common man, they will jump to do so.
- **The Brimstone Assembly:** They are a thorn in our side, bleeding hearts who will let perfectly good opportunities go to waste.
 - **The Hollow Society:** Their snooping into our activities has been noted.

The Brimstone Assembly

The Brimstone Assembly is an iconoclast conglomeration of mage cells and allies who are united in the belief that controlling and tracking those with magic is morally reprehensible.

The focus of a Brimstone cell can vary wildly. Some are bent on revolution or actively fighting to change the status quo, others may focus on preserving magical knowledge or creating isolated communities to keep mages safe.

Subdivisions

Order of the Burning Star

They believe that to talk is cheap, and they should bring the fight to anyone who attempts to control magic. They run counter spy rings, often warning mages when a group is attempting to control them. At times when great injustice occurs, they arrive to support the victims, holding back or letting loose depending on what those people need.

Magipunk Society

These cells see magic as a great equalizer, a new ability that can bring humankind into a never-before-seen Golden Age. Members devote their time to figuring out new ways to adapt magic to improve people's lives, such as magi-tech. One of their main goals is figuring out a way to awaken magic in everyone.

Nightingales

Revolutions are multi-faceted, and no one knows this better than the Nightingales, who specialize in less...confrontational tactics. Whether that means covertly disseminating propaganda, running soup kitchens, or patching up battle survivors and making sure the fighting forces are well-supplied. The Nightingales' support network is offered to any movement within Brimstone.

Choose this faction if:

- You want to fight the power.
- Enjoy playing underdog factions that try to do good no matter the cost to themselves.

The Brimstone Assembly's thoughts on other factions

- **Section 4:** We will reveal their lies, the people will know soon enough.
- **The Circle:** A group dedicated to preserving knowledge and understanding the magical world, a rare quality in today's chaotic times. Their dedication to recovering lost artifacts and preserving history is admirable. They believe in the value of cultural heritage and magic, which aligns with our own desire for freedom and empowerment.

- **The Chevalier:** Brutes who prefer to meet every situation the same way, with extreme violence. But sometimes cooperation is necessary.
- **The Meridian Corporation:** Infiltration of their inner workings have been unsuccessful, but they have to be up to no good.
 - **The Hollow Society:** Potential allies, we just have to guide them.

The Hollow Society

Gloom Hollow is full of secrets and cover ups. It is The Hollow Society job to uncover all that is being hidden from us! We are an elite collection of the best cryptid and extraterrestrial hunters that Gloom Hollow has to offer. If you are looking to get to the bottom of the mysteries here, we are the social group for you!

Subdivisions

Paragon Paranoia:

A group within the Hollow Society that focuses on the Cryptids they know are living in the surrounding area. They may not have the best photos or videos, but they are happy to bring on new cryptid hunters.

S.E.A.N.C.E:

When cold spots and creaking doors give way to poltergeists and possessions the Hollow Society calls on the Spirit Examination and Containment Experts also known as S.E.A.N.C.E. These fearless individuals investigate in the dead of night and seek to make contact with those on the other side.

The Shadow Sleuths:

Things always seem to be a little bit off here in Gloom Hollow, these people will stick their noses anywhere. If there's a mystery they will investigate. They may not be the best investigators, or the best equipped but they try it their best!

Choose this faction if:

- You can't seem to stop meddling
 - You're a snooper
- You want to play an everyman in over their head.

The Hollow Society's thoughts on other factions

- **Section 4:** They coverup everything they touch, it's time their operations are brought to light.
- **The Circle:** There's no denying that The Circle's pursuit of knowledge is impressive. They believe in unearthing lost truths, which resonates with our own quest to uncover the secrets lurking beneath the surface of Gloom Hollow.
 - **The Chevalier:** Valiant protectors of the common people.
- **The Brimstone Assembly:** Some of their exploits make good news, classic underdog story. Although they may be a bit too radical for our taste.

- **The Meridian Corporation:** Getting the scoop on them would be the story of the century

The Houses of the Gods

These Houses aren't meant to encourage CvC, as always CvC should be discussed and agreed upon beforehand.

In the world of Gloom Hollow, the Mexica gods are not just myths, they are real, active forces shaping the land, the skies, and the lives of those who honor them. Their Houses are more than just faiths; they are ways of life, philosophies, and power structures with their own goals, tensions, and worldviews.

Joining a House is a chance to explore a rich, immersive character identity that goes beyond class or species. Each House encourages a different style of play, personal expression, and roleplay, tied deeply into the divine of the setting.

The House of Night

Alternate Names: The House of the North

Leader Deity: Tezcatlipoca, the Smoking Mirror

Minor Deities: Citlallicue (Goddess of the Stars), Citlalatonac (God of the Stars), Huehuecoyotl (Old Coyote) and many more

Core Themes

- **Ambition and Rivalry:** The House of Night thrives on competition, innovation, and personal excellence. Members are expected to push boundaries of what's possible and constantly prove their worth, not just to their gods, but to each other.
- **Cunning Over Brutality:** The Night teaches that strategy and subterfuge are purer forms of power than brute force. The clever outlast the strong. Intrigue and insight are the favored weapons.
- **The Sacred Mirror:** The obsidian mirror is both a literal and symbolic touchstone of the House. It represents reflection, judgment, and the duality of self. Every action is a step closer or away from one's truest form.

Beliefs and Philosophy

- **Strength through Struggle:** Only through hardship can true power emerge. Members are encouraged to face their flaws head-on,
- **There Is No Coincidence, Only Design:** To a follower of the Night, nothing is random. Everything that happens, every loss, betrayal, and triumph, is part of the god's intricate weaving. There is a reason for it.
- **The Game of Shadows:** Life is a game, one of strategy, leverage, and social maneuvering. Everyone plays, whether they realize it or not.

Practices and Rituals

- **The Mirror Rite:** A private, silent ritual of self-reflection. Practitioners sit before a polished obsidian mirror and attempt to "converse" with the hidden parts of themselves, sometimes literally, sometimes metaphorically.
- **The Ixiptlatli:** this translates to, the Impersonator. The Ixiptlatli is chosen during the festival of Tepopochtli once a year. They are treated with great reverence and are not only considered the leader of the local House of Night supplicants but instruments of Tezcatlipoca's will made manifest. Each Ixiptlatli is given one of the 360 epithets of Tezcatlipoca, their title to carry. This is in the month of July.

Symbols

Obsidian Mirrors and the Jaguar

The House of Day

Alternate Names: The House of the West

Leader Deity: Quetzalcoatl, the Feathered Serpent

Minor Deities: Chalchiuhtlicue (She of the Jade Shirt), Tlahuizcalpantecuhtli (The Lord of the Dawn), and many more

Core Themes

- **Enlightenment through Knowledge:** The pursuit of understanding is the holiest act. House of Day sees ignorance as the root of all suffering and strives to lift the veil from the world's secrets, no matter how painful the truth may be.
- **Illumination Over Ignorance:** Light banishes confusion. The House of Day seeks to enlighten the world, through scholarship and teaching.
- **Discovery as Devotion:** Every breakthrough, scientific, spiritual, or personal, is an offering to Quetzalcoatl. Inquiry is sacred, and study is a form of prayer.
- **Hope as Rebellion:** In a world like Gloom Hollow, the House of Day believes that hope itself is radical. They carry the light not because they are naïve, but because they *refuse* to let the Void win.

Beliefs and Philosophy

- **Truth is a divine force:** To seek it is to walk with the gods.
- **Nothing is beyond understanding, eventually:** Mystery is only a delay of discovery.
- **The gods gave us logic for a reason:** Blind faith is not faith at all.

Practices and Rituals

- **The Seeking:** Supplicants choose a topic they do not understand and dedicate time to researching, discussing, or confronting it. This may include studying texts, engaging in debate, or meditating on moral dilemmas.
- **The Rite of Illumination:** A ritual of confession, not of sins, but of ignorance. Members speak aloud something they've been wrong about or something they don't yet understand. The community responds with guidance, resources, or encouragement, not shame.

Symbols

Feathers and Discs of Pure Gold

The House of Growth

Alternate Names: The House of the East

Leader Deity: Xipe Totec, the Flayed God

Minor Deities: Centeotl (God of Maize), Xilonen (Doll Made of Corn), Chicomecoatl (Goddess of Nourishment), and many more

Core Themes

- **Transformation:** True growth comes from change, often painful, always necessary.
- **Resilience:** Scars are sacred. Wounds that heal become our armor.
- **Community First:** The health of the many sustains the individual.
- **Cycle Awareness:** Life, death, decay, and rebirth are all part of the same sacred process.

Beliefs and Philosophy

- **Suffering is Sacred:** Pain is not punishment, it is the pressure that creates strength. All must be willing to shed parts of themselves (habits, pride, even comfort) to grow.
- **No One Grows Alone:** Individual growth must contribute to the betterment of the community. Selfishness is stagnation.
- **Death Feeds Life:** Rotting things nourish the soil. Endings make beginnings possible.
- **Flaying as Metaphor:** Like their god, followers believe in peeling back the outer layers, of the self, of illusions, of societal masks, to reveal truth beneath.

Practices and Rituals

- **The Shedding:** A seasonal ritual where members publicly symbolically “shed” something, a belief, a burden, a secret, to mark personal progress.
- **Communal Tending:** Members gather to clean, heal, and rebuild spaces or lives in need. The work is considered sacred.
- **Sacred Scarification:** Scarring (Physical or symbolic) may be practiced to honor a hard-won change.
- **The First Step:** A daily act to commit to growth no matter how small.

Symbols

Flayed skin, Maize, and Scars.

The House of War

Alternate Names: The House of the South

Leader Deity: Huitzilopochtli, the Hummingbird of the Left

Minor Deities: Tonatiuh (Sun God), Chantico (Goddess of the Hearth), Coyolxauhqui (Painted with Bells), and many more

Core Themes

- **Discipline:** Chaos breeds weakness. Victory begins with self-control.
- **Sacrifice:** Greatness requires loss. Glory demands blood.
- **Honor & Action:** Deeds matter more than words.
- **Excellence:** Just as one hones a sword for battle you should strive to excel in everything you do

Beliefs and Philosophy

- **Magic is a Crutch:** Power must be earned through sweat, pain, and fire, not conjured with ease.
- **The Sun Must Be Fed:** Battle sustains the world. Sacrifice fuels the sun, literally and metaphorically.
- **To Fight Is to Live:** Every conflict, external or internal, brings a chance for rebirth and is the essence of life.
- **Victory is Purification:** War burns away weakness.
- **The Power of Self:** The House of War encourages power to come from the within rather than from an external source.

Practices and Rituals

- **The Vigil of Fire:** Before a major mission or war, the House builds a fire and gathers around it. One by one, warriors step forward to cast something into the flames, a lock of hair, a piece of armor, a symbol of fear. They do this while stating what they are willing to sacrifice for victory.
- **The Tablet of the Fallen:** Deceased members are not mourned, they are honored. Their names are carved into a sacred tablet. During this supplicants of the house chant the name three times while striking weapons together. Some members choose to carry these tablets into battle, as a sign they fight not just for themselves but all who came before.
- **Blood Oath:** Two or more members swear an oath, of loyalty, vengeance, or cause, by cutting their palms and mingling blood over a shared weapon. That weapon becomes a sacred symbol of the pact.

Symbols

The Hummingbird, The Rising Sun, The Macuahuitl

The House of the Heavens

Alternate Names: The House of the Above

Leader Deity: Tlaloc, He Who Makes Things Sprout

Minor Deities: Mixcoatl (The Cloud Serpent), Ehecatl (God of the Wind), Huixtocihuatl (Goddess of Salt Water), Meztli (Moon Deity), and many more

Core Themes

- **Tenacity:** No flood lasts forever. No drought does either. Survive. Adapt. Overcome.
- **Persistence:** Erosion shows us that overtime even the strongest of obstacles can be destroyed.
- **Cycles of Renewal:** What falls to the depths will rise again, as rain returns to the heavens.

Beliefs and Philosophy

- **Descent is the First Step of Ascent:** Only what sinks can rise. Don't fear the fall, through trial is how you find who are you.
- **Endurance is the Greatest Strength:** For the House of Heavens, survival is victory. Where other Houses glorify conquest, knowledge, or glory, the Heavens teach that persistence outlasts all things.
- **Sacrifice Nourishes the World:** The House of Heavens believes deeply in the necessity of offering something precious to receive change in return. Just as the earth must drink rain to yield crops, so too must individuals give of themselves; time, blood, love, or even their own pride, to bring about prosperity.
- **Heavens are Both Fierce and Gentle:** The duality of water is at the core of their philosophy: soft enough to carve stone, gentle enough to nurture, and fierce enough to sweep away cities. Members of the House of Heavens aspire to this balance, merciful when possible and destructive when necessary.

Practices and Rituals

- **The Echo Rite:** Practiced in flooded ruins or echoing chambers. The supplicant whispers questions into a water-filled bowl, listens to the ripples and echoes, and fasts while sleeping beside it. Dreams that night are considered messages from Tlaloc.
- **Feast of the First Rain:** On the first rainfall after the dry season, the House gathers on damp earth, eats food, sings, and blesses the soil.

Symbols

Waves, Nautilus Shells, Snakes, Water Lilies, Storm Clouds

Faction Renown

Through hard work and deeds locals will grow to trust in your faction.

Your faction starts at rank 1 and will grow all the way to 5.
Your faction can gain Faction Renown(fr) in a couple ways. Your monthly faction mission grants 15 if failed and 30 if successful, this can only be gained once a month. At Rank 5 your faction will hemorrhage 30fr every month if a faction mission isn't completed.

At rank 5 each Faction will receive an artifact with an ability depending on the faction. These artifacts can only be used a set number of times per game, this doesn't change when a new person wields it.

Faction	Rank 1 - 0fr	Rank 2 - 50fr	Rank 3 - 100fr	Rank 4 - 200fr	Rank 5 - 300fr
Section 4	Faction can Innovate 1 item at a time	Faction can Imagine 1 spell at a time	Faction can Reverse Engineer 1 Item at a time	Gain Access to faction Building Add-on Schematic	
The Circle	Faction can Innovate 1 item at a time	Faction can Imagine 1 spell at a time	Faction can Reverse Engineer 1 Item at a time	Gain Access to faction Building Add-on Schematic	Forge of Vulcan: Before game coordinate to create a custom Artifact. The effects can be chosen from the table provided in the Circle Discord Channel.
The Chevalier	Faction can Innovate 1 item at a time	Faction can Imagine 1 spell at a time	Faction can Reverse Engineer 1 Item at a time	Gain Access to faction Building Add-on Schematic	Heart of the Sun: The possessor of this artifact may declare this once per game, "By my Voice, All Chevalier gain Shadow-Bane 1 minute"

					This artifact may be used a max of 4 times per game
The Meridian Corporation	Faction can Innovate 1 item at a time	Faction can Imagine 1 spell at a time	Faction can Reverse Engineer 1 Item at a time	Gain Access to faction Building Add-on Schematic	
The Brimstone Assembly	Faction can Innovate 1 item at a time	Faction can Imagine 1 spell at a time	Faction can Reverse Engineer 1 Item at a time	Gain Access to faction Building Add-on Schematic	
The Hollow Society	Faction can Innovate 1 item at a time	Faction can Imagine 1 spell at a time	Faction can Reverse Engineer 1 Item at a time Rank 3 Artifact Acquisition	Gain Access to faction Building Add-on Schematic Rank 4 Artifact Acquisition	Rank 5 Artifact Acquisition Nexus Surge: The possessor of this artifact may declare the following once per game, "10 Foot Radius, All Hollow Society Aura Refresh"

Innovation

Requires: Library

Aura: Per use of [Study](#)

Someone needs to think of the future, this skill will allow you to engage in the process of discovering and creating new technology. The first step is to discuss an innovation as a group and spend time researching the subject, via "Study" with an Expertise applicable to your idea (spend one game doing this). You will then need to put what you've learned to paper, create a detailed writeup of your idea including proposed components and effects of your invention then submit it to the faction storyteller, (this should be submitted no later than 1 week after the study session was completed). There will be a back and forth about possible modifications to the components or effects (this can take another 1-2 months). Not all submissions will be approved. When approved you will receive a single-use uncopyable Schematic to build a prototype of your invention. This prototype will need to be field tested for three months during which it may be subjected to malfunctions and errors. At the end of the three months you will receive a single

fully functional product and one blueprint that can then be copied by anyone with the **Scribe** skill. Items invented cannot be used to circumvent Advantages or Disadvantages nor to gain Skills. A faction may only have one Innovation project going on at a time. A faction may complete one project every 6 months.

Summary of Steps:

1. Discuss Idea-Perform Study (Month 1)
 - a. Submit idea and write up to Faction Storyteller
2. Refine Idea for Prototype with Storyteller (Estimated 1-2 months)
3. Upon Approval, Test Prototype (3 months)
4. Receive Final Schematic and (1) functional product

Imagination

Requires: Library

Aura: Per use of [Study](#)

Someone needs to dream of the future, this skill will allow you to engage in the process of discovering and creating new magical spells, rituals, or runes. The first step is to discuss an imagination idea as a group and spend time researching the Magic school of your choice, via “Study” (spend one game doing this). You will then need to put what you’ve learned to paper, create a detailed writeup of your idea including proposed casting times, aura cost and effects of your spell then submit it to the faction storyteller, (this should be submitted no later than 1 week after the study session was completed). There will be a back and forth about possible modifications to the cost or effects (this should take another 1-2 months). Not all submissions will be approved. When approved you will receive (3) prototype spell scrolls to test the new spell. Requirements to use each spell scroll will be written on the prototype schematic. This prototype will need to be field tested for three months during which it may be subjected to miscasts and errors. At the end of the three months you will receive one spell tome that can be used to learn and teach the spell. A faction may only have one Imagination project going on at a time. A faction may complete one project every 6 months.

Summary of Steps:

1. Discuss Idea-Perform Study (Month 1)
 - a. Submit idea and write up to Faction Storyteller
2. Refine Idea for Scroll Prototype with Storyteller (Estimated 1-2 months)
3. Upon Approval, Test Prototype (3 months)
4. Receive Final Spell Tome

Reverse Engineering

These steps will proceed as follows.

- First Month, Bring the idea to the Writer of your faction. This will give them time to write out and devise the schematic and work with any other writer that may be involved with the specific item.
- Second Month, This is the Study Phase, someone within the faction will have to study the item, with any appropriate expertises as requested by the Writer of the faction.
- Third Month, This is the Prototype phase, this phase lasts until the following happens; upon receiving the schematic of the item; a prototype must then be made and used and playtested within the game space. Though this phase is generally expected to only take a month, it will last as long as it takes to get the prototype built and used.
- There will then be a “cool down” month in which no other Reverse Engineering project can be started between items. This is also when you will receive the finalized Schematic of the item.

Reverse Engineering Runes

Requires: Lab

- A Study action is performed with at least one player with the skill Scribe, and at least one player capable of crafting runes (A player with Enchanting magic or a crafter with Expertise Enchanting). The player with the Scribe Skill must also have Magically Inclined or Expertise: Magic. This Study action must be performed for each Rune on the item you wish to make into a Schematic.
- A set of Enchanted Ink and Paper for each Rune on the item you wish to make into a Schematic.
- This destroys the item being researched.

Innovation/Imagination Without a Faction

If you wish to use these mechanics without being a member of a Faction we have a solution for you. What you will need to do is gather at least 6 unaffiliated players together, the six (or more) of you can then hire an NPC for horn to help with your project. Designate a point of contact who will be communicating with the NPC during development. Everything else will proceed as normal with how long it will take and that you can only complete one project every 6 months.

You cannot be a part of multiple projects.

Summary of Steps:

1. Discuss Idea-Perform Study (Month 1)
 - a. Submit idea to the storytellers via the Study submission sheet
- 2.
3. Refine Idea for Prototype with Storytellers (Estimated 1 months)
4. Upon Approval, Test Prototype (3 months)
5. Receive respective final product:

- a. Receive Final Schematic and (1) functional product
- b. Receive Final Spell Tome

Species Evolutions

As you progress your abilities farther you unlock the full potential of your species. You may choose to learn any of the following abilities, of your species, after passing the stated xp points. These skills are self-teaches meaning that you don't need a teacher, just spend the xp and 10 minutes RPing and you'll have the skill.

Paragon

Requires Species: Human

Requirements: Must have 100 total XP for the First Skill and 200 total XP for a Second Skill.

Nature (10xp): You may learn one Additional Class. This class can not be a magical class.

Universalist (10xp): Receive an additional 4 Advantage points that must be spent immediately. If you take Refined, it will refund the lowest XP expenditure for a single stat.

Dad Joke (6xp): You can use Work Smart Not Hard once every 3 hours.

Patchwork

Requires Species: Stitch

Requirements: Must have 100 total XP for the First Skill and 200 total XP for a Second Skill.

Aura Conduit (6xp): Your connection to a variety of species enhances your ability to transfer aura. When you possess an organ linked to the species of your aura targets, the transfer rate becomes one-to-one. You only expend aura when transferring to a person, not when transferring between individuals.

Fallen Memories (10xp): You are a being composed of many. These many have knowledge you can now access. You may take the **Survivalist** or **Mage** class as a 4th.

Many In One (8xp): Your body has grown accustomed to housing a variety of organs that did not originally belong to you. You can now have three Transplanted organs at the same time. Multiple organs that can provide a variety of effects (such as Nagual parts or the Basal Ganglia) can be taken.

Evoker

Requires Species: Chaos Elf

Requirements: Must have 100 total XP for the First Skill and 200 total XP for a Second Skill.

Elemental Diversity (10xp): Your attunement to the elements has strengthened and you have been able to attune to a second element. Choose another Elemental Attunement and gain the elemental Immunity and Weakness, resulting in 2 Immunities and 2 Weaknesses. If your Weakness and Immunity overlap you take normal damage instead (ie Bracken/Hearth take normal Fire damage).

Primordial Font (10xp): The Elves are naturally gifted in the ways of the elemental arcane. May take **Sorcerer** as a 4th class. If you don't have Magically Inclined gain it as well, if you had Magically Inclined refund the cost.

Unity (6xp): In unity the elves gain strength. You can choose an additional Wak'a, this can be from another element. This Wak'a can be switched out for another during downtimes at the cost of 6 downtimes. You may also be attuned to 2 Wak'a per 12s.

Invoker

Requires Species: Cosmic Elf

Requirements: Must have 100 total XP for the First Skill and 200 total XP for a Second Skill.

Elemental Diversity (10xp): Your attunement to the elements has strengthened and you have been able to attune to a second element. Choose another Elemental Attunement and gain the elemental Immunity and Weakness, resulting in 2 Immunities and 2 Weaknesses. If your Weakness and Immunity overlap you take normal damage instead (ie Bracken/Hearth take normal Fire damage).

Twilight Font (10xp): The Cosmic Elves are naturally gifted in the ways of the Dark magics. May take Witch as a 4th class. If you don't have Magically Inclined gain it as well, if you had Magically Inclined refund the cost.

Unity (6xp): In unity the elves gain strength. You can choose an additional Wak'a, this can be from another element. This Wak'a can be switched out for another during downtimes at the cost of 6 downtimes. You may also be attuned to 2 Wak'a per 12s.

Knight Errant

Requires Species: Fae

Requirements: Must have 100 total XP for the First Skill and 200 total XP for a Second Skill.

Bastion (6xp): Your chitin has thickened to add 4 more armor. Your Chitin can also be enchanted like armor. If this is chosen you can no longer wear mundane armor.

Landed Noble (6xp): Upon check-in you receive a stipend of 10 Horn from your lands, as well as a chosen tier 2 resource (similar to micro-celebrity)

Lordly Training (10xp): You've received training from the **Cruach**, (**Pronounced Crew-ahk**), noble house. You may take **Socialite** or **Paladin** as a 4th class.

Corsair

Requires Species: Nagual

Requirements: Must have 100 total XP for the First Skill and 200 total XP for a Second Skill.

Reflective Eyesight (6xp): Your sense of hidden targets is more refined. You can spend 30 seconds roleplaying searching for what's hidden, and if the stealthed target remains within your sight, you can pinpoint their location and use "Perception" for an Aura cost of 0. You can use Perception from this skill even if you don't know it innately.

Space Dandy (10xp): Your time on the run has taught you many things including how to dodge the law, you may take **Smuggler** or **Illusionist** as a 4th class.

Evolve (8xp): Gain 4 extra points to spend in the Kingdom

Prime

Requires Species: AI

Requirements: Must have 100 total XP for the First Skill and 200 total XP for the Second Skill.

More Than Meets the Eye (10xp) - You have a configurable body that can transform into an additional model; This choice is selected from the chart below and is a permanent choice. With this you may swap at the start of the 12s between your two models and their different attributes; this lasts for the entirety of that timeframe.

Stats change as follows:

Eliminator	- E B A C D
Servitor	- B A D C E
Administrator	- A C E D B
Collector	- C B D E A
Protector	- D E B A C

The Certainty of Steel (8xp) - Over time you've become more and more mechanical and in some cases have shirked the human form. Because of this once per combat you may spend 4 aura and instantly fix a single broken or Severed limb.

Synth Protocol (10xp) - Living under the watchful eyes of the Tribunal has taught you many skills, you may take **Thief** or **Witch** as a 4th class.

Pack Leader

Requires Species: Werebeast

Requirements: Must have 100 XP for the First Skill and 200 XP for the Second Skill.

Animal Magnetism (10xp): This gives you the **Pet** Taming skill, allows you to use animals up to your wit for **Pet** Taming, and your Animal Husbandry and **Pet** Taming creatures last an additional year. These animals must be named, and once they are they will become bound to your character, they can not be traded to other players once they have been named.

Enforcer Training (10xp): You picked up a few things from enforcer training, you may take **Bruiser** or **Sage** as a 4th class.

The Strength of the Pack is the Wolf (6xp): Choose up to four other Werebeasts, Vampire, or Nagual at the start of an event or before you enter play; these members will now be a part of your pack for the duration of the event. At the end of a combat, if two or more Werebeasts, Vampires, or Nagual of your pack survive, call "Strength of the Pack" and gain a health pool equal to triple the number of survivors, including yourself. The pack leader can then disperse this between the members of the pack however they choose. Any member can be in only one pack at a time and each pack can only have one leader. The Pack leader must survive the combat to disperse the healing.

Lord

Requires Species: Vampire

Requirements: Must have 100 XP for the First Skill and 200 XP for the Second Skill.

Advanced Technomancy (6xp): You may choose one additional of your Technomancer gadgets.

Nanoshift (6xp): Once per hour, you can spend 4 Aura to call "Shift", causing your nano-bots to rearrange the shape of your body into that of a Bat or Wolf, your choice. If you choose Bat, you may raise one of your hands, **point upward** and declare "Flight!".

Flight rules are as follows; while your hand is raised you enter another zone of combat, meaning you cannot melee others on the ground and they cannot melee you. You however can melee others who are flying. Your flight will last 1 minute or until it ends. During this you may only use [one handed melee weapons and one handed ranged weapons].

You can be targeted by ranged weapons, AOE, BMV, or spells from anyone. Flight lasts until you drop your hand, or take an effect that would end your flight (stun, root, etc.) or take an action that is not using a [one handed melee weapon, ranged weapon], or instant cast spell, or time expires.

If you choose Wolf, you gain one free use of Vault & Flee. This is an additional modification.

Peerless (10xp): Vampire society is obsessed with perfection, you are no different. You may take **Duelist** or **Mystic** as a 4th class.

Uniter

Requires Species: Drudge

Requirements: Must have 100 XP for the First Skill and 200 XP for the Second Skill.

Any - We All Lift Together (10xp) - Cooperation is important to the Drudge as such you may take Warden or Druid as a 4th class.

Any - Needs of the Many (8xp) - Last Stand now can work on all allies regardless of species, it also is modified to be an AOE. When dropped into bleed out you may choose between either version of the Drudge last stand. The new call is "Ten Foot radius, All allies gain x armor" (where armor is equal to your spirit divided by 2)

Orc - Keep What You Kill (8xp) - RP a normal killing blow on a target, after which you can RP taking a trophy for 10 seconds. The corpse is considered Drained making it unusable for other corpse economy actions. While you display this trophy on your costume until the next 12s you gain an additional use of Martial Prowess per hour. If the trophy was from a demon, gain two additional uses of Martial Prowess. You can only have one trophy displayed on your person at a time.

Goblin - Photosynthesize (10xp) - You are able to regain aura. Spend 5 minutes basking in the sun, or moon if you have the Advantage Nocturnal Bloomer. This **Roots** you in place, you gain 14 aura at the end of the 5 minutes. This can be done once every 3 hours. You do not have to be in direct sunlight. This effect can be ended prematurely by taking 3 damage and ripping the root out. If the Root ends early for any reason, you do not gain the 14 aura.

Dwarf - Pox (Poshe) Protects Me (8xp) - Choose one of the following, add your current Toxicity to your current/maximum health or add half of your max Toxicity points to your current/maximum health rounded up. Upon gaining Toxicity points, heal for an equal amount.

Advanced Classes

After 300 spent xp you may put in a PPR at no Fatepoint cost to acquire your Advanced Class. It costs 10xp to learn the advanced class and you will have a 3-6 month story to acquire the new class. You can fail but this doesn't disqualify you from getting the class, you just have to repeat the story. When you acquire the class you will be able to purchase two skills immediately. After that every 60 XP you will be able to learn another. You may only have one Advanced Class per player.

Here is a link to the Advanced Class Document:

[Advanced Classes](#)

Afflictions

Affliction Incubation

Some Afflictions have an Incubation stage.

During Incubation the afflictions symptoms will not present themselves as they normally would. They also might display symptoms of other Afflictions.

During the Incubation process certain Afflictions may be contagious and require steps to keep others around you safe.

Each Incubation will have a different time before becoming each actual affliction.

Afflictions that are incubating in a character/creature can not be cured by normal means.

Name	Description	Stage one	Stage two	Stage three
Silent Syndrome	You have been stricken with an illness that is freezing your vocal cords. Over time you find yourself unable to make any noise at all	You have a sore throat and a hoarse voice. You struggle to say long sentences Advances: Next 12s or game (whichever is shorter) Cure: <u>Cough Suppressant</u> x1	You are now unable to speak or scream but you can still make small grunts and hmm. Advances: Next 6s or game (whichever is shorter) Cure:	You are unable to make any vocal noises. Your skin around your neck looks bruise and is sore to move or touch Advances: No Advancement Cure:
Red Decay	You touched something you shouldn't have. A red fungus-like growth is covering your body slowly. You should probably get this looked at before	Itching and red irritation on one or both hands. Advances: One month Cure:	Red fungus-like growth on Arms and neck. Sluggish and stiff behavior when moving.	The Fungus now covers most of the body (Phys-rep in the safest manner) Sluggish and stiff behavior when moving, you prefer to stay in the shade or in cooler areas

	this gets worse.		You can no longer use Defensive Maneuvers Advances: One Month Cure:	You can no longer use Defensive Maneuvers Advances: If not cured afflicted dies after 2 months Cure: none
Collapsing Paranoia	Something or someone is watching you. No matter where you turn you can feel their eyes tracking you. What do they want? When are they coming for you?	Something has gotten in your head that you can't shake. Advances: Doesn't advance but won't go away without a cure Cure: Therapy	N/A	N/A
Hellish Sores	Blistering sores have started to spread across your body. They ooze and burn like you have been dancing in a fire. This illness if caught by interacting with infected -----	Blistering sores start to show on the lower arm. Sore to the touch. Advances: 12 hours (or next game whatever is faster) Cure:	Sores spread to the chest and neck. Sores now leak and feel like fire spreading across the skin. Pain from the sore makes it hard to lift a weapon when fighting. ½ damage when using melee or unarmed (	Sores now cover arms, chest, neck, and face. Sores now leak and feel like fire spreading across the skin. Pain from the sores make it impossible to lift a weapon. You are unable to use Unarmed, Melee, or Guns Advances: Does not advance.

			no half damage. If this would make you swing less than 1 - swing for 1 damage.) Advances One month Cure:	Cure: Heals after one month if Stage 3 Or with ----- cure.
Petrifying Fever	This fever spreads fast and slowly turns infected to stone. Infecting animals, beasts, Humans, and Stitches alike not much else is known about this Disease. It's best to find a doctor as soon as the symptoms hit.	Chills travel down your spine every so often. You notice your fingertips start to gray and go numb. Advances: One Month Cure:	Chills travel through your body often. You always feel cold no matter where you are. The stone has started creeping up your arms towards your chest. Advances: Two Months Cure:	You no longer feel cold, but you no longer feel anything as the stone has now taken over most of your body. Oddly enough you can still move just fine, though you do feel like it's getting a bit harder as time passes. Advances: One month Cure: Cured by ----- If not cured by the start of the 5th month (5 games after stage one) Death.
Violet Parasite (Not Myriad Symbiote)	A parasite found deep underground in recent years. A leech-like creature that burrows into the skin at first before	Small bump from the infection site. Infected suffers from heat flashes, stomach cramps and	Parasites lungs hang outside of the hosts body. Movement can be seen ever so often.	Parasites lungs hang on the outside of the hosts body. Movement is seen more often. Host is now battling to retain control of

	slowly growing on the interior of their host as well. The name Violet Parasite comes not from the color of the parasite itself, as they vary, but rather the color that the Parasite turns its host blood. Infects humans, stitches, Elves and animals alike.	heart burn. Advances: One month Cure:	Host has momentary loss of motor skills, either becoming stiff or staggering Violet hued bruising starts to from around the eyes and veins. Advances: Two months Cure:	their body. When the Parasite is in control, often once or twice an our it can be seen seeking out cooler locations and other infected (of any stage). Violet hued bruising is now seem speckled around the body. Along with light purple boils, Advances: One month Cure: ----- If not cured by the following month, the 4th month of active infection, see plot.
Howling Rage	Somethings gotten into you blood stream and is making you feel off. This illness at first acts like rabies, but branches off as it progresses Intolerance to light and loud noise are the most common symptoms of early stage. Mid and Late stage dive the infected to devour any living creature that is	Bright light (sunlight and LEDs) and loud noises cause a mild headache. Normal food makes you feel sick to your stomach. You get overly happy/ excited in combat, the bloodier the better.	Bright light (sunlight and LEDs)and loud noises hurt, they bring a ringing headache making you irritable. The smell of blood (any) will send you into a feeding frenzy) Consume any downed	Bright light (sunlight and LEDs)and loud noises hurt, they bring a ringing headache making you enraged. You will seek to silence or destroy the source. You will now actively hunt for flesh of the living You are animalistic in nature and can barely be reasoned with, even in bleed out.

	bleeding.	Advances: Two months OR If bitten/injected / injected Blood of an infected with stage 2 Cure:	bodies that you come across, during this time you can not be reasoned with and will defend the body so you can eat in peace. Normal meals will restore but taste vile to the taste and make your stomach churn Advances: two months OR If bitten/injected / ingested Blood of an infected with stage 3 Cure:	The smell of blood (any) will send you into a feeding frenzy Consume any downed bodies that you come across, during this time you can not be reasoned with and will defend the body so you can eat in peace. Normal meals will restore but taste vile to the taste and make your stomach churn Creatures under the Feaster family will see you as friendly. Advances: Does not advance. Does not perm Human, Stitch, Elf or Fae. Cure:
Paranormal Blite	Often mistaken as a possession, this affliction only afflict those with the Medium ability.	A slight Black ooze can be seen leaking from the nose ears or eyes	The Black Ooze is now obvious to anyone around.	Afflicted Medium is now a host to a “Blite”

	Some Spirits have enough left in them to latch on to a medium and slowly feed off their power to grow stronger	Afflicted will seek cooler locations. Aura only regens half at the 4s/6s/12s Advances: One month Cure:	Afflicted will now seek dark location, locations that can restore aura, a Aura only regens half at the 4s/6s/12s Advances: One month Cure:	The Black Ooze is obvious to anyone around. Advances: Does not advance. If not cured by second 12s a “Blite” will be expelled into the living realm.
Siren Shakes	You have been marked. You don’t know what and for a while you don’t even know that something is coming for you. What you do know is your head is pounding, the screaming won’t stop and you can’t shake that feeling there is something following you.	A mild headache and a constant ringing in your ears persist even with the aid of painkillers. Afflicted find themselves a bit more jumpy than normal. Easy to startle with loud noises of sudden noises Advances: One month Cure: None (stage 2 cure will cure all)	You have a ringing headache, like someone is screaming non stop inches from your ears, as time passes if you can’t find the source you start to lose your grip on reality. Afflicted individuals with stage 2 and onward start succumbing to the overwhelming sensation	The screaming overcomes any outside noise. Afflicted are often found alone, ears bleeding as if they have ruptured their own ear drums to stop the onslaught of noise. Communication is hard with the Afflicted at this point and without a cure the outcome for them is bleak. Does not advance. Afflicted character dies at the end of current game if not cured of stage 3 Cure:

			that something is hunting them and getting closer and closer. The Afflicted are unable to sleep, are skittish and prefer to not endanger themselves in case what is hunting them comes near. Advances: Two Months Cure:	
Toxic Dread	Somehow the poison of the ----- Got into your system or you took too much of something. Either way your stomach churns and your body aches.	You have an upset stomach. Your toxicity is reduced by one to a minimum of 1. Cure:	You have waves of nausea and a sensitivity to light. Your toxicity is reduced by half (rounded down, to a minimum of 1) Cure:	You have waves of nausea and a sensitivity to light. You no longer gain the benefit of meals or potions. Your toxicity is reduced to 1 Cure:

Gaian Afflictions

Gaian-based afflictions - Path-0-Gen created

Name	Description	Stage one	Stage two	Stage three
Skin Boils	A festering infection that is meant to interfere with a subject's activity levels making it easier to decide how often an employee can work and more importantly how often they are paid.	Blotchy red spots start to cover the host's body. Slightly itchy but over all ignorable Advances: 1 game Cure:	Small bumps where the botches where. They are now very itchy and have a slight burn Advances: 1 game Cure:	Large boils now cover the skin. It is now too painful to fight or move fast. All the host wants to do is find away to stop the burning pain. Advances: Doesn't Cure:
NanoBot Irritation Protocol	Most Gaians, both planet side or space bound have NanoBots. Over the years, Path-0-Gen perfected a simple hive-like irritation that the Nanobots can produce when prompted.	Slight irritation in the veins on the arms. Afflicted will itch every so often Advances: 1 game naturally Can be sped up Cure:	Irritation now causes Afflicted to itch uncontrollably . Afflicted will itch until they bleed. Advances: 1 game naturally Can be sped up Cure:	Irritation is unbearable. Afflicted will spend all their time trying to stop the itch, some going as far as trying to pull their own veins out Advances Doesn't Cure:
Rust mites (Afflicted has to have NanoBots)	A by-product of the NanoBot Irritation Protocol, Rust mites are rouge NanoBots - now called Mites- that eat	Slight pain in the body and a fever. This stage can	Body is beginning to ache and the afflicted fever worsens.	Body is now shutting down as the Rust mites corrode the remaining

Name	Description	Stage one	Stage two	Stage three
	away and corrode a subject's NanoBots.	often be confused for other afflictions Advances 1 month Cure:	Afflicted will be sluggish and lack desire to do anything but sleep. Advances 1 month Cure:	Nanobots. Afflicted will have constant nose bleeds as well as blood from the eyes, ears and mouth. Advances: If not cure by end of game, the afflicted player will die - Resurrection spells will not cause the Rust mites to be cured. Cure:
Tamoanchan Curse	The Tamoanchan Curse was created on the request of Lafayette V. Ridgemoore. CEO.Ridgemoore was supposedly looking for a deterrent for those among the Gaian people who turned shady work. Not only does this Affliction kill its host but it keeps the body in a state of “undeath” allowing the creature that comes from it to still be a working part of the Mega Corporations.	Afflicted will begin to become irritable. They will have a desire to feed on downed people There is no physical change at this stage Advances 1 month Cure:	Afflicted have now become violent. They will happily attack friends, enjoying the suffering they cause. Spilled blood will send them into a frenzy though they won’t normally begin to devour down persons at this stage. Slight physical	Afflicted now are completely hostile to those not afflicted by the Tamoanchan curse. They will hunt, and devour any persons they may find - hungry or not. Spilled blood will send them into a feeding frenzy where they won’t stop until downed or they down and eat a target. T- Curse afflicted persons

Name	Description	Stage one	Stage two	Stage three
			changes can be seen in this stage. The changes will depend on the Race that has been afflicted. Advances: 2 months Cure:	will work together to hunt larger/harder prey. Physical change is now complete. Physical appearance will differ between the races. This stage however isn't final nor is it considered the death of the afflicted. See Add stage further down. Advances: 1 month Cure:
Hijacked (Hematophage only)	Another Affliction Created for the use of the Grand Tribunal. Hijacked was created to deter any up and comer from getting too ambitious. Completely overriding one's NanoSwarm, this affliction turns a subject into a mindless thrall who is then sent to the mainframe halls for maintenance.	Afflicted will have moments of Shutdown "Knock out 10 seconds" As the command takes place Afflicted is aware of what is happening around them. Advances: When Prompted	Afflicted will have moments of Shutdown "Knock out 10 minutes" As the command takes place Afflicted may be directed to finish tasks under the operator's control. Afflicted is aware of what	None

Name	Description	Stage one	Stage two	Stage three
		Cure:	is happening around them. Advances: Doesn't Cure:	

Gaian-based afflictions - Native to the Planet

Name	Description	Stage one	Stage two	Stage three
Dry Out	A native fungus that if it comes in contact with a person's skin will slowly cause a rash as it grows. The Affliction it creates slowly drains its host of any form of water.	Small patch of red skin on the Hands and lower arms At this stage the Fungus is no more troublesome than dry skin. Advances: 2 months Cure:	Afflicted people will start drinking more water throughout their day. The fungus patch has now grown to the forearms and has a slight itch to it. The afflicted skin is flaky and will peel in the more concentrated spots. Advances: 1 month Cure:	Afflicted will now have fainting spells. They are also too light headed to fight. The Fungus now has grown to most of the body and no amount of water intake can combat what is being drained Afflicted is now too weak to fight and will seek a cold and damp locations to succumb to the Fungus Advances: Afflicted will die is not cured by the end of game Cure:
Wasteland Fleas (Nagual and Werebeast only)	One of the few living creatures in the barren Wastes of the Gaian surface.	Slight itching of fur or hair covered areas. Advances:	Itching is now worse and has taken over a lot of the body.	Itching is unbearable. Afflicted will now spend most of their time trying to rid

Name	Description	Stage one	Stage two	Stage three
	These fleas have bounce back from near extinction after finding Nagual and Werebeasts perfect hosts.	1 Month Cure:	Afflicted will have one hand constantly itching (can no longer cast packet delivered magic - wield 2 handed weapons) Advances: 1 month Cure:	themselves of the Fleas. Many are too distracted to notice dangers coming their way. Advances: Doesn't Cure:
WormWort	What starts off as an upset stomach slowly becomes an internal worm infestation. Warts start to form on the host's skin where these worms have taken residence in the host muscle tissue.	Afflicted will have a mild stomach ache. Advances: 2 months Cure:	Small lumps appear on the skin. Looking close they appear to be moving around the skin. Afflicted has a constant ache in their muscles as the worms move about. Advances: 2 months Cure:	Small warts can now be seen on the skin. The Worms have found where they wish to live within the host's body. Afflicted is irritable and unable to sleep - or be affected by effects or skills that would render them unconscious. Advances: Doesn't Cure: If not cured, Afflicted will succumb to the worms at the end of game.

- **Stage 4 of the Tamoanchan Curse - Afflicted is now considered 'Undead'**
- **While in this stage the Afflicted Character becomes an NPC.**

- **If wanted, friends of the Character can attempt to hunt down - capture and cure the affliction.**
- **This is highly dangerous and must be agreed upon by the Directors and all players partaking in the mod.**
- **Cure for T-Curse stage 4 must be made prior to making the plot request.**
- **If the afflicted Character is at this stage for 3 consecutive months the curse sticks and they are no longer saveable.**

AI Viruses

Vanguard Virus: When used on an AI player, this hack causes a reduction of their current max health by -3HP until resolved.

Overload: When used on an AI player, this hack causes any shock damage to also stun the AI
for 2 seconds

Resurrection

All PCs and NPCs can only be the target of any spell, skill, ability or item that prevents soul loss upon death once per every 12s. This includes all resurrections. Defy Destiny is in a separate category and can also only effect a PC once per 12s as well. Some AC skills and the Green Horn Prevent soul loss ring will be the exception to the rule. These will be listed under their descriptions.

THIS GOES INTO EFFECT NOVEMBER 2025

Death and Gloom

Unfortunately not every character can be saved from death and when that moment comes many things can happen in the world of Gloom Hollow.

Upon death, your body will be “saveable” for 5 minutes. During this time those who can revive you can do so if they so wish. Your body will remain on the ground for an additional 5 minutes

After that 10 minute timer, your soul will be taken by the Gloom. You can now get up, place your hand on your head and go to NPC as your body seems to fade out of existence. You will be given a death scene and given you a Gloom Effect. This will affect both your RP and your Spirit stat for 6 hours, a -1 spirit for each Gloom, this minus 1 spirit doesn’t affect your soul count. Once that time is up you can seek aid in removing the affliction. Spirit is lowered by one for each Gloom you possess. **If soul loss is prevented in any way when you die you will not see a god during your death scene.**

Permanent Death

Once you lose all of your soul from dying your character is considered to have died a permanent death. Once this happens you will be given a final death scene and you’ll be sent out as a Shadow Mirror Curse version of your character to wreak havoc on the town, this is referred to as a “Perm Fight”.

But what happens to all of the xp you’ve gathered? Not to worry, you don’t lose it. Instead all of your xp minus your starting 16 is added to a pool. When you make a new character in that slot you will receive 6 from this pool every game until you have caught all the way up. This ensures that your money doesn’t go to waste.

Gloom Effects

See, Speak, and Hear no more: Something that you saw, heard, or spoke to you left a lasting scar that not even the Gloom could shake off. Lose the ability to Speak, See or Hear (at ST's discretion).

Aura Blocked: You cannot regen any aura at the 12's or 6's.

Amnesia: Going through the Gloom can take a lot out of you. Your mind and memories are often the last things returned to you. Lose your memories of who you are and where. You can act however friendly or paranoid as you want during this time. You still have the ability to use any of the skills your character has, you just may not know why.

Always on the Run (Nagual Only): Something about your death triggers the fight or flight instinct of the Voidborn within you. You may only stay in a fight if you and your allies outnumber the opponents, as soon as there are more enemies you will do everything in your power to run from the fight. (this overrides Bloodrage).

Bloodthirsty (Werebeast Only): Your experience through the Gloom has triggered something primal within you. When in combat when you see an enemy enter bleed-out you have an overwhelming urge to end their life. You will do everything in your power to enact a Deathblow on them, and you savor the act, it takes 3 more seconds before you can declare the damage.

By a Thread (Stitch only): The Gloom didn't really know what to do with you, but you came back in one piece, sorta. You will need to get your stitches touched up a few more times. Have your Stitches repaired once every 3 hours (4 times) within the 12 hours. This Affliction fixes itself after 12 hours.

Crawling out of the Grave (Human Only): Some how your death has been influenced by the Tamoanchan curse. You may only communicate in Clicks like Crawlers, This cures itself after 12 hours.

Dead Man's Curse: Something hitched a ride with you while you were passing through the gloom. you have an insatiable lust for fresh meat be it friend or foe. Once per 12s you are unable to stop yourself from eating the flesh of a downed enemy, (no matter what it is) if you are unable to, you become irritable. This consumption is non mechanical and does nothing to how the body can be interacted with. Can't be cured until the game after affliction.

Elemental Infusion (Elf Only): You lose the immunity from your elemental attunement ability until this is cured.

Hermit: With everything that has happened to you maybe it's better to avoid the busy streets of Gloom Hollow. You now find yourself happy to spend time alone away from other town folk. The Monsters in the woods are happy you do as well. While afflicted you will avoid large groups and gatherings. If it's important (to you or your pc) to attend a large gathering you will stick to the sides or hang back a bit.

My Only Friend: Nothing you seem to do can shake the feeling of the Gloom from you. You have exhausted every method you can think of, well all but one. Something that you have found helps, Gain the **Addiction** disadvantage until cured.

Pantheon's Ire: Something you did pissed off the gods, you can not benefit from the Devotions of one of the Houses (ST discretion), not only that you can not be the target of spells or abilities that will stop you from passing through the gloom, the next time you die.

Pompous Asshole(Hematophage Only): You think your shit doesn't stink. Upon returning from the Gloom you will flaunt the things you own. If purchasing something you will pay 5 horn more than asked. And you will make sure EVERYONE knows how important you are.

Hollowed Return: For some reason your connection to what is real and what isn't is even more tenuous, and your spiritual connection to things seems to be fueling it. Any time you gain Hollow you gain +1 to that amount for every two spirit you have.

Ironskin: The Gloom was kind to you, or so you think. In death, you now feel stronger than ever and don't think that you need your armor or the aid of a doctor, even when you are hanging on by a hair. While afflicted you will not wear armor, want a protection spell, or seek out medical aid.

Shadow-Touched: You aren't sure why but the things that go bump in the night seem friendly or to even be possible allies. You will look at Shadow Mirror Cursed creatures as friends and allies for the purposes of your skills. Even if attacked by them.

Shattered Masque(Fae Only): Your experience coming through the gloom has disrupted your ability to regenerate your Chitin, if your natural armor is reduced to 0 you must get it maintained like normal armor. This cures itself after 12 hours.

Slipped Through My Fingers(A.I. Only): Your abilities have been short circuited as you travelled through the Gloom. When wielding items in your hand you feel clunky and clumsy, all martial and defensive skills that use a weapon are at +2 aura to use. This cures itself after 12 hours.

Solo Lifter(Drudge Only): Something has changed the way you view your other drudge when you passed through the gloom. You view them with paranoia and suspicion (they obviously work for the demons), you will avoid being in close proximity(within 10 feet) to any other drudge until this Gloom Affliction is Cured.

Surface Tension(Xolopod Only): Your time on land has only been trouble. After returning from the gloom you are paranoid having to deal with anything surface world. Any skills that would influence the surface world take 2 more aura to use. (Example, crafting, gathering (not aquatic items), etc.) This does not include using magic.

To Be or Not to Be: You can't seem to settle on a feeling and when you try to focus it just seems to sway even more. During your death scene, your ST will pick an emotion to be focused on. This Affliction Fixes itself after 12 hours.

Voices in the Dark: {Only active when dark out or in a dark space} Something is calling to you. You don't know what it is and it doesn't bother you that no one else can hear it. What you do know is that you need to find it, go to it, be one with it. At your discretion, your PC can act as spaced out, tranquil, paranoid, etc about what is calling you. You will wander off on your own, looking for whoever is calling out your name, staff may act as this voice if they are out and come across you while afflicted.

Custom: A custom Gloom that is discussed and created by you ST at the time of your death scene.

Hollow meter guide

How it Works

- Your Hollow meter acts as a sanity meter. The more you gain the more your character slowly loses their grip on reality.
-
- The meter is numbered 1-20. 20 is the max a player can have before Gloom and possible afflictions are added. Any Hollowing Effect above 20 will result in Gloom and afflictions. If a player hits 40 on their Hollow meter it will immediately cause an unsaveable death.
-
- Players with Resurrection spells can at the same cost of the spell take the entire total of another person's Hollow meter upon themselves once per 12s; **this uses up your once per 12s use of Revive**. Any point over 20 will result in Gloom, Affliction, or Death. Should the player use the Resurrection spell to hit a total that causes death, they cannot be saved. They will see god and all that entails. If a player hits 40 on their Hollow meter it will immediately cause an unsaveable death.
-
- Players with the Therapy skill can reduce Hollow equal to one half of the Therapist's Spirit rounded up, points from another player's Hollow meter after a 5-minute conversation with that player. Rp should be based on what the effect player is seeing and feeling due to the hollowing effect. Players with Therapy may also spend 1 aura and 1 minute looking over another player to learn what that player's Hollow Meter is at.
-
- Every player is able to gain and lose the Hollow effect. Players within their First Three LIVE games have a stronger resistance than those who have spent time within Gloom Hollow. Twice within the game, a New Player may negate the addition of another Hollow effect on their own meter by stating - "No effect, Shopkeepers Ward". New players may also negate the addition of another Hollow Effect on ANOTHER player's meter by saying "No effect, Shopkeepers Ward" once per game.
-

- When a player with a High Hollow Effect dies the Hollow meter is reset to 0.
Players should expect a worse Gloom Scene.
-
- Your Hollow Count can be seen on your character sheet in the Gloom Section.
Your Hollow count will stay consistent game to game unless you have it removed or you die.

Hollowing Effects

Npcs with a Purple head band are Hollowed Creatures. These npcs can only be seen by players with 5+ Hollow.

1-5	Nothing happens at this stage.
6-10	You start hearing and seeing things that are not there. Shadows dart around, creatures that are not there. Nothing anyone can say to you will convince you that they are just illusions.
11-15	All effects listed above. You can start to see creatures that can see you as well. They may be friendly, they may not be. You don't know if you want to find out. At this point you must wear a purple bracelet to signify to the NPCs that you can be interacted with.
16-20	All effects listed above. They know you exist. They want you to join them.
20-40	All effects listed above. Possible Gloom and/or Afflictions can be given. Once you hit 40 you will immediately drop dead. You are not savable.

Downtimes

Starting your second game your character may submit downtimes in between each game via the google form. All players have base 10 downtimes. More can be gained through use of the Transportation Skill.

Name	Requirements	Description	Downtime Cost	Maximum Times Purchased
Harvest Crops	Any Farming skill.	One use of the Farming Skill	1	2
Mine Ore	Any Mining skill	One Use of the Mining Skill	1	2
Hunt	Any Hunting skill	One Use of the Hunting Skill	1	2
Forage	Forage skill	One Use of the Foraging Skill	1	2
Salvage	Salvage skill	One Use of the Salvage Skill	1	2
Cut Trees	Any Forestry skill	One Use of the Forestry Skill	1	2
Grow Herb	Herbalism Skill	One Use of Herbalism Skill	1	2
Harvest Animal	Animal Husbandry Skill and Animal you wish to Harvest	Harvest 1 animal	1	6
Follow the Trail	Own a Sample from a monster.	(find the whereabouts of a monster lair, has a chance to fail but decreases as the player invests more. If found this will create a short mod to hunt said	1	4

		beast)		
Sell to the Black Market	Black Market Knowledge skill	Must take 1 instance of this downtime for each item	1	10
Sell to the Market	Any Trade Connection skill	(Buy List) Must take 1 instance of this downtime for each item	1	10
Employment	Faction Membership	Get 1 Horn per downtime spent on Employment	1	10
Maintain Own Equipment	Requires: Maintenance	Allows you to maintain your own equipment/ 1 instance of this counts as maintenance for 1 item	1	10
Maintain Someone Else's Equipment	Requires: Maintenance	Allows you to maintain another person's equipment/ 1 instance of this counts as maintenance for 1 item	1	10
Increase Stat	N/A	Allows you to train your stats up to the next level. Can be purchased multiple times of the same stat. Refer to the Stat increase chart to see if you have enough XP to spend.	1	4
Telepathic Message	Requires: Verse of Divination or Verse of Illusion	Send a Telepathic Message to an	1	10

	Telepathic Message	NPC		
Send Message		Send a message to an NPC	2	5
Get Equipment Maintained	Find someone to Maintain your stuff	1 instance of this counts as maintenance for 1 item	2 (and 1 horn)	5
Precast Divination: Foresight	Requires: Verse of Divination: Foresight	Allows you to cast the spell before game starts and receive your clue	2	1
Maintain Hometown Hero	Requires Hometown Hero Advantage <i>Must be taken to maintain advantage</i>	When you take this downtime, you spend time to keep your persona's fame.	2	1
Maintain Persona	Requires Micro Celebrity Advantage <i>Must be taken to maintain advantage</i>	When you take this downtime, you spend time to keep your persona's fame.	2	1
Learn Basic Skill	N/A	Must have the required XP left over from the previous game	2	1
Wire Money	The money that you want to send	Send money to another player (This can be any currency) Each instance of this sends as much as you want to one individual, buy multiple times to	2	4

		send to multiple people.		
Maintain Building	Engineering Skill	Allows you to maintain a building, specify which one you are working on.	4 for Basic Engineering/ 3 For Advanced/ and 2 for Expert	
Clandestine Research	Any Malware Flash Drive and Breach	Attempt to gain some spicy info about a Faction	5	1
Convert Horn to Gaian Credits	N/A	Convert any number of your Horn to Gaian credits at the rate of 9 Credits per 1 Horn	5	1
Research	Study skill	At Check in you may ask a Research Question as Normal	5	1
Seek Medical Aid	Any stage 1 or 2 Curable Affliction	Hopefully you can find someone who can help you. (There is a chance that your treatment won't work)	5	1
Seek Therapy	Any Gloom or Hollow	Cures a single Gloom or 4 Hollow	5	2
Learn Advanced Skill or a Class	N/A	Must have the required XP left over from the previous game	10	1
Custom Downtime	Special	You're special! Talk to Leon or Ridley to make it happen!	Special	Special

FATE Points

Fate points are awarded by helping the community. They can be earned from extra NPC at 10 an hour. They can also be gained by buying from the amazon list at \$1 per 1 point. There are also other community events like helping out at Cons GH is attending and volunteering your time at the Riverview Haunt.

FATE LIST

You can receive Fate points from doing extra NPC, buying game items from the amazon wishlist, and other community events.

Tier 1 material - 5 points (max of 6 per game)

One Basic tier 1 herb/ore/or unrefined material

Restore Meal - 5 points (max of 4 per game)

A meal that restores 30 Health and 30 Aura. Takes 3 minutes to eat. Expires at the end of the game purchased. Cannot be used for feast.

Tier 2 material - 10 points (max of 4 per game)

One Basic tier 2 herb/ore/or unrefined material

Learn a Skill - 10 points

An expert teacher will come in and teach you one tier 1 skill per purchase

Tier 3 material - 15 points (max of 2 per game)

One Basic tier 3 herb/ore/or unrefined material

Learn an Advanced Skill - 20 points

An expert teacher will come in and teach you one tier 2 or 3 skill per purchase

Unlearn a Skill - 20 points

Remove a Skill from your sheet, you will be refunded the XP

Custom Story Mod - 20 points

Work with Directors or Writers to create a single mod. Cannot be used for material gain.

XP - 20 points (Max purchase of 2 per game/Cannot be purchased in addition to normal additional XP buy/Cannot be used to buy back XP)

+1 xp to a character of your choice

Learn a Class - 30

A expert teacher will come in and teach you a class

Custom Face NPC - 40 points

Work with Directors or Writers to create a Face NPC

Unlearn Class - 40 points

Remove a class from your sheet, the 10 xp will be refunded as will any skills that you lose access to. If a skill is on the World List you have the option of keeping it or not.

Reroll Advantages/Disadvantages - 40 points

Completely rechoose all of your Advantages and Disadvantages

Custom Story Plotline - 60 points

Work with Directors or Writers to create your own long term storyline. Cannot be used for material gain.

Custom Threat - 60 points

Work with Directors or Writers to create your own magical or mundane monster/creature, you must provide the costuming.

Rewrite - 100 points

A full character reset, keep all your XP and choose a new build for your character.

Crafting Table Appendix

<u>Refinement Table</u>	
<u>Item Name</u>	<u>Components</u>
<u>Silicon</u>	Stone x2 2 Aura 3 Minutes Craft Time
<u>Rubber</u>	Rubber Tree Sap x1 2 Aura 3 Minutes Craft Time
<u>Cement</u>	Stone x2 2 Aura 3 Minutes Craft Time
<u>Oil</u> <u>In addition produces</u> <u>1 Toluene per Oil</u>	Petroleum x1 2 Aura 3 Minutes Craft Time
<u>Oil</u>	Fish Oil x2 2 Aura 3 Minutes
<u>Adhesive</u>	Small Animal Hide 1 Aura 1 Minutes Craft Time

<u>Adhesive x2</u>	Medium Animal Hide 2 Aura 2 Minute Craft Time
<u>Adhesive x3</u>	Large Animal Hide 3 Aura 3 Minute Craft Time
<u>Paper</u>	Timber x1 2 Aura 3 Minutes Craft Time
<u>Lumber</u>	Timber x2 2 Aura 3 Minutes Craft Time
<u>Plastic</u>	Wool x1 or x4 Soy Produce 2 Aura 3 Minutes Craft Time
<u>Chocolate</u> Produce +2 Aura Can also fill the mechanical purpose of a Superior Culinary Herb, when crafting food items	Cocoa Bean x2 Milk 2 Aura 3 Minutes Craft Time
<u>Syrup</u> Produce	Sap x1 2 Aura

+2 Aura Syrup can also fill the mechanical purpose of a basic culinary Herb when crafting food items	3 Minutes Craft Time
<u>Glass</u>	Stone x2 2 Aura 3 Minutes Craft Time
<u>Cloth</u>	Fiber x2 or Wool x1 2 Aura 3 Minutes Craft Time
<u>Leather</u>	Small Animal Hide x2 or Medium Hide x1 2 Aura 1 Minutes Craft Time
<u>Leather x2</u>	Large Hide x1 3 Aura 3 Minutes Craft Time
<u>Water</u> 10 seconds to consume Can be interacted with in terms of meal, brew, and potion	None 1 Aura 1 Minutes Craft Time
<u>Fiber</u>	Any herb x4 2 Aura

	1 Minutes Craft Time
<u>Fiber x2</u>	Wool x1 2 Aura 3 Minutes
<u>Fiber</u>	Flax x1 1 Aura 1 minute Craft Time
<u>Nitroamine</u>	Sulfur x1 2 Aura 3 Minutes Craft Time
<u>Salt</u> Salt can also fill the mechanical purpose of a basic culinary Herb, when crafting food items But not in Beer Bjorn's Fault :(	Stone x2 2 Aura 1 Minute Craft Time
<u>Sulfur</u>	Stone x1 Ore (any) x1 2 Aura 3 Minutes Craft Time
<u>Wax</u>	Meat x4 2 Aura 1 Minute Craft Time

Event Planner Table

<u>Show</u>	Requires an entertainer in attendance - effects of entertainment are doubled.
<u>Large Show</u>	Requires at least one person with Perform Expert and Mass Entertain. Mass Entertain can now target 16 people.
<u>Fight Club</u>	Requires at least one scheduled fight with at least two participants and someone with skill “First Aid” - Combatants who are knocked into bleed out are instantly stabilized and healed to 1 hp.
<u>Teaching Seminar</u>	An NPC teacher with skills from the requested skill family will give a “Lecture”
<u>Shoot Out</u>	Requires two people with Small Firearms - Combatants’ damage with Small Firearms is increased to 50 when firing on each other, in addition, no skills, spells, or abilities may be used including evade. Armor or enchanted jewelry cannot be worn.
<u>Competition</u>	Requires at least 4 participants and 4 audience members. After completion of the competition all Participants and Audience members are immune to Fear effects until the next 12s or the next 6 hours, whatever is longer.
<u>Watch Party</u>	Pick a genre of the movie to show, you can have as many guests as you have Finesse. After 20 mins of watching the film each guest plus yourself gets a free use of a skill associated with the genre. This lasts until the next 12s or 6 hours whichever is longer. ● Comedy - Perform/Inspire ● Action - Choice of Martial Maneuver/Armament Skill

	• Drama - Deception/Incognito • Suspense - Investigate/Interrogate • Horror - Intimidate/Flee • Romance - Empath/Battle Buddy
<u>Dinner Party</u>	The host must supply food and drink, (this can be in game food and drinks). After eating for 25 mins any in game food is now considered both an Aura and Health Meal of its level and each guest of the Party removes their spirit score worth of Hollow and their Constitution Score worth of Toxicity
<u>Knitting Circle</u>	Requires a PC with an Expert skill within the Civilization Skill Tree. The host may invite as many guests as they have in their Wit Score. Circles last 20 minutes and afterwards, All guests can use the Skill taught by the Expert at one level higher than they possess. If the recipient does not have the skill they can use the skill at a basic level. This lasts until the 12s or 6 hours whichever is longer. On top of the ability to learn the skill the next item crafted by the guests takes no Aura to create.
<u>“Knitting Circle”</u>	Requires a PC with the Illicit Expert skill. The host may invite as many guests as they have in their Wit Score. Circles last 20 minutes and afterwards, All guests can use the Skill taught by the Expert at one level higher than they possess. If the recipient does not have the skill they can use the skill at a basic level. This lasts until the 12s or 6 hours whichever is longer. On top of the ability to learn the skill the next item crafted by the guests takes no Aura to create.

Illicit Table

<u>Illicit Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Basic Poison Powder</u>	Basic Powder Poison has to be added when prepared food or beverage is made. 4 poison, Pierce if the consumer's health is reduced to 0 skip bleed out. Single-Use	Basic Catalyst Herb x2 Basic Poison Herb x2 2 Aura 2 Minute Craft Time	Mortar and Pestle
<u>Herb Joint</u>	Soothes the effects of a Gloom for Two Hours Mellow for the duration, will not be aggressive verbally but can defend self physically 1 Toxicity Single Use	Basic Stimulant Herb x1 Paper x1 2 Aura 1 Minute Craft Time	*
<u>Binds</u>	Used with skill Bind	Basic, Superior, or Prime Herb of any type x2 2 Aura 2 Minute Craft Time	*
<u>Poison Weapon Coating</u>	Can Apply poison to single Melee Weapon.	Basic Poison Herb x2 Basic Catalyst Herb	Mortar and Pestle

	Next successful strike does 2 Poison. If taken to health the target gets the “Poison Condition” until healed 3 second application time	x1 2 Aura 1 Minute Craft time	
<u>Tank Liner</u>	Inhalant Grants a single free use of Tenacity within the next hour Addictive 2 Toxicity Must RP Feeble for the next 20 minutes after the hour. Single Use	Basic Stimulant Herb x2 Basic Catalyst Herb x2 Stone x2 2 Aura 2 Minute Craft Time	Kitchen
<u>Seam</u>	Consumption counts as First Aid for Stitches for the Mismatched Disadvantage Stitch only Addictive	Water x1 Arcane Ash x1 2 Aura 2 Minute Craft Time	Mortar & Pestle
<u>Malady Program</u> <i>This installs into the ZoetiCorp Occu-Scan</i>	Program One Slot Quick Scan target for an Ailment and what Category Once per 12s	Orichalcum Bar x1 Circuitry x1 4 Aura 4 Minute Craft Time	Lab

<u>Venator Program</u> <i>This installs into the ZoetiCorp Occu-Scan</i>	Program One Slot Track the general position of a creature or person that has left the game space. O hince per 12s	Orichalcum Bar x1 Circuitry x1 4 Aura 4 Minute Craft Time	Lab
<u>IWS (Intergrated Weapon System)</u> <i>This installs into the Vanguard Cybernetic Arm</i>	Cyberware Modification Choose: Melee Small, Standard Small Firearm, Long Firearm and gain Hidden Pocket for this item and can not be disarmed.	Orichalcum Bar x1 Circuitry x2 4 Aura 4 Minutes to Craft	Lab
<u>Reinforced Knuckles</u> <i>This installs into the Vanguard Cybernetic Arm</i>	Cyberwar Modification Grants 2 armor, this armor stacks with all forms of armor. This can benefit from the spell 'Fortify'	Orichalcum Bar x1 Circuitry x1 4 Aura 4 Minute Craft Time	Lab
<u>Box of Cigarettes</u>	Satisfies Addiction	Paper x1 Stimulant Herb(Any) x1 Catalyst Herb(Any) x1 2 Aura 2 Minute Craft Time	*
<u>Illicit Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing

			Facility or Item
<u>Lockpick</u>	Used with skill Breach to open a Lock depending on your Breach level.	Steel x1 Bronze x1 2 Aura 10 Minute Craft Time	*
<u>Malware Flash Drive</u>	Used with Skill Breach to hack a Firewall based off of your Breach level	Plastic x2 Refined Metal x1 Steel x1 Circuitry x3 6 Aura 10 Minutes Craft Time	Refining Complex
<u>Guts</u>	Consumed May Call Willpower to a single use of fear in the next 15 minutes for free RP lessened Fear Responses for 1 hour Addictive	Superior Catalytic Herb x2 Superior Spiritual Herb x2 2 Aura 2 Minutes Craft Time	Mortar & Pestle
<u>Joe's Delight</u>	Consumed Gain an Additional use of "Work Smart Not Hard" during the 12's this is consumed 1 Toxicity Addictive	Water x1 Superior Catalyst Herb x1 Coco Bean x1 2 Aura 2 Minutes Craft Time	Mortar & Pestle

	Human Only		
<u>Superior Poison Powder</u>	Powder has to be added when prepared food or beverage is made. 8 poison, Pierce if the consumer's health is reduced to 0 skip bleed out.. Single Use	Superior Catalyst Herb x2 Superior Poison Herb x2 4 Aura 5 Minutes Craft Time	Mortar & Pestle
<u>Sleeping Sand</u>	Powder has to be added when prepared food or beverage is made. Causes consumers to fall asleep for 10 min. Damage breaks effect. Countered by Iron Stomach Con ability. Single Use	Basic Catalyst Herb x1 Superior Catalyst Herb x1 Superior Spiritual Herb x1 Superior Stimulant Herb x1 4 Aura 6 Minutes Craft Time	Mortar and Pestle
<u>Zoomies</u>	Inhalant Grants a single free use of Evade, within the next hour Addictive 2 Toxicity Single Use	Basic Stimulant Herb x2 Superior Stimulant Herb x2 Plastic x1 4 Aura 6 Minutes Craft Time	Kitchen
<u>Bong</u>	Item - Load two Stimulant Herbs and roleplay smoking for	Glass x2 4 Aura	Smelter

	3 minutes. Reuseable. Soothes the effects of Gloom for 4 hours. Mellow for the duration, will not be verbally or physically aggressive but can defend self 1 Toxicity	6 Minutes Craft Time	
<u>Psilocybin</u>	Inhalant Grants the user the ability to go to Ops and look at the Medium List Addictive 2 Toxicity Single Use	Superior Stimulant Herb x2 Superior Catalyst Herb x2 Truffle x1 4 Aura 6 Minute Craft Time	Kitchen
<u>Advanced Poison Weapon Coating</u>	Can Apply poison to single Melee Weapon. Next successful strike does 4 Poison. If taken to health the target gets the "Poison Condition" until healed 3 second application time	Superior Poison Herb x2 Superior Catalyst Herb x1 4 Aura 6 Minute Craft time	Mortar and Pestle
<u>Zip Ties</u>	Allows the user to "Bind" a target even without the skill Bind. This counts as a bind item as well.	Plastic x2 2 Aura 2 Minutes Craft Time	CnC Warehouse

	Single Use item		
<u>Fragility Program</u> <i>This installs into the ZoetiCorp Occu-Scan</i>	Occu-Scan Program Takes up on Slot Allows the user to determine the vulnerabilities of a target. ‘Gesture, Reveal Weakness’ Once per 12s	Orichalcum Bar x2 Circuitry x2 4 Aura 5 Minute Craft Time	Lab
<u>Jumpjets</u> <i>This installs into the Vanguard Cybernetic Leg</i>	Cyberware Modification Use of the skill Vault for normal aura cost and when landing declare. ‘AoE Stun 1’ Once per 6s If you have the Vault skill you may use at 0 aura cost once per 6s	Orichalcum Bar x2 Circuitry x2 4 Aura 5 Minute Craft Time	Lab
<u>Grounding Plates</u> <i>This installs into the Vanguard Cybernetic Leg</i>	Cyberware Modification Ignore a single source of Elemental Damage that is 8 damage or less. Declare “‘No Effect, Grounding Plates” Once per 6s	Orichalcum Bar x2 Circuitry x2 4 Aura 5 Minute Craft Time	Lab
<u>Illicit Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Prime Poison Powder</u>	Powder has to be added when prepared	Prime Catalyst Herb x2	Mortar and Pestle

	food or beverage is made. 16 poison, Pierce if the consumer's health is reduced to 0; skip bleed out. Single Use	Prime Poison Herb x2 6 Aura 5 Minutes Craft Time	
<u>Spilled Tea</u>	Inhalant, 1 second to consume Can be force-fed to anyone in Bleed Out or tied with Binds Consumer must tell the truth, the effect lasts 10 minutes Countered by “Iron Stomach” Con skill. Single Use	Prime Catalyst Herb x2 Prime Spiritual Herb x2 Prime Stimulant Herb x2 6 Aura 10 Minutes Craft Time	Kitchen
<u>Pixie Dust</u>	Inhalant, 1 second to consume Can be force-fed to anyone in Bleed Out or tied with Binds Forget the last hour. The skill “Check Up” can detect traces of Pixie Dust up to 4 hours after exposure. Single Use	Prime Catalyst Herb x2 Prime Stimulant Herb x2 Prime Spiritual Herb x2 6 Aura 10 Minutes Crafting Time	Mortar and Pestle
<u>Expert Poison Weapon Coating</u>	Can Apply poison to single Melee Weapon.	Prime Poison Herb x2 Prime Catalyst Herb	Mortar and Pestle

	Next successful strike does 8 Poison. If taken to health the target gets the "Poison Condition" until healed 3 second application time	x1 6 Aura 10 Minute Crafting time	
<u>Noxious Weapon Coating</u>	Can Apply Coating to a single Melee Weapon Next Successful Strike gives the target the Noxious Condition until Healed 3 Second Application	Prime Poison Herb x2 Prime Catalyst Herb x2 Expired Meat x1 6 Aura 10 Minute Crafting Time	Mortar and Pestle
<u>Ayahuasca</u>	3 Seconds to consume Grants a single free use of the spell Awaken the Third Eye Addictive After the spell expires you must RP blind for the next 20 minutes 3 Toxicity Single Use	Prime Catalyst Herb x2 Prime Poison Herb x2 Prime Spiritual Herb x2 Prime Stimulant Herb x2 6 Aura 6 Minute Crafting Time.	Kitchen
<u>Pac-Man (Wakawakawaka)</u>	+1 Damage to any elemental effect for 5 minutes	Prime Catalyst Herb x2 Mote (Any) x1	Kitchen

	3 Toxicity Single Use Chaos/Cosmic Elf Only Addictive	Prime Spiritual Herb x2 6 Aura 6 Minute Crafting Time	
<u>Obscura Program</u> <i>This installs into the ZoetiCorp Occu-Scan</i>	Program Takes up one slot Makes all Gaian Tech currently installed untrackable by usual Mega-Corp means Call. ‘Immune’ in reaction to BMV: Detect all Gaian Tech Once per 12s	Orichalcum Bar x3 Circuitry x2 6 Aura 6 Minute Craft Time	Lab
<u>Inventory Control Command</u> <i>This installs into the ZoetiCorp Occu-Scan</i>	Program Takes up two slots When presented with threat, allows the user to swing one strike of T-Bane. Once per Combat	Orichalcum Bar x3 Circuitry x2 6 Aura 6 Minute Craft Time	Lab
<u>Elemental Breath</u> <i>This installs into the Zoeti-Corp Cyber-Maw</i>	Cyberware Modification: Consume 1 Elemental Mote and then Call; ‘Cone 10ft, 10 (mote) Damage’ Once per Combat	Orichalcum Bar x3 Circuitry x2 6 Aura 6 Minute Craft Time	Lab

<u>Cooking Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Basic Health Meal</u>	Restores 8 Health 5 Minutes to Consume Makes 2 Servings	Produce: Soy x2 or Meat x2 Basic Culinary Herb x1 2 Aura 5 Minutes (3 Minutes in Kitchen)	*
<u>Basic Aura Meal</u>	Restores 10 Aura 5 Minutes to Consume Makes 2 Servings	Produce: Fruit x2 Basic Culinary Herb x1 2 Aura 5 Minutes (3 Minutes in Kitchen)	
<u>Basic Cleansing Meal</u>	Removes 2 Toxicity 5 Minutes to Consume	Leafy Greens x2 Basic Culinary Herb x2 2 Aura 5 Minutes (3 Minutes in Kitchen)	
<u>Health Snack</u>	Restores 2 Health 3 Minute to Consume	Produce: Soy x1 or Meat x1 0 Aura 1 Minute Craft Time	*
<u>Aura Snack</u>	Restored 2 Aura	Produce Fruit x1	

	3 Minute to Consume	0 Aura 1 Minute Craft Time	
<u>Energy Drink</u>	Satisfies Addiction	Stimulant Herb(Any) x1 Water x1 Catalyst Herb x1 2 Aura 2 Minute Craft Time	Kitchen
<u>Aqua-Cola</u>	Satisfies Addiction	Water x4 Medicinal Herb x1 2 Aura 2 Minute Craft Time	Kitchen
<u>Xocolatl</u>	Satisfies Addiction	Coca Beans x1 Poppy x1 Water x1 2 Aura 2 Minute Craft Time	Kitchen
<u>Ice Cream</u>	Satisfies Addiction	Milk x1 Salt x1 Water x1 2 Aura 2 Minute Craft Time	Kitchen
<u>Cooking Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing

			Facility or Item
<u>Field Ration Meal</u>	Extends expiration by 1 month	Basic Meal x1 (with both servings) Salt x1 2 Aura 5 Minute Craft Time	Kitchen
<u>Superior Aura Meal</u>	Restores 20 Aura 5 Minute to Consume 2 Servings	Fruit x2 Superior Culinary Herb x1 4 Aura 10 Minute Craft Time	Kitchen
<u>Superior Health Meal</u>	Restores 16 Health 5 Minute to Consume 2 Servings	Meat x2 or Soy x2 Superior Culinary Herb x1 4 Aura 10 Minute Craft Time	Kitchen
<u>Superior Cleansing Meal</u>	Removes 4 Toxicity 5 Minutes to Consume 2 Servings	Leafy Greens x2 Superior Culinary Herb x2 4 Aura 10 Minute Craft Time	Kitchen
<u>Feast</u>	5 Minute to Consume (Each serving) 8 Servings Expires 1 hour	Meal(same type full serving size) x2 Superior Culinary Herb x2 4 Aura 15 Minute Craft Time	Kitchen

<u>Cooking Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Prime Cleansing Meal</u>	Removes 8 Toxicity 5 Minutes to Consume 2 Servings	Leafy Greens x2 Prime Culinary Herb x2 6 Aura 10 Minute Craft Time	Professional Kitchen
<u>Prime Health Meal</u>	Restores 32 Health 5 Minute to Consume 2 Servings	Meat x2 or Soy x2 Prime Culinary Herb x2 6 Aura 10 Minute Craft Time	Professional Kitchen
<u>Prime Aura Meal</u>	Restores 40 Aura 5 Minutes to Consume 2 Servings	Fruit x2 Prime Culinary Herb x2 6 Aura 10 Minute Crafting Time	Professional Kitchen
<u>Prime Feast</u>	5 Minute to Consume (Each serving) 8 Servings Expires 1 hour	Prime Meal(same type full serving size) x2 Prime Culinary Herb x2 6 Aura 15 Minute Craft Time	Professional Kitchen

<u>Brewing Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Aromatic Tea</u>	Remove 2 Toxicity 1 Minute to Consume	Basic Stimulant Herb x1 Basic Medicinal Herb x1 Water x1 2 Aura 1 Minute Craft Time	*
<u>Aura Tea</u>	Restores 4 Aura 1 Minute to Consume	Basic Spiritual Herb x1 Water x1 2 Aura 1 Minute craft time	*
<u>Beer</u>	Gain intoxicated 20 minutes (RP drunk) 1 Minute to Consume Satisfies Addiction	Water x1 Basic Culinary Herb x1 2 Aura 1 Minute Craft Time	Brewery
<u>Pop Float</u>	Soothes Gloom Effect for 1 Hour 1 Minute to consume	Basic Culinary x2 Water x1 2 Aura	Brewery

		1 Minute Craft Time	
<u>Coffee</u>	Satisfies Addiction	Stimulant Herb (Any) x1 Water x1 2 Aura 2 Minute Craft Time	Brewery
<u>Energy Drink</u>	Satisfies Addiction	Stimulant Herb(Any) x1 Water x1 Catalyst Herb(Any) x1 2 Aura 2 Minute Craft Time	Brewery
<u>Aqua-Cola</u>	Satisfies Addiction	Water x4 Medicinal Herb(Any) x1 2 Aura 2 Minute Craft Time	Brewery
<u>Xocolatl</u>	Satisfies Addiction	Coca Beans x1 Poppy x1 Water x1 2 Aura 2 Minute Craft Time	Brewery
<u>Brewing Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item

<u>Superior Aromatic Tea</u>	Remove 4 Toxicity 1 Minute to Consume	Basic Catalyst Herb x1 Superior Medicinal Herb x1 Superior Stimulant Herb x1 Water x1 4 Aura 2 Minute Craft Time	Brewery
<u>Superior Aura Tea</u>	Restores 8 Aura 1 Minute to Consume	Superior Spiritual Herb x1 Water x1 4 Aura 2 Minute Craft Time	Brewery
<u>Superior Pop Float</u>	Soothes Gloom Effect for 3 hours 1 Minute to Consume	Basic Culinary Herb x1 Superior Culinary Herb x1 Water x1 4 Aura 2 Minute Craft Time	Brewery
<u>Remedial Tea</u>	Restore 8 Health Cure Poison Blissful 1 Minute 1 Minute to Consume	Superior Catalyst Herb x1 Superior Medicinal Herb x1 Water x1 4 Aura	Brewery

		2 Minute Craft Time	
<u>Liquid Courage</u>	Intoxicated 20 Minutes 2 Toxicity You may ignore 1 “fear” effect while Intoxicated, once per Liquid Courage. 1 Minute to Consume	Fruit x2 Superior Catalyst Herb x1 Basic Poison Herb x1 4 Aura 2 Minute Craft Time	Brewery
<u>Brewing Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Pour One Out</u>	Intoxicated 20 Minutes Gain Advantage Medium while under the effects of Intoxicated by Pour One Out After 20 Minutes, Hallucinations 2 Minutes, Paranormal 1 Hour 1 Minute to Consume	Beer x1 Teonanácatl x1 Superior Spiritual Herb x1 Water x1 4 Aura 2 Minute Craft Time	Distillery
<u>Prime Aromatic Tea</u>	Remove 8 Toxicity 1 Minute to Consume	Prime Medicinal Herb x1 Prime Stimulant Herbs x1 Water x1	Distillery

		6 Aura 3 Minute Craft Time	
<u>Prime Aura Tea</u>	Restores 16 Aura 1 Minute to Consume	Prime Spiritual Herb x1 Water x1 6 Aura 3 Minute Craft Time	Distillery
<u>Prime Hard Pop Float</u>	Soothes Gloom Effect for 6 hours 1 Minute to Consume	Basic Culinary Herb x1 Superior Culinary Herb x1 Prime Culinary Herb x1 Water x1 6 Aura 3 Minute Craft Time	Distillery

<u>Potion Making Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Basic Health Potion</u>	Restore 3 Health 1 Toxicity 3 Second Consume Time	Basic Catalyst Herb x 1 Basic Medicinal Herb x 1 Arcane Ashes x1 2 Aura 2 Minutes	Mortar & Pestle
<u>Basic Aura Potion</u>	Restore 6 Aura 1 Toxicity 3 Second Consume Time	Basic Catalyst Herb x1 Basic Spiritual Herb x1 Arcane Ashes x1 2 Aura 2 Minutes	Mortar & Pestle
<u>Salamander Spit</u>	Weapon Modifier Adds damage modifier Fire to a magazine of bullets, quiver of arrows or melee/unarmed/throw weapon for the next 20 minutes. 3 Second Application Time	Lead Ore x1 Basic Catalyst Herb x1 2 Aura 2 Minutes	Mortar & Pestle
<u>All that Glitters</u>	Weapon Modifier Adds damage	Gold Ore x1 Basic Catalyst Herb	Brewery

	modifier Gold to a magazine of bullets, quiver of arrows, or melee/unarmed/throw weapon for the next 20 minutes. 3 Second Application Time	x1 4 Aura 4 Minutes	
<u>Wolfsbane</u>	Weapon Modifier Adds damage modifier Silver to a <u>Magazine, quiver</u> or melee/unarmed/throwing weapon for the next 20 Minutes. 3 Second Application Time	Silver Ore x1 Basic Catalyst Herb x1 4 Aura 4 Minutes	Brewery
<u>Warrior's Might</u>	Gain a Non-Ranged, Non-Pierce Armament skill of your choice for the next 6 hours. Only one of these potions can be used at a time. 1 Toxicity 3 Second Consume Time	Iron Bar x 1 Basic Catalyst Herb x1 Arcane Ashes x1 4 Aura 4 Minutes	Brewery
<u>Antivenom Tonic</u>	Cures Poison 3 Second Consume Time	Basic Catalyst Herb x1 Kobold Scales x1 Water x1 4 Aura	Brewery

		4 Minutes	
<u>Null Flask</u>	Become immune to the next spell cast on you. Positive or Negative. 1 Toxicity 3 Second Consume Time	Basic Catalyst Herb x1 Gargoyle Stones x1 Arcane Ash x2 4 Aura 4 Minutes	Brewery
<u>Jacked</u>	Increase you Carry Capacity by 5 for One Hour Only one of these potions can be used at a time. 1 Toxicity 3 Second Consume Time	Basic Catalyst Herb x1 Shorn One Muscle Fiber x1 Arcane Ash x1 4 Aura 4 Minutes	Brewery
<u>Potion Making Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Superior Health Potion</u>	Restore 10 Health 2 Toxicity 3 Second Consume Time	Superior Catalyst Herb x1 Superior Medicinal Herb x2 Arcane Ashes x1 4 Aura 4 Minutes	Brewery
<u>Superior Aura Potion</u>	Restore 14 Aura 2 Toxicity	Superior Catalyst Herb x1 Superior Spiritual	Brewery

	3 Second Consume Time	Herb x2 Arcane Ashes x1 4 Aura 4 Minutes	
<u>God Shroom Decoction</u>	Cures “Noxious” Status Effect 1 minute consume time	Teonanácatl x2 Honey x1 Chocolate x1 4 Aura 4 Minutes	Brewery
<u>Eyes Wide Open</u>	Gain a single use of the Investigation skill that can be used within the next 6 hours. 1 Toxicity 3 Second Consume Time	Superior Catalyst Herb x1 Teonanacatl x1 Arcane Ashes x1 4 Aura 4 Minutes	Brewery
<u>Elixir of Vitality</u>	Increase Max and Current HP by 5 for one hour Only one of these potions can be used at a time. 1 Toxicity 3 Second Consume Time	Superior Catalyst Herb x1 Harpy Feather x1 Arcane Ash x1 4 Aura 4 Minutes	Brewery
<u>Vial of Invigoration</u>	Increase Max and Current Aura by 5 for one hour	Superior Catalyst Herb x1 Imp Horn x2	Brewery

	Only one of these potions can be used at a time. 1 Toxicity 3 Second Consume Time	Arcane Ash x1 4 Aura 4 Minutes	
<u>Draught of Invisibility</u>	Grants one free use of Sneak Expert 2 Toxicity	Superior Catalyst Herb x1 Forsaken Spore Cap x1 Arcane Ash x2 4 Aura 4 Minutes	Brewery
<u>Full Moon</u>	Grants one free use of Perception 2 Toxicity	Superior Catalyst Herb x1 Barghast Eye x1 Arcane Ash x2 4 Aura 4 Minutes	Brewery
<u>Siren's Song</u>	Become immune to mind altering effects for the next 5 minutes. (This includes Fear, Empathy, Frenzy, Mimic, etc) 3 Toxicity	Superior Catalyst Herb x1 Superior Spiritual Herb x1 Siren's Ear x2 Arcane Ash x2 4 Aura 4 Minutes	Brewery

<u>Potion Making Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Prime Healing Potion</u>	Restore 30 Health 4 Toxicity 3 Second Consume Time	Prime Catalyst Herb x2 Prime Medicinal Herb x2 Sacred Ashes x1 6 Aura 6 Minutes	Distillery
<u>Prime Aura Potion</u>	Restore 40 Aura 4 Toxicity 3 Second Consume Time	Prime Catalyst Herb x2 Prime Spiritual Herb x2 Sacred Ashes x1 6 Aura 6 Minutes	Distillery
<u>Awakening</u>	Consume to gain single use of Willpower every combat, effect lasts 1 hour. This type of potion can only be used once per 12s 3 Toxicity 3 Second Consume Time	Prime Catalyst Herb x2 Prime Spiritual Herb x1 Sacred Ashes x1 6 Aura 6 Minutes	Distillery

<u>Silver Tongue</u>	Allows use of Deception until the end of the twelves. 3 Toxicity 3 Second Consume Time	Prime Medicinal Herb x1 Prime Catalyst x1 Silver Ore x1 Arcane Ash x2 6 Aura 6 Minutes	Distillery
<u>Sniper's Eye</u>	Gain a Ranged Armament Skill of your choice for the next 6 hours. You are considered to have the Expert level of this skill. Only one of these potions can be used at a time. 4 Toxicity 3 Second Consume Time	Prime Catalyst Herb x2 Fish Oil x 2 Nitroamine x 2 Sacred Ashes x1 6 Aura 6 Minutes	Distillery
<u>Earthquake</u>	Grants +1 Damage for 1 minute upon consumption (This stacks with other bonuses to Damage) Only one of these potions can be used at a time. 4 Toxicity	Prime Catalyst Herb x2 Troll Tusk x1 Sacred Ash x1 6 Aura 6 Minutes	Distillery

	3 Second Consume Time		
<u>Delve</u>	Reduce time for next use of Mining by 5 minutes Only one of these potions can be used at a time. 3 Toxicity 3 Second Consume Time	Prime Catalyst Herb x1 Tommyknocker Toe x2 Arcane Ash x1 6 Aura 6 Minutes	Distillery
<u>Deforest</u>	Reduce time for next use of Forestry by 5 minutes Only one of these potions can be used at a time. 3 Toxicity 3 Second Consume Time	Prime Catalyst Herb x1 Camazotz Claws x3 Arcane Ash x1 6 Aura 6 Minutes	Distillery
<u>Reincarnation</u>	Upon consumption, for one hour you will be able to Resurrect with half health upon dying for the first time. This must be done before your body fades into the Gloom, and is your choice when it	Prime Catalyst Herb x2 Prime Medicinal Herb x2 Leshen Heart x1 Sacred Ash x2 6 Aura 6 Minutes	Distillery

	activates within that time. This effect can only happen once per potion 5 Toxicity 3 Second Consume Time		
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<u>Smelting Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Iron: Bar</u> <u>Copper: Bar</u> <u>Tin: Bar</u> <u>Lead: Bar</u>	Refined Metal	Iron/Copper/Tin/Lead Ore x2 2 Aura 1 Minute Craft Time	Smelter
<u>Silver Bar</u>	Refined Metal	Silver Ore x2 2 Aura 1 Minute Craft Time	Smelter
<u>Smelting Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Steel Bar</u> Requires Expertise: Advanced Metallurgy	Refined Metal	Coal x2 Iron Ore x2 4 Aura 2 Minutes	Blast Furnace
<u>Bronze Bar</u>	Refined Metal	Copper Ore x2 Tin Ore x2 4 Aura 2 Minutes	Blast Furnace
<u>Gold Bar</u>	Refined Metal	Gold Ore x2 2 Aura 2 Minutes	Blast Furnace

<u>Platinum Bar</u> Requires Expertise: Advanced Metallurgy	Refined Metal	Platinum Ore x2 4 Aura 2 Minutes	Blast Furnace
<u>Orichalcum Bar</u> Requires Expertise: Gaian Technology	Refined Metal	Orichalcum Ore x2 6 Aura 2 Minutes	Blast Furnace
<u>Meteorite Iron Bar</u> Requires Expertise: Advanced Metallurgy	Refined Metal	Meteorite Iron Ore x2 6 Aura 2 Minutes	Blast Furnace
<u>Uranium Bar</u> Requires Expertise: Chemistry	Refined Metal	Uranium Ore x2 4 Aura 2 Minutes	Blast Furnace
<u>Tumbaga Bar</u> Requires Expertise: Advanced Metallurgy	Refined Metal	Gold Ore x2 Copper Ore x2 Wax x1 4 Aura 2 Minutes	Blast Furnace

<u>Smithing Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Espada</u>	Melee: Standard 2 Damage Allows use of Pierce when wielded by a Duelist (Duelist has to know Pierce) Must be wielded with no shield or weapon in offhand with the exception of a Parrying Dagger	Refined Metal (Any) x3 Leather x1 Guard x1 2 Aura 6 Minute Craft Time	Smithy
<u>Parrying Dagger</u>	Melee: Small 2 Damage Reduces the cost of Parry to 3 instead of 4 when wielded by Duelist. Must be wielded in the offhand.	Refined Metal (Any) x3 Leather x1 Guard x1 2 Aura 6 Minute Craft Time	Smithy
<u>Melee: Two-Handed</u>	4 Damage Requires both hands	Refined Metal (Any) x5 Leather x4 2 Aura 8 Minute Craft Time	Smithy
<u>Melee: Standard</u>	2 Damage	Refined Metal (Any) x3 Leather x1	Smithy

		2 Aura 6 Minute Craft Time	
<u>Melee: Small</u>	2 Damage	Refined Metal (Any) x3 Leather x1 2 Aura 4 Minute Craft Time	Smithy
<u>Melee: One Handed Spear</u>	2 Damage	Refined Metal (Any) x3 Leather x1 2 Aura 6 Minute Craft Time	Smithy
<u>Knuckles</u>	2 (Insert Metal Used to make) Damage	Refined Metal or Refined Jade (Same type) x2 4 Aura 6 Minute craft Time	
<u>Throwing Weapon</u> X3 Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.	4 Damage	Refined Metal (Any) x3 Leather x1 2 Aura 4 Minute Craft Time	Smithy
<u>Guard</u>	Needed to build an Espada	Refined Metal x2 2 Aura 2 Minute Craft Time	Smithy
<u>Gambeson</u>	Light Armor	Adhesive x2	Smithy

	Armor Value: 4 Can receive Enchantments	Fiber x4 Cloth x4 4 Aura 10 Minute Craft Time	
<u>Buckler Shield</u>	Can receive Enchantments	Refined Metal x2 Leather x2 4 Aura 10 Minute Craft Time	Smithy
<u>Medium Shield</u>	Can receive Enchantments	Refined Metal x4 Leather x4 4 Aura 10 Minute Craft Time	Smithy
<u>Tower Shield</u>	Can receive Enchantments	Refined Metal x6 Leather x6 4 Aura 10 Minute Craft Time	Smithy
<u>Metal Dust (Iron/Tin/Silver/Copper/Gold x2)</u>	Can be expended for 1 successful strike of Metal damage depending on Ore used.	Ore x1 2 Aura 1 Minute Craft Time	-
<u>Smithing Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Chainmail</u>	Medium Armor Armor Value: 8	Refined Iron x4 Oil x2	Smithy

	Can be enchanted Requires Strength 3	4 Aura 15 Minute Craft Time	
<u>Coat Melee/Throwing Weapons</u>	Melee: Standard or Small or Two-Handed or Throwing Weapon that has been augmented with a new Metal. These weapons swing their damage with the modifier of the chosen Metal.	Melee: Standard or Small, or Two-Handed, Knuckle, or Throwing Weapon x1 Refined Metal x1 4 Aura 10 Minute Craft Time	Smithy
<u>Smithing Repair Kit</u>	A repair kit that counts as one use of Maintenance when used on non-consumable Smithing items.	Ore x2 4 Aura 2 minute	*
<u>Superior Throwing Weapon x3</u> Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.	5 Damage	Superior Grip x1 Superior Pommel x1 Superior Short Striking Surface x1 2 Aura 8 Minute Craft Time	Forge
<u>Smithing Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Plate Armor</u>	Heavy Armor Armor Value: 12 Adds an additional +1 to Carry weight	Steel x4 Leather x4 6 Aura	Forge

	Can receive Enchantments Requires 5 Strength	20 Minute Craft Time	
<u>Superior Espada</u>	Melee: Standard 3 Damage Allows use of Pierce when wielded by a Duelist (Duelist has to know Pierce) Must be wielded with no shield or weapon in offhand with the exception of a Parrying Dagger	Superior Grip x1 Superior Pommel x1 Superior Striking Surface x1 Superior Guard x1 4 Aura 8 Minute Craft Time	Forge
<u>Superior Parrying Dagger</u>	Melee: Small 3 Damage Reduces the cost to Parry to 3 instead of 4 when wielded by Duelist. Must be wielded in the offhand.	Superior Grip x1 Superior Pommel x1 Superior Short Striking Surface x1 Superior Guard x1 2 Aura 6 Minute Craft Time	Smithy
<u>Steel Knuckles</u>	3 Damage	2 Refined Steel 4 Aura 6 Minute Craft Time	Forge
<u>Superior Melee: Two-Handed</u>	5 Damage Requires both hands	Superior Long Grip x1 Superior Pommel x1 Superior Long	Forge

		Striking Surface x1 2 Aura 10 Minute Craft Time	
<u>Superior Melee: Standard</u>	3 Damage	Superior Grip x1 Superior Pommel x1 Superior Striking Surface x1 2 Aura 10 Minute Craft Time	Forge
<u>Superior One-handed Spear</u>	3 Damage	Superior Grip x1 Superior Pommel x1 Superior Striking Surface x1 2 Aura 10 Minute Craft Time	Forge
<u>Superior Melee: Small</u>	3 Damage	Superior Grip x1 Superior Pommel x1 Superior Short Striking Surface x1 2 Aura 10 Minute Craft Time	Forge
<u>Chakram x3</u> Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.	Overpower, 5 Damage	Superior Grip x1 Superior Pommel x1 Superior Long Striking Surface x1	Forge

		2 Aura 8 Minute Craft Time	
<u>Heavy Javelins</u> <u>x3</u> Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.	5 Damage Any time you throw this weapon you may instead declare “Root 3” instead of damage.	Superior Grip x2 Superior Pommel x1 Superior Striking Surface x1 2 Aura 8 Minute Craft Time	Forge
<u>Fan of Knives</u> <u>x3</u> Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.	5 Damage Multishot	Superior Grip x1 Superior Pommel x1 Superior Long Striking Surface x1 2 Aura 8 Minute Craft Time	Forge
<u>Throwing Stars</u> <u>x1</u> Can Benefit from both Finesse 7 and Strength 7 Bonuses to Damage.	5 Damage, Skip Bleedout Cannot be combo’d with martial maneuvers	Superior Grip x1 Superior Pommel x1 Superior Striking Surface x1 Prime Poison Powder x1 2 Aura 8 Minute Craft Time	Forge
<u>Superior Grip</u>	Part of a medium or small sized weapon	Steel x1 Hardwood x1 Leather x1	Forge

		2 Aura 2 Minute Craft Time	
<u>Superior Long Grip</u>	Part of a large weapon	Steel x1 Hardwood x2 Leather x2 2 Aura 2 Minute Craft Time	Forge
<u>Superior Pommel</u>	Part of a medium or small sized weapon	Steel x1 2 Aura 2 Minute Craft Time	Forge
<u>Superior Short Striking Surface</u>	Part of a small sized weapon	Steel x1 2 Aura 2 Minute Craft Time	Forge
<u>Superior Striking Surface</u>	Part of a medium or small sized weapon	Steel x1 2 Aura 2 Minute Craft Time	Forge
<u>Superior Long Striking Surface</u>	Part of a large weapon	Steel x2 2 Aura 2 Minute Craft Time	Forge
<u>Superior Guard</u>	Needed to build a Superior Espada	Steel x2 2 Aura 2 Minute Craft Time	Forge

<u>Jewelry Crafting Table</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Silver Jewelry</u>	Valuable Jewelry, can receive Enchantments Can only wear one piece of Jewelry	Refined Silver x2 Refined Gemstone x1 2 Aura 4 Minutes	Gemcutter
<u>Gold Jewelry</u>	Valuable Jewelry, enchantment effects are increased Can only wear one piece of Jewelry	Refined Gold x2 Refined Gemstone x1 4 Aura 6 Minutes	Gemcutter
<u>Platinum Jewelry</u>	Rare Jewelry, enchantment effects are increased to an even greater extent Can only wear one piece of Jewelry	Refined Platinum x2 Refined Gemstone x1 6 Aura 10 Minutes	Gemcutter
<u>Cut Gemstone</u>	Cut gemstone ready to be placed into jewelry. Type of gem will change the Enchantment effect.	Uncut Gemstone x1 2 Aura 4 Minutes	Gemcutter
<u>Refined Jade</u>	Cut Jade so that it is ready to be installed	Uncut Jade x1 2 Aura 4 Minutes	Gemcutter
<u>Jewelry Repair Kit</u>	A repair kit that counts as one use of	Ore x2	*

	Maintenance when used on non-consumable Jewelry items.	4 Aura 2 minute	
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<u>Engineering Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Farm</u>	Required for Farming	Lumber x15 Refined Metal x5 Stone x5 6 Aura 30 Minute Craft Time	*
<u>Kitchen</u>	Required for Cooking	Lumber x10 Refined Metal x5 Cement x5 Water x5 Glass x2 6 Aura 30 Minute Craft Time	*
<u>Brewery</u>	Required for Brewing and Potion Making	Lumber x5 Refined Metal x5 Cement x10 Water x10 6 Aura 30 Minute Craft Time	*
<u>Venue Permanent</u>	Required for Event Planning	Lumber x5 Refined Metal x5	*

		Cement x10 Water x10 Glass x4 6 Aura 30 Minute Craft Time	
<u>Venue Temporary</u>	Required for Event Planning Venue Temporary has a Longevity of 1 Month and can not receive the benefits of Maintenance . At the end of the event, this structure is lost.	Cloth x6 Plastic x4 4 Aura 20 Minute Craft Time	*
<u>Mine</u>	Required for Mining Type of Mine will be randomized from minerals native to the planet. If a builder wants a specific type of mineral mine they will have to use the Study skill with Expertise: Prospecting , or they can be assisted by another person who has the Expertise during a study.	Lumber x5 Metal Ore x10 6 Aura 30 Minute Craft Time	*
<u>Grove</u>	Required for Forestry All Groves will have 2 types of Exotic Thicket but they will	Sapling x 10 (Can be bought at General Store) Water x 10	*

	be randomized. If a builder wants a specific type of Exotic Thicket they will have to use the Study skill with Expertise: Arboriculture, or they can be assisted by another person who has the Expertise during a study.	Lumber x 5 Refined Metal x 5 6 Aura 30 Minute Craft Time	
<u>Barn</u>	Required for Animal Husbandry Barn can Store and harvest 10 animals	Lumber x20 Refined Metal x5 6 Aura 30 Minute Craft Time	*
<u>Medical Center</u>	Required for certain Medical Procedures	Lumber x5 Refined Metal x5 Cement x10 Water x10 6 Aura 30 Minute Craft Time	*
<u>CNC Warehouse</u>	Required for Fabrication	Lumber x5 Refined Metal x5 Cement x10 Water x10 6 Aura 30 Minute Craft Time	*

<u>Blacksmithy</u>	Required for Smithing	Lumber x10 Refined Metal x5 Cement x5 Water x5 6 Aura 30 Minute Craft Time	*
<u>Green House</u>	Allows use of skill Herbalism	Glass x10 Refined Metal x5 4 Aura 20 Minute Craft Time	*
<u>Garage</u>	Required to create vehicles	Lumber x10 Refined Metal x5 Cement x5 Water x5 6 Aura 30 Minute Craft Time	*
<u>Lab</u>	Required for Innovation, Reverse Engineering, and Pharmaceuticals.	Lumber x10 Refined Metal x5 Cement x5 Water x5 6 Aura 30 Minute Craft Time	*

<u>Gem Cutter</u>	Required for Jewelry Crafting	Lumber x10 Refined Metal x5 Cement x5 Water x5 6 Aura 30 Minute Craft Time	*
<u>Library</u>	Required for Study	Lumber x10 Refined Metal x5 Cement x5 Water x5 6 Aura 30 Minute Craft Time	*
<u>Smelter</u>	Required for Smelting	Lumber x10 Refined Metal x5 Cement x5 Water x5 6 Aura 30 Minute Craft Time	*
<u>Truck</u>	Travels slower than Sedan but has a large amount of storage space for trading 2 Person Capacity +2 Downtimes +6 Storage	Rubber x6 Refined Metal x4 Plastic x8 Glass x2 4 Aura	Garage

	Requires Basic Transportation to use	20 Minute Craft Time	
<u>Sedan</u>	Travels faster than the Truck but has less storage space then the truck. 4 Person Capacity +4 Downtimes +2 Storage Requires Basic Transportation to use	Rubber x4 Refined Metal x4 Plastic x6 Glass x2 Circuitry x2 Oil x2 4 Aura 20 Minute Craft Time	Garage
<u>Motorcycle</u>	Travels faster than the Truck and Sedan, but has no storage space. 1 Person Capacity +4 Downtimes Requires Basic Transportation to use	Rubber x2 Refined Metal x2 Plastic x6 4 Aura 20 Minute Craft Time	Garage
<u>Row Boat</u>	2 person Capacity Changes the time taken for those with the skill Hunting to Fish from 20 minutes to 10 minutes.	Lumber x4 2 Aura 10 Minute Craft Time	Garage
<u>Engineering Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item

<u>Barn Addon:</u> <u>Animal Pen</u>	Can store an additional 10 animals	Lumber x10 Hard Wood x3 Refined Metal x10 4 Aura 20 Minute Craft Time	*
<u>Medical Center Addon: Trauma Ward</u>	Required for the use of certain Medical skills.	Hard Wood x2 Refined Metal x5 Cement x10 Water x10 4 Aura 20 Minute Craft Time	*
<u>Smelter Addon: Blast Furnace</u>	Required for refining minerals into alloys.	Coal x2 Refined Metal x10 Cement x4 Water x4 4 Aura 20 Minute Craft Time	*
<u>Factory</u>	Required for the construction of Building Add-ons and Advanced Transportation and Expert Transportation vehicles.	Lumber x2 Hard Wood x5 Refined Metal x10 Cement x20 Water x20 8 Aura	*

		40 Minute Craft Time	
<u>Motorized Fishing Boat</u>	6 person capacity Changes the time taken for those with the skill Hunting to Fish from 20 minutes to 10 minutes.	Refined Metal x4 Plastic x4 Glass x2 6 Aura 30 Minute craft Time	Garage
<u>Big Rig</u>	2 Person Capacity, travels slower than other land vehicles, highest storage space. +2 Downtimes +5 Downtimes that can only be used to Sell to the Market downtime action +15 Storage Requires Advanced Transportation to use	Rubber x8 Refined Metal x8 Plastic x10 Glass x4 6 Aura 30 minutes	Factory
<u>Lumber Rig</u>	2 person Capacity +2 Downtime +3 Downtimes that can only be used for Forestry downtime action. If you have Forestry Advanced you count as having Forestry Expert for these additional downtimes ONLY (This raises the limit of how many times this skill(downtime))	Rubber x8 Refined Metal x10 Plastic x8 Oil x 2 Glass x4 6 Aura 30 minutes	Factory

	can be used between games) Long Hauler/Smuggler Only Requires Advanced Transportation to use		
Dump Truck	2 person Capacity +2 Downtime +3 Downtimes that can be used for Salvage or Mining downtime actions. If you have Mining Advanced you count as having Mining Expert for these additional downtimes ONLY. (This raises the limit of how many times this skill(downtime) can be used between games. Requires Advanced Transportation to use Long Hauler/Smuggler Only	Rubber x8 Refined Metal x10 Plastic x8 Oil x 2 Glass x4 6 Aura 30 minutes	Factory
<u>Lab Addon: Centrifuge</u>	Advanced Lab Addon	Refined Metal x5 Cement x10 Water x10	Factory

		Circuitry x3 4 Aura 20 Min to craft	
<u>Engineering Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Cargo Plane</u>	Slower than Private Plane, storage space equal to Big Rig. 2 Person Capacity +4 Downtimes +4 Downtimes that can only be used to Sell to the Market downtime action +15 Storage Requires Expert Transportation	Rubber x4 Refined Metal x6 Plastic x20 Glass x8 8 Aura 40 Minute Craft Time	Factory
<u>Private Plane</u>	Faster than any land based vehicle, no storage space. 2 Person Capacity +8 Downtimes Requires Expert Transportation to use	Rubber x2 Refined Metal x4 Plastic x16 Glass x4 8 Aura 40 Minute Craft Time	Factory
<u>Big Rig (Hidden Stash)</u>	+2 Downtimes +4 Downtimes that can only be used to	Rubber x8 Refined Metal x 8	Factory

	Sell to the Market downtime action; These actions can be used to sell Illicit goods as if they were not for the purposes of selling to the Market. (This raises the limit of how many times this skill(downtime) can be used between games.) +15 Storage (only 4 of these can be Illicit Items) Requires Expert Transportation to use Smuggler Only	Steel x 2 Plastic x 10 Circuitry x 2 Glass x 4 8 Aura 30 Minute Craft Time	
<u>Long Hauling Rig</u>	2 person Capacity +2 Downtimes +18 storage +6 downtimes, these downtimes can be used for either Sell to the Market or Employment downtimes only. If both people have transportation Expert they can “Team Drive” and they get 2 horn per Employment downtime used instead of 1; but they both must still be Affiliated or a Member of one of the	Rubber x 8 Refined Metal x 8 Oil x 4 Steel x 2 Plastic x 10 Circuitry x 2 8 Aura 30 Minute Craft Time	Factory

	Factions of Gloom Hollow. (This raises the limit of how many times this skill(downtime) can be used between games. Requires Expert Transportation to use Long Hauler Only		
<u>Barn Addon:</u> <u>Magical Menagerie</u>	Can store and harvest 10 mythical animals	Arcane Crystal x6 Cement x6 Water x6 Glass x6 6 Aura 30 Minute Craft Time	Factory
<u>Greenhouse Addon:</u> <u>Splicer</u>	Needed for Grafting Skill	Circuitry x10 Cement x4 Refined Bronze x2 Mote of Earth x1 6 Aura 30 Minute Craft Time	Factory
<u>Kitchen Addon:</u> <u>Professional Kitchen</u>	Required for Expert Cooking	Hardwood x2 Refined Bronze x1 Cement x15 Water x15	Factory

		Mote of Earth x1 6 Aura 30 Minute Craft Time	
<u>Brewery Addon:</u> <u>Distillery</u>	Required for Certain Brewing Recipes	Refined Copper x6 Refined Bronze x2 Hardwood x3 Water x5 Cement x2 Mote of Water x1 6 Aura 30 Minute Craft Time	Factory
<u>CNC Warehouse Addon:</u> <u>Milling Station</u>	Required for Certain Fabrication Recipes	Refined Metal x5 Steel x1 Rubber x2 Hardwood x3 Cement x5 Water x5 Mote of Air x1 6 Aura 30 Minute Craft Time	Factory
<u>Blacksmithy Addon:</u> <u>Forge</u>	Required for Certain Smithing Recipes	Cement x15 Refined Metal x5 Water x15	Factory

		Mote of Fire x 1 6 Aura 30 Minute Craft Time	
<u>Lab Addon:</u> <u>Mass Spectrometer</u>	Required for Certain Procedures	Refined Bronze x5 Cement x 10 Water x10 Circuitry x3 Mote of Electricity x1 4 Aura 20 Minutes to craft	Factory

<u>Fabrication Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Circuitry</u>		Rubber x1 Any Ore x2 2 Aura 1 Minute Craft Time	*
<u>Small Firearm</u>	2 Damage	Refined Metal (Any) x3 2 Aura 4 Minute Craft Time	CnC Warehouse
<u>Long Firearm</u>	3 Damage	Refined Metal (Any) x6 Lumber x2 2 Aura 4 Minute Craft Time	CnC Warehouse
<u>Molotov-Cocktail</u>	Explosive Must be thrown. “5 Fire” Creates 6 Requires Explosives to use	Oil x1 Glass x1 4 Aura 1 Minute Craft Time	*
<u>Combat Vest</u>	Light Armor Armor Value: 4 Can receive	Plastic x4 Cloth x4 4 Aura	CnC Warehouse

	Enchantments	2 Minute Craft Time	
<u>Ammo Magazine</u>	Can be enchanted	Refined Metal x1 2 Aura 2 Minute Craft Time	CnC Warehouse
<u>AI 1 Slot Module</u>	Used by AI to modify ability Top of the Line Write the Module name and effects on the card.	Refined Orichalcum x2 Circuitry x2 2 Aura 2 Minute Craft Time	CnC Warehouse
<u>Knuckles</u>	2 (Insert Metal Used to make) Damage	Refined Metal or Refined Jade (Same type) x2 4 Aura 6 Minute craft Time	CnC Warehouse
<u>Fabrication Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Frag Grenade</u>	Explosive Must be thrown. “5 Gore, 5 foot radius” Creates 3 Requires Advanced Explosives to use	Refined Metal x2 Nitroamine x1 4 Aura 2 Minute Craft Time	CnC Warehouse
<u>Dynamite</u>	Explosive When used to build a mineshaft, it reduces	Lumber x1 Nitroamine x1	CnC Warehouse

	time by half. Can also reduce the time to mine by half Creates 3 Requires Explosives to use	4 Aura 2 Minute Craft Time	
<u>12 Gauge Shotgun</u>	Long Firearm 3 Damage A versatile gun that can be loaded with special rounds.	Refined Metal (Any) x6 Lumber x4 2 Aura 4 Minute Craft Time	CnC Warehouse
<u>Explosive Clay</u>	Explosive Forces open a locked door. Place it on the frame, wait five seconds and then yell "Clear!" The door is then considered opened Requires Explosives Advanced to use	Nitroamine x1 Rubber x2 4 Aura 2 Minute Craft Time	CnC Warehouse
<u>Military Kevlar</u>	Medium Armor Armor Value: 8 Can receive Enchantments	Silicon x4 Fiber x4 Cloth x4 4 Aura 2 Minute Craft Time	CnC Warehouse
<u>Plated Ammunition</u>	Applies damage modifier of the refined metal used for	The same type of Refined Metal x1	CnC Warehouse

	the rest of this event Not stackable with other ammo types	Ammo Magazine x1 2 Aura 2 Minute Craft Time	
<u>Dragon's Breath Rounds</u>	Only usable with weapon 12 Gauge Shotgun Applies damage modifier of Fire for the rest of this event Not stackable with other ammo types	Cloth x1 Refined Lead x1 Nitroamine x1 2 Aura 2 Minute Craft Time	CNC Warehouse
<u>Stun Round</u>	Only Usable with weapon 12 Gauge Shotgun Allows single free use of Stun, can be either shot from a blaster or used with Snipe. User does not need to possess the skill Stun. Not stackable with other ammo types	Cloth x1 Refined Lead x1 2 Aura 2 Minute Craft Time	CNC Warehouse
<u>Buckshot Round</u>	Only usable with weapon "12 Gauge Shotgun" Allows Single use of Spray & Pray. User does not need to possess Spray & Pray. Not stackable with other ammo types	Cloth x1 Refined Lead x1 2 Aura 2 Craft Time	CNC Warehouse

<u>Steel Knuckles</u>	3 Damage	2 Refined Steel 6 Minute Craft Time 4 Aura	CnC Warehouse
<u>AI 2 Slot Module</u>	Used by AI to modify ability Top of the Line Write the Module name and effects on the card.	Refined Orichalcum x3 Circuitry x3 4 Aura 4 Minute Craft Time	CnC Warehouse
<u>Fabrication Repair Kit</u>	A repair kit that counts as one use of Maintenance when used on non-consumable Fabrication items.	Ore x2 4 Aura 2 minute	*
<u>Fabrication Table Expert</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Superior Small Firearm</u>	3 Damage	Superior Firearm Barrel x1 Superior Firearm Grip x1 Superior Firearm Trigger x1 2 Aura 4 Minute Craft Time	Milling Station
<u>Superior Long Firearm</u>	4 Damage	Superior Long Firearm Barrel x1 Superior Long Firearm Stock x1 Superior Firearm	Milling Station

		Grip x1 Superior Firearm Trigger x1 2 Aura 4 Minute Craft Time	
<u>Superior 12 Gauge Shotgun</u>	Long Firearm 4 Damage Requires Expertise: Exotic Firearms to build and use A versatile gun that can be loaded with special rounds.	Superior Long Firearm Barrel x1 Superior Firearm Grip x1 Superior Firearm Trigger x1 2 Aura 4 Minute Craft Time	Milling Station
<u>Compound Bow</u>	6 Damage Multishot	Steel x4 Hardwood x2 Fiber x4 6 Aura 10 Minute Craft Time	Milling Station
<u>Superior Firearm Barrel</u>	Used to make Small Firearm	Steel x2 2 Aura 1 Minute Craft Time	Milling Station
<u>Superior Firearm Grip</u>	Used to make Small Firearm	Steel x2 2 Aura 1 Minute Craft Time	Milling Station
<u>Superior Firearm Trigger</u>	Used to make Firearm	Steel x2 2 Aura	Milling Station

		1 Minute Craft Time	
<u>Superior Long Firearm Stock</u>	Used to make Long Firearm	Steel x1 Hardwood x2 2 Aura 1 Minute Craft Time	Milling Station
<u>Superior Long Firearm Barrel</u>	Used to make Long Firearm	Steel x4 2 Aura 1 Minute Craft Time	Milling Station
<u>Mine Trap</u>	Explosive Detonates when stepped on “10 Gore, Cleave both legs” Requires Explosives Expert	Nitroamine x4 Steel x2 4 Aura 5 Minute Craft Time Req: Expertise: High Yield Explosives	Milling Station
<u>C4 Charge</u>	Explosive Can be detonated at any time by the deployer. “AOE, 15 Gore” 1 minute set up time Requires: Explosives Expert	Nitroamine x3 Plastic x4 Rubber x1 1 Explosive Clay 4 Aura 5 Minute Craft Time Req: Expertise: High Yield Explosives	Milling Station
<u>Flashbang Grenade</u>	Explosive “Daze 10 seconds, 5 Foot Radius”	Refined Metal x2 Metal Ore x1	Milling Station

	Requires: Explosives Advanced	Superior Catalyst Herb x1 4 Aura 4 Minute Craft Time	
<u>Concussion Grenade</u>	Explosive “Stun 3, 5 Foot Radius” Requires: Explosives Expert	Steel x1 Refined Metal x1 Nitroamine x1 4 Aura 4 Minute Craft Time	Milling Station
<u>Elemental Grenade</u>	Explosive “5 Element, 5 Foot Radius” Requires: Explosives Expert	Refined Metal x2 Mote x1 4 Aura 4 Minute Craft Time	Milling Station
<u>Tear Gas</u>	Explosive “Silence 10, 5 foot Radius” Requires: Explosives Advanced	Refined Metal x2 Tolulene x1 Nitroamine x1 4 Aura 4 Minute Craft Time	Milling Station
<u>Pipe Bomb</u>	Explosive “5 Metal, 5 Foot Radius” Requires: Explosives Expert	Steel x1 Refined Metal x1 Nitroamine x1 4 Aura 4 Minute Craft Time	Milling Station
<u>Plate Carrier</u>	Heavy Armor	Steel x2	Milling Station

	Armor Value: 10 Add +1 to your Carry Weight Gun Reduction Reduce damage taken from guns by 1 Declare “Partial” when shot. Can receive Enchantments Requires Strength 5 to wear	Fiber x6 Plastic x4 4 Aura 5 Minute Craft Time	
<u>AI 3 Slot Module</u>	Used by AI to modify ability Top of the Line Write the Module name and effects on the card.	Refined Orichalcum x4 Circuitry x4 4 Aura 6 Minute Craft Time	CnC Warehouse

<u>Pharmaceuticals Table Basic</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Defibrillator</u>	Need Pharmaceuticals Basic to Use Reduces First Aid time to 30 seconds	Silicone x2 Refined Metal x1 Plastic x2 4 Aura 10 Minutes	Lab
<u>First Aid Kit</u>	Allows user to use First Aid on a target without needing to be trained in First Aid Single Use 0 Aura	Cloth x4 2 Aura 4 Minutes	*
<u>Mist Dispenser</u>	Corpsman only Allows user to deploy the various types of medicinal mist created by the Meridian Corporation	Plastic x4 Circuitry x1 4 Aura 10 minutes	Lab
<u>Healing Mist</u>	Restore 4 Health to target, requires Mist Dispenser Single Use 10 Second Application Time	Water x1 Basic Medicinal Herb x1 Basic Catalyst Herb x1 2 aura 2 minutes	Lab
<u>Cough Suppressant</u>	Used to cure certain	Refined Silver x1	Lab

	diseases Single Use	Guaiac Tree Extract x2 2 Aura 2 Minutes	
<u>Antacid</u>	Used to cure certain diseases Single Use	Salt x3 2 Aura 2 Minutes	Lab
<u>Soothing Balm</u>	Used to cure certain diseases Single Use	Almonds x2 2 Aura 2 Minutes	Lab
<u>Seam</u>	Consumption counts as First Aid for Sitches for the Mismatched Disadvantage Stitch only Addictive	Water x1 Arcane Dust x1 2 Aura 2 Minute Craft Time	Mortar & Pestle
<u>Guts</u>	Consumed May Call Willpower to a single use of fear in the next 15 minutes for free RP lessened Fear Responses for 1 hour Addictive	Superior Catalytic Herb x2 Superior Spiritual Herb x2 2 Aura 2 Minute Craft Time	Mortar & Pestle
<u>Pharmaceuticals Table Advanced</u>			
Item Name	Description	Components	Req Manufacturing

			Facility or Item
<u>Numbing Mist</u>	Recipient ignores effects of broken limbs for 5 minutes, requires Mist Dispenser Single Use 10 Second Application Time	Water x1 Basic Catalyst Herb x2 Superior Medicinal Herb x1 4 Aura 6 Minutes	Centrifuge (Lab Addon)
<u>Advanced Healing Mist</u>	Restore 14 Health to target, requires Mist Dispenser Single Use 10 Second Application Time	Water x2 Superior Catalyst x2 Superior Medicinal Herb x2 4 Aura 4 Minutes	Centrifuge (Lab Addon)
<u>Antidote</u>	Cures the “Poison” Status Effect Single Use 1 Minute Application Time	Water x1 Basic Medicinal Herb x1 Basic Poison Herb x1 Basic Catalyst Herb x1 2 Aura 2 Minutes	Lab
<u>Decongestant</u>	Used to cure certain diseases Single Use	Ephedra Sinica x3 2 Aura 2 Minutes	Lab

<u>Antihistamine</u>	Used to cure certain diseases Single Use	Almonds x2 Toluene x1 2 Aura 2 Minutes	Lab
<u>Antiseptic</u>	Used to cure certain diseases Single Use	Liquid Courage x2 2 Aura 2 Minutes	Lab
<u>Pharmaceutical Repair Kit</u>	A repair kit that counts as one use of Maintenance when used on non-consumable Pharmaceutical items.	Ore x2 4 Aura 2 minute	*

Pharmaceuticals Table Expert

Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Muscle Stimulant</u>	+1 Strength 1 Hour Single Use 10 Second Application Time May take once per hour, This can raise your stat above your species maximum to a maximum of 10 +4 Toxicity	Prime Catalyst Herb x2 Prime Medicinal Herb x2 Uncut Emerald Sacred Ash, 6 Aura 10 Minutes	Mass Spectrometer (Lab Addon)
<u>Pain Inhibitor</u>	+1 Constitution 1 Hour	2 Prime Catalyst Herb x2	Mass Spectrometer (Lab Addon)

	Single Use 10 Second Application Time May take once per hour, This can raise your stat above your species maximum to a maximum of 10 +4 Toxicity	Prime Medicinal Herb x2 Uncut Opal Sacred Ashes 6 Aura 10 Minutes	
<u>Deduction</u>	+1 Wit 1 Hour Single Use 10 Second Application Time May take once per hour, This can raise your stat above your species maximum to a maximum of 10 +4 Toxicity	2 Prime Catalyst Herb x2 Prime Medicinal Herb x2 Uncut Topaz Sacred Ashes 6 Aura 10 Minutes	Mass Spectrometer (Lab Addon)
<u>Instinct</u>	+1 Finesse 1 Hour Single Use 10 Second Application Time May take once per hour, This can raise your stat above your species maximum to a maximum of 10	2 Prime Catalyst Herb x2 Prime Medicinal Herb x2 Uncut Tiger's Eye Sacred Ashes 6 Aura 10 Minutes	Mass Spectrometer (Lab Addon)

	+4 Toxicity		
<u>Prime Healing Mist</u>	Restore 30 Health to target, requires Mist Dispenser Single Use 10 second application time	Water x3 Prime Catalyst Herb x3 Prime Medicinal x3 6 Aura 6 Minutes	Mass Spectrometer (Lab Addon)
<u>Pain Reliever</u>	Used to cure certain diseases Single Use	Poppy x3 2 Aura 2 Minutes	Mass Spectrometer (Lab Addon)
<u>Antibiotics</u>	Used to cure certain diseases Single Use	Expired Fruit x3 Or Expired Meat x3 2 Aura 2 Minutes	Mass Spectrometer (Lab Addon)

<u>Artisan Table</u>			
Item Name	Description	Components	Req Manufacturing Facility or Item
<u>Blacksmith Hammer</u>	Reduces duration required for Smithing by half Blacksmith only	Refined Metal x2 Lumber x1 4 Aura 2 Minutes	Blacksmithy
<u>Pickaxe</u>	Reduces duration required for Mining by half Prospector Only	Refined Metal x2 Lumber x1 4 Aura 2 Minutes	Blacksmithy
<u>Felling Axe</u>	Reduces duration required for Forestry by half Lumberjack Only	Refined Metal x2 Lumber x1 4 Aura 2 Minutes	Blacksmithy
<u>Pitchfork</u>	Reduces Harvesting portion of Farming by 5 minutes Farmer Only	Refined Metal x1 Lumber x3 4 Aura 2 Minutes	Blacksmithy
<u>Cement Mixer</u>	Can spend 10 minutes and make up to 10 Cement at a time while expending 2 Stone and 2 Aura per Cement .	Refined Metal x3 4 Aura 2 Minutes	Blacksmithy
<u>Spigot</u>	Spend 5 Minutes to acquire up to 10	Refined Metal x2	Blacksmithy

	<i>Water</i> at 1 aura per <i>Water</i>	Cement x1 4 Aura 2 Minutes	
<u>Power Saw</u>	Can spend 10 minutes and make up to 10 <i>Lumber</i> at a time while expending 2 <i>Timber</i> and 2 <i>Aura</i> per <i>Lumber</i>	Refined Metal x2 Lumber x1 4 Aura 2 Minutes	CNC Warehouse
<u>Loom</u>	Can spend up to 10 minutes and make up to 10 <i>Cloth</i> or <i>Fiber</i> , while expending the Material/Aura amount specified on the refinement table per <i>Cloth/Fiber</i>	Lumber x2 Fiber x2 4 Aura 2 Minutes	*
<u>Chemistry Set</u>	Reduces the time to craft; Sulfur, Nitromine, Oil, Plastic, Adhesive, Rubber, and Silicon to 1 minute each.	Glass x2 Refined Metal x1 4 Aura 2 Minutes	Lab
<u>Mortar and Pestle</u>	Required for certain Potion Making	Stone x2 4 Aura 2 Minutes	*
<u>Bow</u>	5 Damage	Lumber x2 Fiber x2 Leather x2 4 Aura 4 Minutes	*

<u>Quiver</u>	Can receive enchantments to change damage type for arrows.	Leather x4 4 Aura 4 Minutes	*
<u>Arrowheads</u>	When expended allows user to change their damage to the Used Ore for 10 minutes	Ore x1 2 Aura 2 Minutes	*
<u>Enchanted Ink</u>	Used for creating Tomes And copying Magical Rituals	Ink x1 Arcane Ash x1 2 Aura 2 Minutes	*
<u>Artisan Repair Kit</u>	A repair kit that counts as one use of Maintenance when used on non-consumable Artisan items.	Ore x2 4 Aura 2 minute	*