

# **EXILE 2017 RULEBOOK**

**Version 17.4**

**Writing Team**

**Just... Everyone at the game.**

**Like, seriously, everyone has a hand in these rules, everyone spell-checks and looks for grammatical errors. Everyone looks for balance issues, and adds abilities, and it is not the same rulebook we started with: it's better. Better for everyone involved.**

# What is a LARP?

LARP, or Live Action RolePlay is a game where you dress up as a fantastical character, and play out adventures with a group of like minded people. Perhaps you want to play a warrior, fighting for truth and justice! Maybe you want to play a scoundrel, out for all you can steal. Maybe you want to play a cleric, praising the god of light, and healing those adventuring for glory. Whatever you decide, Exile is a place you can create your character, and play out your story.

When you LARP, you create a character using the rules in this book, and then attend events, joining in the ongoing story of adventurers in the wilderness of Exile, which is a magically shifting landscape full of temples, and dungeons, and magical ruins and creatures, all waiting to be investigated.

When you attend an event, you will gain experience points, which you spend to level up your abilities, giving your character more power. You interact with other people at the game, working together or fighting against them to achieve your goals.

This is all in the spirit of fun. Evil characters are simply other people, at the event to have fun in a safe environment meant to let us live out fantastical adventures as a diversion from the mundane.

## PC vs NPC

There are two types of Characters that you can play as at Exile: PCs or NPCs.

Player Characters (PCs) are like your character in a video game. They are a character that you craft, and their motivations are all your own. As a PC, you are out in the game world, being effected by and effecting the plot in whatever way you want. You have abilities that you level up as you advance, goals, and drives that you choose.

Non-Player Characters (NPCs) are like the people you meet in a video game. They are playing the characters written by the staff members running the events. They are your merchants, your villains, your monsters, and the people doing the work to make sure the game has a ton of fun activities to encounter.

You can play as either, or you can play as a PC but step out and NPC for a short time. We recommend PCing for your first event, as NPCing is often confusing work, with quick costume changes and requires at least a passing understanding of the rules. As a PC, you only have to worry about being one character, and it can help you become accustomed to the rules before diving into the quick-paced world of NPC-Land.

## Is there fighting?

Yes! We fight with special padded weapons, called Boffer (made from PVC and pipe foam) or latex weapons (made from latex). All weapons must be approved before they can be used in the game. If you have a question about how to craft weapons, you can ask, and before you purchase latex weapons to be used at Exile, you should check with staff to be sure it is one of the brands that we allow at the game.

## Does it Hurt?

No, it shouldn't. The general idea is that you should strike people like you are play-fighting. Hit hard enough that they know they got hit, but not so hard that it hurts. If someone hits you too hard, simply mention it to them, and they should adjust their fighting.

## How do I RolePlay

You put yourself in the mindset of the character you create, and act like they would. If you are playing a hero, and see a damsel in distress, you would go to rescue her! If you are playing a scoundrel, maybe you won't help until you are paid. Whatever you want to be, you can! Just be sure that what you are doing is not upsetting someone for real, and if you are concerned, remember you can always ask them after the event, or pull them aside to check.

# Combat Rules

Each character will have Hit Points, which indicate how many times you can get hit before you die. These points can be lost due to weapon strikes, or various abilities that also deal damage.

## RULES OF FAIR COMBAT

### Hit Softly

In Exile we use padded weapons, like boffer weapons or latex swords, to simulate combat. When we strike each other, we try to use the lightest touch. Do not hit people so hard that you hurt them. If someone strikes you and you feel it is too hard, ask them to swing softer. If they do not listen, calmly inform them they are striking too hard a second time.

If they continue to strike too hard, leave combat and find a Game Marshal (GM) so that you can report the incident.

### Swinging Speed

When you fight, you should not "**machine gun**" your weapon strikes, which means swinging so quickly that it is unlikely if these were real weapons you would be doing any legitimate damage. The standard rule is that you should draw your arm back at least 90 degrees away from your target with each swing. If you feel someone is swinging too quickly, state calmly to them, "Please slow your swings" or "You are swinging a little fast."

If they continue to do so, simply leave the encounter and inform a GM.

### Step and Grunt Rule

When you are struck, you should role-play and show some indication that you have been harmed. This can be a grunt or physical grimace, you can make a sharp intake of breath, say ouch, etc. You must also **HALT YOUR FORWARD PROGRESS**. You cannot simply walk at someone who is striking you without pausing briefly each time you are hit. If you are running from someone and you are struck, you should make some sort of physical or verbal, IN-GAME acknowledgement that you have been harmed. (Do not say, "Got it" or "Sure". It should be an in-game reaction of pain.) If you feel someone else is not adhering to the Step and Grunt rule, remind them calmly and in a friendly manner. "Hey, don't forget to step and grunt!"

If they do not listen, calmly remove yourself from the situation and inform a GM.

### Legal Striking Targets for Combat

Most of the body is a legal target for you to strike with a weapon or a packet. **You may not strike the head or the groin.** Please exercise caution striking females in the chest. If you are struck in the head or the groin, that damage does not count, and calmly warn the person who struck you to mind their swings. If they continue to strike you in the head or the groin, leave combat immediately and inform a GM.

You should note that, while hands are a legal target to strike, you do not take damage when you are struck in the hand if that hand is holding a weapon. If you are hit on the hand and are NOT holding a weapon, you take damage.

**EVERY OTHER PART OF THE BODY IS A LEGAL TARGET.**

### Arguing During Combat

**Never stand and argue with someone if you feel they are behaving unfairly, or breaking the rules of fair combat. If you inform them calmly that they need to change their behavior, and they do not, leave the situation and inform a Game Marshal. During combat, tempers and adrenaline run very high. It is hard to keep a cool head if you have just been fighting against someone. It is easier to leave the situation and calm down, and then come back to it. Arguments and bickering ruin the game atmosphere for everyone around you.**

## Dealing Damage

In this game you have three pools of points, **Hit Points**, **Magic Points**, and **Skill Points**. Various things in this game will deal "Damage" to your character. When you take damage, it is subtracted from your Hit Point total. So, if you have 16 Hit Points, and someone throws an arrow which deals 3 points of damage, you now only have 13 Hit Points. While there are some abilities in game that can damage your Magic or Skill Point total, they will be announced as special abilities. Unless otherwise stated, all damage lowers your Hit Point total.

## Melee Damage

Melee weapons all deal 1 point of damage on each hit. You simply strike someone, and they will know that they have taken a point of damage. Where some games call their damage (they will say, "One Damage!" or "Five Damage!" on each weapon strike), Exile does not. You simply strike someone with your weapon, and they will subtract the point from their Hit Point total. If you are struck with a melee weapon, you subtract a point from your hit point total.

If you gain the ability to do more than one point of damage (Gang Up, Wrath, to name two abilities that allow that) you will call damage out loud. Upon striking your opponent, you call, "Two Damage!" or "Three Damage!" and so on.

## Detriments and Enhancements

Detriments are things in the game that last for a certain amount of time, until something happens, or until they are removed. A large number of things count as detriments, and there are different levels of them (Point Level, Ceremony Level, Feat Level, and Situational Level. See the section on Ability Rules for more detail.)

Various things in game will leave detriments on your character. The beneficial version of a detriment is called an enhancement, and anything that removes detriments also removes enhancements.

## Ranged Damage

Ranged weapons and spells use spell packets to deliver damage. These are small bean-bags, often filled with bird-seed or rice and about an inch across, that players will make to bring and throw. People using ranged weapons will do various different types and amounts of damage.

When you throw the packet, you call the ability or damage that goes along with it. ("Bolt, 4 Fire!" or "Arrow, 5 Damage!" or "Drain, 3 damage!" and so on.)

### Archery and Wands

When you use ranged weapons in Exile, you hold the weapon in one hand and throw the packet with the other. You must stop running or walking in order to throw "arrows" or wand packets. You may only hold one ranged packet in your hand at a time.

Basic ranged weapons do 1 point of damage, which you call when you throw the packet. There are abilities in-game that can change the amount of damage.

### Thrown Weapons

Thrown weapons are small boffer or latex weapons that are shaped like small knives, or rocks, or Shoryuken, etc. These do one point of damage, which you call when you throw it. There are abilities in game that can change the damage.

### Spell Damage

Spells have various effects, each explained in the Paths section of the rules. A spell requires a 10 syllable casting line, and then you throw the packet, calling the spell and the effect. You may hold multiple spell packets in your hand at a time. You must cease moving when you are casting a spell. Anyone striking you during the casting line interrupts it and you must start over. Being interrupted does not cost you a Magic Point.

## Damage Types

There are ways, in-game, to add damage types to your weapons, both ranged and melee. If your Melee Weapon has a damage type, you should label the weapon using a strip of cloth about 2 feet long, tied to the hilt, in the appropriate color. Then, when you strike someone, you call that damage type.

So, if you have a sword that is imbued with fire, when you strike someone you say, "Fire!" on each strike. If you have the ability to more than one point of damage in melee combat (Gang Up, Wrath, to name a few) you call the damage type instead of the word "damage". For example, in Melee if your weapons are imbued with Fire, and you can do more than one point of damage, you say, "2 Fire!" when you strike someone.

Some creatures and players are immune to certain damage types. Others are hurt more by certain damage types. Some abilities allow you to reduce certain types of damage, and some abilities will make you weaker to them.

Some damage types, specifically the elemental types, have specific colors that can be added to weapons.

### Types of Damage and their Colors

<b>Fire</b>	Red	An elemental damage type, subject to possible reduction.
<b>Air</b>	Yellow	An elemental damage type, subject to possible reduction.
<b>Earth</b>	Brown	An elemental damage type, subject to possible reduction.
<b>Water</b>	Blue	An elemental damage type, subject to possible reduction.
<b>Dark</b>	Black	An elemental damage type, subject to possible reduction.
<b>Light</b>	Silver	An elemental damage type, subject to possible reduction.
<b>Poison</b>	None	Poison damage is not blocked by armor.
<b>Soul</b>	None	Soul Damage is done to your Hit Points, Magic Points, and Skill Points all at once. If you are hit with, for example, 2 Soul Damage, you lose 2 HP, MP and SP

# Death

Death in Exile can be final, but there are plenty of ways to avoid it. In the world at large, if you die, it is often the most final thing you can experience. Outside of the Crater that is Exile, it is nearly impossible to be rescued once you have breathed your last. In Exile, it is a different matter: there is resurrection, animated corpses, and all manner of things in between.

## KILLING BLOW

VS

## STUNNING BLOW

When someone is incapacitated, at 0 **hit points**, or asleep, you can either deliver a **Killing Blow** or a **Stunning Blow**.

This ability is used if you want to quickly kill a player, be it an **NPC** or another **PC**.

A **Killing Blow** will make a person **Dead**. They will skip **Bleeding to Death** and go right to **Dead**.

It takes 10 seconds to deliver a **Killing Blow**, and you must touch the target with your weapon (or a packet) and count, "Killing blow 10... Killing blow 9..." all the way down to 1.

If you are interrupted, you must start again. Any damage, abilities, or even being jostled will interrupt a **Killing Blow**.

This skill is used if you want to avoid killing players, but still need them out of the way. It counts as a **Point Level Detriment**

If you deliver a **Stunning Blow** to a player, they are incapacitated for 5 minutes, during which time they are unconscious, and unable to act, hear, etc.

You may deliver a **Killing Blow** while they are like this. However, you may not deliver another **Stunning Blow** until they have woken up.

When you deliver a **Stunning Blow**, if your target was **Bleeding to Death**, they are instantly **Stabilized**. So someone without **First Aid** can technically use **Stunning Blow** to stabilize an ally.

When you wake up from having been **Stunned**, you have half your **Hit, Magic, and Skill points**, with your **Feats** rested back.

## Stable, Close to Death

Once your character's hit points drop to 0, you must fall to the ground and cease using abilities and any actions: your character is near dead. When you are at 0 HP, you may whisper and crawl. You are considered **stable**, but close to death. You may imbibe potions, or any crafted items that go off instantly, that do not require speaking to use.

## Bleeding to Death

If you take ANY MORE DAMAGE after being at zero (0) hit points, or take more damage than you have hit points (for example: you have 5 hit points remaining, you take 6 damage), you are now **Bleeding to Death**. You are considered to be at -1 hit point, and you NEVER drop lower than that.

At this point you are **Bleeding to Death**. It takes 1 minute to bleed to death. During this time you are unconscious, you will remember nothing of what you hear going on around you. You may not move, speak, take any actions (unless you have an ability like **Endure**, which allows you to heal when you are at 0 or **Bleeding to Death**.) After one (1) minute, you have bled to death, and are **Dead**.

If someone has the ability to **Stabilize** you, you return to 0 hit points and are no longer dying. If you are healed, you are no longer dying. You can be healed normally if you are bleeding to death.

## Dead

At first when you are dead, you must stay on the ground where you have died. You remain dead, with your soul trapped in your body for one (1) minute. After 1 minute, you may choose to release your soul from your body. If you choose to stay with your body, you may do so for five (5) minutes max, at any point during that time you may choose to release your soul if you wish. After which, if any part of your body is touching the ground (dirt, sand, etc.), you **MUST** release your soul.

If your body is more than 6 inches off of the ground (on a table, a raised floor, etc) your spirit will remain trapped in your body until it touches the ground. If you are being trapped this way by other players, you may choose to leave game (leaving some representative of your body where you were being kept) and go to NPC land to speak to staff about something to do in the meantime.

## Releasing Your Soul

When you release your soul, the Crater consumes your body, and you become a spirit.

Releasing your spirit takes a 10 second count (say, "Spirit Form 10, Spirit Form 9, Spirit Form 8..." ect.) If someone begins a Resurrection Ceremony before you have fully become a spirit, your count stops and you may not leave your body. The same goes for an Animate Totem, or any other ability that affects Spirits.

Once you release your Spirit, you get up, put on a white headband, and move for the **CLOSEST Spirit Nexus**. You must move in a direct line to the Spirit Nexus, you cannot take detours, unless an ability you or someone else has states otherwise.

You take all of your gear, items, weapons, and item tags with you when you become a spirit. Unless someone searches your body in the time that you were dead and still a body, you lose nothing.

## Spirits

When you are dead, and you release your soul from your body, you become a spirit. You take all of your gear with you when you become a spirit. As a spirit, you must wear a **white head band**, and while anyone can see you, only those who have abilities to interact with Spirits can touch or effect you.

You can walk through walls and non-living solid objects as a spirit. You cannot touch or move anything in the living world.

As a spirit, you can be turned into an animated dead or resurrected.

While a Spirit you may, at any point (even in response to someone trying to make you an Animate, or resurrect you) decide to move on to the **Afterlife**. This means, essentially, you may, at any point, decide to permanently kill your character.

If you have been dead for 1.5 hours with no resurrection, and have no interest in becoming an Animated Dead, you must proceed to the NPC building.

## Spirit Nexus

The Spirit Nexus is where all Spirits are drawn when they die, but have not yet moved onto the Afterlife. The Spirit Nexus is like a black hole, forcefully drawing most Spirits to it. When you die and become a Spirit, if you do not choose to move onto the Afterlife, you must move **DIRECTLY** towards the nearest Spirit Nexus, no detours. You can talk on the way there, and can move at a reasonable pace, but only people with Spirit Sight will be able to see or hear you.

Once you get to the Spirit Nexus, anyone can hear you, but only people with Spirit Sight can see you. There you are trapped until someone does something to your Spirit (Resurrect, Animate, etc.) or until too much time passes and you go to the NPC building. (Note: People can resurrect you up to 1.5 hours after you've died, and Animate up to 2 hours after you have died. At any point you can choose to move on to the Afterlife, **OR** go talk to the NPCs. If you do the second, your Spirit remains trapped in the Nexus, but fades so no one can see it. You are halfway between the Mortal Realm and the Afterlife at this point.)

## Resurrection

Even if you are dead, that does not mean it is the end. There are characters in-game who can **Resurrect** you if you die. The component level they use dictates the maximum amount of time you can be dead before they can no longer resurrect you. Once you have been dead for 1.5 hours without being resurrected, you can proceed down to the NPC building to find out what happens next.

When a character begins to resurrect you, or perform any ritual that would effect your state of death, your death "timer" stops. So, if you have been dead for 15 minutes, and someone starts to resurrect you, that timer stops. If they are interrupted, you re-start your "death timer" at 15 minutes. So, then say you are dead for 3 more minutes, and they come back. Now you have been dead for 18 minutes, and your timer pauses again while they try to resurrect you.

Someone using performing Animate Dead on your character **COMPLETELY** resets your death counter. Anyone, regardless of racial shortened death counter, can be Animated for up to **TWO HOURS** after they die. If you spend at least an hour as an Animated Dead, when you are resurrected you lose 1 fewer point through Resurrection Sickness.

## Resurrection Downsides

There are two downsides to being Resurrected.

### Resurrection Sickness

For an hour after being Resurrected, you are under the effect of a Feat Level Detriment called Resurrection Sickness. (This can be removed before the hour is up through any means that can remove a Feat Level Detriment.) While under the effect of Resurrection Sickness, your maximum Hit Points become 5, your maximum Magic and Skill Points become 3 (or fewer, if you only have 0 MP to start, they do not go up). You cannot rest back Feats while under the effect of Resurrection Sickness.

### Perminant Point Loss

Each time you die, the person performing the Resurrection will sign off on your character sheet that you have been brought back to life, and that you have lost 2 perminant points. You may choose Hit, Magic, or Skill points. These points will be noted as lost on your sheet.

There are some things in-game that mitigate this loss (Rituals, Buffs). Once you have lost these points, there are a few ways to get them back, to include some crafted items, and the use of Time Units (things that you spend between events.)



## Moving On (Perminantly Dead)

At any point while you are a Spirit, you can choose to move on to whatever is next. This, essentially, perminantly kills your character. You can do this to refuse Resurrection, Animation, etc. This is a very serious and drastic measure, and you should consider it very carefully. Many people would resign themselves to being captured or Animated instead of becoming dead forever. If you are captured, there is still a chance that you can be saved.

If you move on to the Afterlife, go out of game (instantly), report to the NPC building, and wait for staff instruction.

## Back From The Dead

There is an Incentive Point reward that allows you to bring a character back from being Perminantly Dead. It is expensive and comes with a number of downsides. Using Back From The Dead is at staff discrecion, and can be refused.

## An Example Of Dying And Resurrection

Please enjoy this quick scenario, laid out in short outline form, as an example for how dying works.

You have 10 hit points... You're a Mage...

You take 10 damage, are at 0 HP, considered stable.

You start to crawl to safty, quietly moaning for help.

Someone strikes you, bringing you to -1.

You begin to bleed to death.

One minute later, you are dead.

You stay on the ground for a minute, hoping to be saved.

No one comes. You can now release your spirit.

You wait for 4 more minutes, hoping your friends hear you.

No one comes, you release your spirit.

You get up off the ground, put on a white headband, and walk towards the Spirit Nexus.

A friend notices your Spirit and walks with you. You berate them for not finding you sooner.

You wait in the Spirit Nexus for about 22 minutes, and someone with Resurrect comes along.

You're rez timer pauses while they begin to resurrect you.

They are inturrupted. You wait for 5 more minutes. They come back and start again. Rez timer pauses again.

You are resurrected after 10 minutes. You choose to lose a Hit Point and a Magic Point for the Rez.

For the next hour you have 5 Max Hit points, 3 Magic points and 0 Skill Points. (You're a mage.)

Someone uses Surgery to fix your Feat Level Detriment (Rez Sickness)

You are all better, but still have 1 fewer Max Hit point, and one fewer Max Magic Point, cause you died.

In between events, you spend two time units, and get your points back. Huzzuah!

# Ability Rules

There are a number of abilities you can have as a character. These are divided into different categories:

**Skills      Spells      Feats      Tests      Ceremony/Craft**

## Skills

Skills are abilities that cost a Skill Point to use. They are often combat abilities, used to enhance your character's fighting prowess, however some are abilities like Hide and Search, which allow you to do things outside of combat.

### Defending Against Skills

You can block skill abilities with your weapons, or shield. If you physically block the strike that delivers the skill (or block the arrow, or thrown weapon), it is negated. If you are struck with a skill ability, you can use things like Parry or feats like Dodge to negate it. If you negate the ability in either of these ways, the person who used it still expends the Skill Point.

## Spells

Spells are abilities that cost a Magic Point to use. They offensive and defensive abilities, used in and out of combat. These require a spell-packet (or other abilities like Channel) to use. They also require a 10 syllable casting line.

### Casting Line

Your casting line is a sentence that you use to cast a spell. In-game it is a magical phrase that allows you to harness the magic in the world. A casting line must be 10 syllables (or more) long, stated clearly enough and loud enough for at least anyone within 10 feet to hear, and make sense as a magical casting line.

#### Examples of Usable Casting Lines

Suffer Agony, Suffer Agony	Fate's Thread Mended, the Verdict Rescinded
Chaos incarnate, ruined forever.	Here by the grace of the Goddess of Light.

#### Examples of Unusable Casting Lines

Hey, buddy, how are you? I'm casting Stuff.	Whatever, blah, blah, whatever, blah.
Look over there, I think I see a duck.	

### Defending Against Spells

Spell packets, when they strike your weapons, shield, or body, still affect you. The magic goes through your sword, or shield and still deal you damage (or heal you, or spin you in circles, etc.) There are abilities in-game that allow you to circumvent this.

You can physically dodge the spell packet, you can also use abilities like Negate Magic, or Dodge, to negate the ability once it has struck you. Either way, the person who used the spell still expends the Magic Point.

If someone is casting a spell using the Channel Ability (allows them to strike you with a weapon and deliver the spell), you can physically block with a sword or shield, as well as avoid it, and negate it using any ability that would stop both Melee and Magic abilities.

# Feats

Feats are one-use abilities, or passive abilities, that do not fit in the Path Format. You purchase them individually.

## Defending Against Feats

The only way to defend against feats is by using another feat. So, for instance, if someone uses a Directed Spell, the only way to resist that is by using a feat that negates magic, not the Magic Ability "Negate Magic."

## Passive Feats

Passive feats are, once you buy them, always in effect. Some of them require role-play to activate them, others are just constantly in effect (Meta-Magic).

# Tests

Tests can be used in game to achieve certain ends not possible through combat. For instance, getting through locked doors, or across deep pits. These tests require a Test Deck, which consists of 14 cards: Ace through King, and the Joker. Every player who has a Test Path is required to have a Test Deck on them at all times. A GM will pull a card at random from your test deck to see if you succeed.

Every test has three possible outcomes: Pass, Fail, and Botch.

Pass means you have succeeded.

Fail means you have failed.

Botch also means you have failed, but catastrophically.

While your Test Deck will always have the same cards, your path level and other effects will affect which cards are Passes and which are Fails.

Face cards are always Passes and the Joker is always the Botch.

For every level that you have in the test path, one card becomes a Pass (starting at Ace and ascending to 5). Any additional bonuses from other abilities ascends from there.

Every other card in the deck is a fail.

When you take a test, the highest numbered Pass card in your deck is your Test Number. If a GM asks you what level you are testing at, give your Test Number, not the level of your Test Path. Let's look at an example:

You want to unlock a door on a mod, so you use your Disable Device path. You have Disable Device at level 3. You would shuffle and present your deck to the GM or NPC moderating the door. You then inform them of your Test Number. You would determine your Test Number by taking your level in Disable Device (3) and adding any bonuses you have from classes or abilities. In this case, let's say you have a bonus of +1. If you draw a Face card or Ace through four, you pass; if you draw five through ten you fail; and if you draw the Joker, you botch. The GM or NPC will tell you what happens.

Generally tests take about 60 seconds to perform, unless you are told otherwise.

# Resisting/Avoiding/Removing Abilities

Different abilities have different things in the game that will remove them. However, there is a universal order to what can and cannot resist other abilities. In the game there are 4 "levels" of abilities.

## Point Level

Point level is the lowest level, and nearly everything can resist it. Point level abilities are anything that cost skill/magic point. Point level abilities are negated/resisted/cured by other point level abilities. Any resistances or cures above point level will resist or cure point level.

## Component Level

Things crafted with ceremonies. Some of them can be offensive, some defensive. Cannot be blocked with Point Level defenses, but can be blocked with Component Level Defenses or Feat Level Defenses.

## Feat Level

Feat Level offensive abilities can be blocked with feat level defenses. Some Ceremony level defenses or cures can cure/defend against feat level abilities, but it is on a case by case basis.

## Situational Level

These are things that cannot be cured by normal means. Sometimes referred to as "Plot Level" these take special things to remove, and it may be a specific component, or action, or time of day. It will always be clarified that something is situational and that you either know or have to discover the cure to these things.

# Ceremonies and Crafting

## Ceremony and Crafting Paths

These paths allow your character to make something that lasts. Either a blessing that gets placed on a person or weapon, or an item that can be used later. If a ceremony or crafting path creates an item, it lasts until used.

### Time to Complete

Unless otherwise stated in the path itself, Ceremonies take 5 minutes to perform. Often they require components. Unless otherwise stated, the component required will be the same level as the ability you are using. However, you can always perform a ceremony at a level lower than your maximum. So, if you have Rituals level 3, but only have a level 2 component, you can still make a Level 2 Ritual. It simply means you only get the bonuses from Level 2, not three, if applicable.

### Duration

Some abilities in these paths are instantaneous, once the ceremony is complete. For example, Surgery takes time, but once done, the person is cured. Others, like Leadership, take effect and last for a certain amount of time. Unless otherwise stated or instantaneous, Ceremonies will last for 6 hours after they have been performed.

### How to Do Ceremonies

When you do a ceremony, you must have a space on a Stable Plot of Land (in the game world, this means in town), and roleplay like you are performing the ceremony. If you are performing surgery, maybe play like you are stitching a patient, or rubbing salves on them. If you are crafting a scroll, maybe you have inks and paper, or carve it into a rune. Whatever your roleplay, you must do this for the five minutes (unless stated otherwise) that it takes to craft your item/perform your ceremony.

### Where to do Ceremonies

You can only perform Ceremonies/Crafting on Stable Land, which is the town in-game, as unstable land often has unstables magics or movements that interrupt and make it difficult to concentrate. Preferably prepare an in-game looking area, or ask to join one that someone else has set up.

### Props

You MUST have props for each craft that you create. If you make alchemy, you must have vials, or tic-tacs for pills, or salves. If you make scrolls, you must have some sort of written craft, like scrolls or tomes or runes. If you carry crafted items into a mod, you must have items for each tag.

# Items

In this game you can have a number of items that will grant you any assortment of extra abilities, special powers, and protections. These items fall into a few categories, and have some restrictions.

## Crafted Items

A player can craft items, and there are various types, ranging from Scrolls, which have an instant use, to Smithing abilities, which last for hours. Crafted items need to have a Ceremony Component filled out, and once the item is spent, the component must be turned into the game. You can turn these into the GMs at the end of the event when you turn in your character sheets.

## Game Items

Game items are things that the game puts into the world. These can range from permanent items with special uses, to one-use items, to items that are just crafted items signed off on by NPCs. These will always have their rules printed on them, and if there are any questions, you can ask a GM for details.

## Reading Item Tags

Anyone can pick up a standard item tag and read the contents. If you find a Hidden Tag, it will be folded over, with instructions on how to read it on the cover. If you find a Hidden Tag and it is already open, you may not read it unless you have the proper requirements on the cover.

## Item Slots

There are numerous "Item Slots" on your character that can be effected by items. Each slot can only be taken up by one item. So, if an item says it uses the "neck" slot, you can't have a second item used there. The slots are as follows:

Slot	Number of Slots	Examples
Mind	1	Mind Control
Soul	1	Possession,
Held	2	Sword, Scroll
Head	1	Helm, Hat, Armor
Face	1	Mask
Neck	1	Necklace
Chest	1	Armor
Arm	2	Armor
Hand	1	Armor
Wrist	2	Bracelets
Finger	4	Rings
Waist	1	Belts
Leg	1	Armor
Feet	1	Armor

## Occupying Item Slots

In addition to having only one thing able to occupy any particular item slot, you can only ever have ONE crafted item of any kind active at a time. So, if you have a Rune active on you, and you activate a second one, the first Rune goes away. If you have been effected by a curse, and someone attempts to use another, the second wipes out the first. The same goes for items. Swords, shields, pieces of armor, and so on, can only have ONE thing on them at a time. If you enchant or change a sword, unless you have a special ability, it cannot have another thing placed on it without canceling the first.

Some abilities take the place of whatever else is in that slot, and the only way to be rid of them is to use a ceremony, or some other stated special action. These are things like Hexes and Toxins, which are powerful detriments that cannot be removed in an easy fashion. Dominate is such an ability. Even if you have something in your Mind slot, if someone Dominates you, the first thing is removed, and nothing else will take Dominate's place until it is removed.

## Money

Exile has coin (Copper, Silver and gold) and paper money. Items, food, and so on all cost coin. You will often find coin on monsters, you can earn it for patrols and any number of things.

10 copper = 1 Silver

10 silver = 1 gold

## Components

Components are items that you use for crafting in the game. They are pieces of paper that will be levels 1 through 5. They are color coded for ease of use. At their cheapest, most sell for 1 silver a level.

## Clutter

Clutter are, essentially, junk items. These are junk you can find on dead bodies, in old ruins, or just in trade, that are worth small amounts of coin, or can be turned in for possible better versions. Clutter usually has a range of what they are worth, and some merchants will buy them for more than others.

## Building Tags

Each building that is a playable area will have a building tag on the front. This building tag will have both the list of things that need to be done to clean the building, as well as a slot for building enchantment/debuffs/buffs. You can enchant buildings, and if you do, you must put the ceremony component clearly on the building tag.

## Door Tags

Each door will have a tag on the outside of the door. If the door is locked, enchanted, or trapped, the component/tag must be placed on the door's tag.

## Non-Tagged Items

Things like flashlights (lanterns) or glowsticks (alchemical sticks) can be used and brought into game by anyone. If it is a flashlight, it must be disguised to appear in-game, so it looks like a torch, or a weird crafted magical item. It does not need a tag, but also cannot be stolen. Do not take people's out-of-game stuff.

## Item Levels

Items will more often than not have levels applied to them.

If a weapon does not have an item tag, it is considered to be Level 0, and any level of Shatter Weapon will destroy it.

Item levels are also important for enhancements of any sort being placed on that item. So, for example, Imbue is a level 1 ritual, that places an enhancement on a weapon. That weapon must be at LEAST level 1 to accept the enhancement.

The same applies to devices and ammo: your weapon must be of at least the same level as the device/ammunition that you are trying to use with it.

Any smith can make weapons and shields and armor at their level in Smithing, provided they use the appropriate level of ceremony component to craft (a level 1 smith with a level 1 component can make a level 1 sword. A level 2 smith with a level 1 component can make a level 1 sword. A level 2 smith with a level 2 component can make a level 2 sword, and so on.)

## Repairing Broken Items

Items can be "broken" with abilities in-game, for example: Shatter Weapon will "break" a weapon so that it is unusable until repaired. Any smith can repair any item, it requires 5 minutes and a ceremony component that is equal to the level of the item. A level 1 item needs a level 1 component to fix, level 2 a level 2, and so on.



# Searching

When someone is dead or unconscious, you may search their body. You should not actually manhandle the person you are searching, and thus there is a Search ability in the game for you to use. Everyone can perform a basic search, which is described below. Some characters will have abilities that make their searches quicker or better.

## Searching NPC Mooks

It takes a 30 second count to search a dead or unconscious NPC Mook. If the NPC has loot to give you, they will give you the items then. Remember: ALWAYS, when counting time in Exile, count BACKWARDS. "Searching 30, searching 29, searching 28..." Etc.

## Searching NPC Characters

Some NPC characters will be more plot relevant than others. In these cases, you will have to search specific places on them. In these cases, you indicate the area on the NPC that you are searching, ("I am searching your boots." or "I am searching your belt pouches.") Depending on the NPC, they may tell you that you have to be more specific.

It takes 30 seconds to search each individual area.

## Searching Player Characters

When you search a player character's (PC) body, you must be incredibly specific when indicating the area that you are searching. You must indicate things like, "This Specific Pouch" or "Your left boot." It should take a long time to search everywhere on a PC.

It takes 30 seconds to search each individual area.

# Stealing

## Can I steal?

Yes, you can steal. You can steal from PCs and NPCs alike. If you want to steal from a PC's belongings, we ask that you do not go through things that are obviously out of game. Backpacks, tupperware containers, and the like.

## What can I Steal?

You can steal items that have tags, components, and coins. And literally nothing else. If a prop does not have a tag: don't steal it. If it is a personal belonging: don't steal it. If it is a cot: don't steal it. If it is out of game: don't steal it.

If you steal something that you know is a plot important item (like a sword that is needed to win the event, or whatever), you MUST TELL THE GMs within the hour. If something is stolen that is a plot important item, and it is not reported to the GMs within an hour of it going missing, a new tag will be printed for it and returned to the original holder.

If you steal something that has a tag, but the phys-rep belongs to a player, you must turn the phys-rep into a GM at the end of the event, so it can be returned to its owner. You are then responsible for making a new and, if possible, identical prop. Sometimes the owner will be ok with you using their prop, but you must turn it into the GMs so we can make sure they know.

If you steal things and do not follow the above rules, we will take what you stole away, and take incentive points away as well. You CAN steal and be a scoundrel in-game, but people own phys-reps, and we have a game to run, and losing things like important plot items is frustrating for GMs. Do not frustrate the GMs.

# Character Creation

When creating a character, the first thing you want to consider is your character's background. Where are they from? What do they do? Why are they here? Is your character good? Is your character evil? Is your character here for riches, fame, or just to do good deeds? You may want to read the lore of the world, learn about the countries and the gods, and the kind of people in the world around you.

After you put your background together, you will want to use the following steps to make your character sheet. These will help you build the stats, numbers and skills that you will use during the game. You can make your character sheet first, and then make the story after, if you wish, though you should use the stats to bolster your story.

## Step 0 Read the Rules

Seriously. I know everyone says, "Read the rules, first!" but our rulebook is less than 100 pages. It is short and sweet, and everyone knowing the rules really, really helps. Read through the rulebook, or at least read the rules at the beginning (from the start of the book, to the end of the section describing how to level your character) before you start asking questions. It really helps.

## Step 1 Choose a Race

There are a number of races in the game from which you can choose. Each race has a basic costume requirement and a basic ability that comes with it. From there, there are other abilities that you can choose, if you wish to take additional costume and racial weaknesses.

## Step 2 Choose Two Class Paths

At this point you will choose two class paths. There are three available, Rogue, Warrior, and Mage. You choose a Primary and a Secondary Class Path, and these define your character later in the game. There are abilities in game that you can only take if you have a certain class as your Primary class. Your class Paths start with no levels.

## Step 3 Choose Basic Paths

You now choose 10 basic paths. You can take any 10 paths that you want. You can, if you want, choose FEWER than 10 paths, and then be taught the rest later. Your basic paths start with no levels.

## Step 4 Spend 1000 Experience Points

You start the game with 1000 experience points to spend. You can spend these on any number of things, to include basic paths, class paths, hit, magic or skill points, and feats.

You can start with no path higher than level 3.

## Step 5 Free Stuff: Weapon Proficiencies

All basic weapon proficiencies can be taken by anyone, and cost nothing. Advanced weapon proficiencies depend on which class paths you have, and are also free.

## Step 6 Choose Your Points

Your character starts with 10 hit points, and 10 additional points to assign between Hit, Magic, and Skill Points. Choose where your additional 10 points go, and note them on your sheet.

## **Step 7 Choose a Realm**

There are a number of kingdoms that you can be a part of in the world. You can read through the lore and choose any one of these realms. Or, heck, have been from a few! Or none, you do you.

## **Step 8 Spend Incentive Points**

If you have Incentive points (which are earned through helping the game) you can purchase special things in the game. You can unlock special races, organizations, nobility, magic items, and so on.

## **Step 9 Go Play!**

# Leveling Your Character

Every event you will earn 500 **experience points** to devote to your character. If you step out to perform a part-time NPC shift, you earn an additional 100, and if you NPC for the full event, you earn an additional 200, and those points can be put towards any PC that you play. You can use these points to buy any number of things for your character!

## Paths (Class and Basic)

A path costs 100 experience points per level to level up. So, level 1 costs 100 points, level 2 costs 200 points, and so on. You can only level any path once per event (though you can level multiple paths in an event.)

## Feats

Feats have variable purchases. To purchase a feat, you must have the prerequisites. In some cases, a feat requires that you have a certain Class Path before you can purchase it.

## Hit Points, Magic Points, Skill Points

You start the game with 10 hit points, 0 skill points and 0 magic points. You can buy more for 50 experience points per point, cumulative. You can buy up to 10 points of any kind.

<b>1st Point</b>	50 XP	<b>6th Point</b>	300 XP
<b>2nd Point</b>	100 XP	<b>7th Point</b>	350 XP
<b>3rd Point</b>	150 XP	<b>8th Point</b>	400 XP
<b>4th Point</b>	200 XP	<b>9th Point</b>	450 XP
<b>5th Point</b>	250 XP	<b>10th Point</b>	500 XP

## Training

You can purchase ANY ability that you have the pre-requisites for, provided you have the experience points. If you are not trained, you have access to those abilities the next event.

If you find someone to train you in your abilities, and you have the experience points to buy the ability, you can use it immediately. It takes 10 minutes to be trained in an ability, and those 10 minutes must be spent role-playing with your teacher.

So, say you have Strength level 2, and you want to learn Strength level 3. You can either learn it yourself, at which point you can use the ability the next event, or you can find someone who already has Strength 3, and see if they can teach you the ability!

# RACES

## How to Choose a Race

You will find that there are not many races to choose from in Exile. The races listed cover most fantasy tropes you can imagine, and your interpretation of the race is important. For example, trolls, orcs, goblins and ogres all essentially fall under the category of Greenskins. Perhaps you call yourself a troll, from a clan in the mountains, or an ogre from the plains, but it all boils down to the Greenskin race.

Exile encourages its players to bring their own interpretation of flavor to the game. If you want to be a nature spirit, you could be a Greenskin with plant-like features, or if you want to be a dark-elf you can be an elf with full black tattoos, or simply an elf with midnight black skin. As long as what you are doing does not clash with the costume requirements of the race (a purple greenskin, for example, as their base racial paint is that they have to have a lot of green skin, is not ok) you can bring your own flavor to the very basic and simple racial layouts.

If you want to change a core costume requirement, you can with the "Costume Change" Incentive Reward. It costs 80 IP and you MUST get your change approved by staff before applying it. These are approved on a case by case basis.

## Racial Abilities

Each race has a basic ability, and then two additional that you can choose to take. You must take these at character creation, and if you want to take them after character creation you must spend 30 IP to do so.

The additional abilities come with a cost.

**Racial Weakness:** This is something that is a known weakness to your particular race. If you wish to take the Weakness Ability, you must also take the Racial Weakness.

**Additional Costuming:** Basic racial costuming is always light paint or prosthetics. If you want the Additional Costume ability, you must have more extensive costuming as your race. This is usually more extreme prosthetics or paint.

# Anarathi

The Anarathi are spiritual people, as much as they are animalistic in nature. When born it is said their soul bonds with the spirit of an animal, and that animal shapes what they become. The animal features of an Anarathi are not by birth or genetics, but spirit and soul. They are in-tune with the afterlife, unbound by common laws of death, and prone to visions of the world beyond.

Normal, non-magical creatures are the most common Anarathi. While Anarathi can be reminiscent of insects, or magical creatures, these are very rare. To play a rare variant of Anarathi costs Incentive Points, which are listed below.

10 IP: Insect Anarathi, like bugs and arachnids.

30 IP: Magical Creatures, like wyvern, unicorns, chimera, and anything but dragons.

Anarathi are humanoid creatures whose souls are in tune with the spirits of the wild. To this end, each Anarathi is born with features that embody an animal from the world. It is important to note that you do not have the heightened sight of a cat, or the flight of a bird, but often the mannerisms bleed into the soul of a child. So an Anarathi with dog-like features might be more playful, or bird-like features more skittish. Any variant of Anarathi can interbreed with any other, and the child is nearly always random, often not connected to either parent's appearance.

Life Span: 50 - 70 years.

<b>Required Basic Costume</b>	You must have face paint that gives you the appearance of the animal you chose.
<b>Base Racial Ability</b> Wild Empathy	Unless you provoke a natural animal they will not attack YOU. They will still attack your allies and wreck your stuff. Clarify: Wild Empathy with an NPC who is playing a natural creature.
<b>Racial Weakness</b> Unanchored Soul	You can only be Resurrected with ceremony components up to level 4. If you have been dead for longer than it would take for a level 4 component to bring you back, you can not be resurrected.
<b>Weakness Bonus</b> Unanchored Soul	You do not have to go directly to a Spirit Nexus when you die. You can wander about willy-nilly as a spirit and bother people.
<b>Additional Costuming</b> Animal Visage	You must add at least one of the following: ears, fur, tail, full paint. You must also have at least one of the following: fangs, whiskers, animal nose, small claws, or animal contacts.
<b>Costume Bonus</b> Spiritual Connection	After 10 seconds of being dead, you may choose to dissipate and become a spirit. You have Ghost Touch, which means you can effect Ghosts with weapons without needing magical assistance.

# Demon

Demons were once half-mortal creatures from the realm of Chaos. With the destruction of the gods, the demons became mortal, imbued with mortal souls and thrust into the world. They are slightly disconnected still, even generations later, from the rest of the mortals in the world. They have abilities to manipulate the souls of others, using their own to power their magics.

There are those in the world who believe that the demons are evil and a plague on the mortal races. Others view them as a strange addition to the world. Despite having been on the world and mortal for over a thousand years, many demons still see themselves as a refugee race, often unwelcome by those around them.

Some view making deals with demons for power as a villainous act, others see it as another form of magic: no more dangerous or damning than any other.

Life Span: 30 - 40 years

<b>Required Basic Costume</b>	You must have orange tinged skin, around the edges of your face, and your eyes, as well as various orange shadings on visible skin.
<b>Base Racial Ability</b> Soul Transfer	At the cost of two of your permanent hit points, you can restore one point to another character who has lost them from resurrection. Points that you lose in this way are restored at sunup. A character can only benefit from your ability once an event.
<b>Racial Weakness</b> Weak Soul	You cannot resist, in any way, becoming a controlled animate. Nothing defends you from this.
<b>Weakness Bonus</b> Agent of Chaos	When you go to rest, you can flip a coin. If you win the toss, your rest is instant. If you fail, you must take the full 10 minutes. You can only do this once per hour, and must be COMPLETELY out of combat.
<b>Additional Costuming</b> Demonic Visage	You must have at least two costume components from the following: orange nails, full paint, horns, or black eyes.
<b>Costume Bonus</b> Conduit of Chaos	Once per mod, if you are struck with a spell, you can redirect it to another target within weapon's range.

# Dragorians

Dragorians are the only remnants of the dragon race that once ruled the planet. When the race began to die out, the dragons attempted to bolster their numbers using powerful void magics, and created a mortal race that resembled them, but could not actually create offspring with them.

Each embodies one of the elements that make up the world: earth, air, fire, water, light and dark. The color of the element corresponds to the color you must paint as your highlights. The light and dark variants are much more rare than the other four, and as such cost Incentive Points to play.

10 IP: Play a Light or Dark Dragorian.

Dragorians are a sorcerous race, imbued with natural magic. They are so connected with the world and the elements that they find themselves able to express this in their arts, be those arts special crafts, song, magic, or war.

Life Span: 70 - 90 years.

<b>Required Basic Costume</b>	Dragorians must have scale patterns and at the very least must have a highlight color of the element that the Dragorian embodies on prominent features.
<b>Base Racial Ability</b> Elementally Imbued	When swinging a melee weapon you can do your element type in damage, and you can do damaging spell abilities with your element type.
<b>Racial Weakness</b> Elemental Weakness	Double damage from your opposing element
<b>Weakness Bonus</b> Elemental Strength	You have DR 1 against your element type.
<b>Additional Costuming</b> Draconic Visage	You must have at least two costume components from the following list: vestigial wings, vestigial tail, horns, full body paint, 3D scales, or claw-like nails.
<b>Costume Bonus</b> Elemental Blast	Once per rest you can do a blast of 5 damage of your element to everyone in your weapon's reach.



# Elves

Before the fall of the gods, Elves were an incredibly long lived race, so in touch with the magic of the world that their life spans were artificially enhanced to be hundreds of years long. With the fall of the gods, and the chaotic age that followed, the elven race were dismayed to learn that their generations lived shorter and shorter lives. Now, elves are still the longest lived race on the planet, but only to a ripe old age of 150 at the most.

Despite that, elves are still hailed as a race brimming with natural magical energy. Some choose to channel it into a magical career, others into crafting or adventure.

Life Span: 110 - 150 years.

<b>Required Basic Costume</b>	You must have pointed ears. These can be the small tips or the long points.
<b>Base Racial Ability</b>	Any test you perform is 1 successes higher.
Wisdom of Age	
<b>Racial Weakness</b>	Poisons deal double damage or last twice as long, and curses need double the amount of components to cure
Magical Resistance	
<b>Weakness Bonus</b>	You can consume a component of any level to heal you 1 Hit, Magic and Skill.
Magical Metabolism	
<b>Additional Costuming</b>	You must have tribal tattoos on all exposed skin. These can be any color and cover as much of your skin as you would like, and can be detailed or bold, however you would like them to appear.
Family Markings	
<b>Costume Bonus</b>	You may have double rituals or conjuring effecting you at one time.
Ritual Tradition	

# Greenskins

"Greenskin" is a term used to describe a number of different tribes of creatures. Trolls, Orcs, Goblins, and Ogres are all other terms for this races, and largely the different terms are used to describe those in different areas. A tribe or family of particularly large Greenskins may be called Ogres by themselves or others. A smaller mountain breed of the race may be called Goblins. Some tribes take great offense if you describe them by the wrong term, and thus "greenskin" has become an almost universally accepted term for the race.

Greenskins are at home in natural surroundings, finding kinship with plants and the wilderness. Naturalists are often the center of a Greenskin community, and many follow druidic paths. They are also said to be fierce warriors, brutal in combat and commanding a deep command over their own rage and determination.

Life Span: 20 - 30 years

<b>Required Basic Costume</b>	Prominent features, brow, cheeks, hollows of the eyes, backs of hands, or shading must be green.
<b>Base Racial Ability</b>  Sinuous Strength	Whenever you deliver a killing blow, your next attack be it a spell, weapon or ranged deals and extra 3 damage.
<b>Racial Weakness</b>  Claustrophobic	You cannot rest indoors.
<b>Weakness Bonus</b>  Tree Hugger	If you are in contact with a plant taller than you, and wider around than a circle made by your thumb and forefinger, you can heal 1 HP per 10 seconds. (Note: though the trunk of a pine-tree may be smaller than specified above, the branches are spread enough to count.)
<b>Additional Costuming</b>  Natural Visage	You must have two features from the following list: tusks, full green paint, an exaggerated brow, a long, hooked nose, bark-like 3D skin, mossy hair, or fangs.
<b>Costume Bonus</b>  Regeneration	Once per rest you can channel energy for 60 seconds: choose to heal 5 skill OR magic points, OR regrow a limb.

# Humanoid

Humanoid is the term used to describe your basic human. While once it was believed that Humans, Dwarves and Halflings were different races, it has long been known that this is not the case. Differences between the distinctions can be largely attributed to cultural preferences.

Humans can live just about anywhere, and are well known for their adaptability and will to survive and excel at all costs.

Life Span: 40 - 60 years.

<b>Required Basic Costume</b>	Appear to be human.
<b>Base Racial Ability</b>  Resourceful	You can purchase any one feat that costs 400 or less once more past it's max.
<b>Racial Weakness</b>  Stubborn	You count as two people for the purposes of leadership and inspire. Someone using these abilities on you must spend two "people it can effect" to effect you. (So if someone can Inspire 4 people, if you are one of the targets, they can only inspire 2 more, as you count as 2.)
<b>Weakness Bonus</b>  Stubborn	Once per instance of mind control or possession, you can call "Stubborn" and be free of the control for 3 minutes.
<b>Additional Costuming</b>  Lucky Totem	You must have a lucky totem that you carry or wear prominently. If, at any point, a GM asks where your lucky totem is and you do not have it on you, you may be given an "Unlucky" effect, which is at the GM's discretion.
<b>Costume Bonus</b>  Lucky Totem	You can ignore one botch per rest.

# Rare Racial Templates

The Rare Racial Templates are for races that are few and far between in the world.  
As such, they cost Incentive Points to play.

You earn Incentive points by doing things that support the game, like NPCing and attending workdays.  
This section explains what races and situations can utilize the racial template.  
It also explains when you are allowed to choose the template.

The Rare Racial Templates are often blessings from above, or strange curses garnered through your backstory. If you want to play a litch-like character, you might choose to be an Awoken, which is the undead template, or if you want to be touched by strange magics, you might choose Ethereal. Like base races, the flavor for your race is up to you. You can have been cursed by a wizard, or believe yourself to be blessed by your god/gods. When you choose a rare racial template, you must have it approved by staff. This exists solely to be sure that your cause of receiving this template does not clash with the world as it exists

To be frank: this almost never happens, as the world is very open and you can get away with a lot.

## Costume Requirement

These are costume requirements that you must wear IN ADDITION to the base race's costume. If something would clash with your base race you can ask for advice on how to tweak and adjust to have your makeup convey the spirit of the racial template.

## Racial Weakness

Name of the Weakness

This will be a weakness that you take IN ADDITION to your base race's weakness (if you took it). This does not replace your base weakness.

## Racial Ability

Name of the Ability

This is an ability that you get in addition to the rest of your race's abilities.

# Awoken

Costs 40 Incentive Points

This Template can be applied to any basic race.  
You may choose this template at Character Creation.  
You can become an Awoken through Gameplay and IP.

The Awoken are people who died, whose souls could not find their way to the afterlife and who came back to this world through sheer force of will. Some are accidentally created through magical mishap, and others are created through powerful necromantic ceremonies.

Awoken are undead. They are not alive, and they only walk the world again because they have either re-animated their old body, or formed a new one out of magic, will, and living components. Though usually not rotten and deformed, their skin is pale and ashen.

Awoken live for a long time, but eventually the magic or will that keeps them alive wears thin, or the bodies begin to crumble. No living Awoken is known to have lived past 500 years.

## Costume Requirement

Their natural racial features are highlighted by black and gray shadows. Their eyes are sunken and black, their cheekbones stark and pronounced. Any bright colors that may have once existed in their hair or skin will be a muted form of that color. Their nails are black as well.

## Racial Weakness

Blood Runs Cold

Alchmey does not work on the Awoken. Nor does Surgery.

Only magical healing can repair their form.

Awoken count as Undead for the purposes of Wrath.

## Racial Ability

Dead Set

Awoken have no metabolism: poisons do not affect them

Awoken do not move on the way most souls do after death. No matter how long an Awoken has been dead, they can always be brought back with a level 5 resurrection ceremony.

Awoken do not age.

# Ethereal

Costs 50 Incentive Points

This Template can be applied to any basic race.

You may choose this template at Character Creation.

You can become an Ethereal through Gameplay and IP.

Ethereal are creatures so brimming with magic that it literally leaks out around them. Some are remnants of the ancient Unsealed, being released into the world from the Void, who trail Void energy in their wake. Others were cursed, or effected by a magical catastrophe.

In the magical wastelands of one kingdom, many of those who have lived there for generations give birth to naturally occurring Ethereal. Some who have been on one of the shifting Islands for years become Ethereal through the background energy slowly seeping into their souls.

Some cultures see Ethereal as a blessing, to be praised and celebrated. Others view it as a curse, casting out any children born with the traits as changlings, brought to them by dark witches in the night, or shunning those who show any signs of the magical affliction.

## Costume Requirement

Your skin then must be covered in swirls of deep blue, purple and green, with a slight shimmer to the skin-tone. Your hair can be brightly colored with blue, purple and green. Some races' base traits will be completely overshadowed by those of the Ethereal. You MUST glow in the dark. (Any color but Green or Orange.) Any costume pieces like horns, wings, tails, etc. must be mangled and twisted, and colored in this fashion.

## Racial Weakness

All negative magical effects that strike you have their numerical component increased by 2. So, "Bolt 4" hits you for 6 damage, "Whirlwind 3" makes you spin 5 times. "Drown, 10 seconds" would effect you for 12 seconds. This does not effect ceremony times.

## Magical Lightning Rod

## Racial Ability

All positive magical effects that strike you have their numerical component increased by 2. So, "Heal 4" heals you 6 Hit Points. "Shield 10" gives you 12 points, "Bolster 3" grants you 5 temporary hit points. This does not effect ceremony times, nor does it return more permanent points (lost through resurrection or the like), nor does it apply to basic weapon damage that is typed (so someone swinging a sword for Fire Damage does not hit you harder). It DOES, however, effect other racial abilities that would heal points.

## Magical Conduit

# Half-Breed

Costs 50 Incentive Points

This Template can be applied to any basic race.  
You may only choose this template at Character Creation.

No one is sure why Half-Breeds have become possible. Some cite the fall of the gods, others the cataclysm that followed. Whatever the reason, base races can interbreed to a point. Half-breeds are sterile, and cannot have offspring of their own, so while someone can be half-greenskin, half-elf, no one can ever be 1/4th of a race (and so on.)

Half-breeds have visual aspects of both of their base races, as well as abilities from both, though are often considered outcast and apart from both races in a way. They cannot continue their family line, and for some this causes a deep anger or sadness that colors interactions with members of either of their parent races. Others were raised by loving families, wanting for nothing, and are proud of their dual heritage.

## How This Works

You must wear the base costume from both races, finding a way to work both together. You also get both Base Races' base abilities. You then get to choose two abilities from the rest choices available to both of the base races.

So, each race has a Weakness Ability, and an Additional Costume Ability. You **MUST TAKE** both Weaknesses, but do not have to take both Weakness Abilities. So, say you are a Greenskin and an Elf:

You must be green with pointed ears. You also have 1 additional success to tests (from Elf) and whenever you deliver a killing blow deals an extra 3 damage (from Greenskin). Your weaknesses are that you cannot rest indoors (from Greenskin) and that poisons deal double damage or last twice as long, and curses need double the amount of components to cure (from Elf).

Then you choose 2 from the available 4 bonuses left over:

You may have double rituals or conjuring effecting you at one time. (Elf)

You can consume a component of any level to heal you 1 Hit, Magic and Skill. (Elf)

Tree Hugger (Greenskin)

Once per rest you can channel energy to heal 5 skill OR magic points, OR regrow a limb. (Greenskin)

If you choose the Additional Costume ability, you must also wear the additional costuming from that race.

# Classes

## Class Paths

**In Exile there are three classes:**

Mage

Rouge

Warrior

When you buy levels in these classes, they give you bonuses to various basic paths that you take. You will want to look at the kind of paths you want to take before choosing the classes that best fit your path choices.

You choose two classes at character creation, a Primary and a Secondary. You may choose two different class paths, or the same path twice.

**Your classes give you access to a number of things, to include:**

Feat Options

Healing Bonuses

Weapon Proficiencies

Damage Bonuses

Path Bonuses

Stat Bonuses

Again, before choosing a class, you may want to consider the path and feat sections of the rules and see if any of them either require a certain class, or are enhanced by one.

## Leveling Your Class

At levels 1, 3 and 5 of your classes there are 5 options to choose from. You choose one option when you buy the appropriate level in that class.

If you choose the same class path as both your primary and secondary class, you may not choose any of these options twice.

You may not choose a levels option at any other level: if there are two level 3 options that you like, you either have to take that class twice, or choose between them.

At levels 2 and 4, there is a list of options that you can choose from, and you may choose the same options multiple times.



# Weapon Proficiencies

There are a number of weapon proficiencies in the game, and you gain access to them through your class paths. Everyone, no matter their class, can use all of the basic weapon proficiencies. Advanced proficiencies are only available to certain class combinations. That said, all weapon proficiencies are free, and if you have the appropriate class combination, you can use your available advanced proficiencies at character creation without spending any experience points.

## Basic Proficiencies

Base Proficiency	Details
Short Weapon	Any melee weapon from 12 inches to 48 inches.
Staff	A melee weapon from 60 to 78 inches, with no grip.
Wand	Weapons up to 12 inches that deal 1 ranged magical damage with packets.
Dual Short	You may dual wield Short Melee Weapons.
Ranged	You gain access to ranged weapons, thrown and bows, that all deal 1 damage.
Long Weapons	Melee weapons from 48 inches to 72 inches.
Small Shield	Shields that are no larger than 20 inches across at its farthest points.

## Advanced Proficiencies

Advanced Proficiency	Class Combo	Details
Spellblade	Mage/Rogue Rogue/Mage	You may use a one-handed weapon as your wand. It must be decorated to look mystical in some fashion.
High Magus	Warrior/Mage Mage/Warrior	Wield a staff and another weapon
Shredder	Rogue/Warrior Warrior/Rogue	Duel-wield two-handed weapons.
Eldrich Master	Mage/Mage	You can apply your spell damage boosts to your wands as well.
Razor Bow	Rogue/Rogue	You may use your ranged weapon as an offensive melee weapon.
Large Shield	Warrior/Warrior	You may have a shield that is no larger than 36 inches across at its farthest points.

# Mage Class Path

Level 1	Primary Options	<b>Studious Bonus</b> You may choose an additional option for your <b>Studious</b> path at level 1.
		<b>Broken and Mending</b> Whenever a shield spell ends on you by any means you get an instant, free use of heal at level one.
	Secondary Options	<b>Arcane Familiar</b> Bind with a small creature. Carry a stuffed animal with you. It can carry an extra effect, for example from Rituals or Conjouring, for you. Just one.
		<b>Controlled Chaos</b> You no longer take damage from you own chaos spell if you are targeted by your original target(s), but can no longer be the primary target.
		<b>Sword Mage</b> You may add your basic weapon damage to channeled spells.
Level 2	You gain a bonus point of healing for your spells	You gain a bonus point of damage for your spells.
	You gain two additional stat points, divided how you choose between <b>HP</b> , <b>MP</b> , and <b>SP</b> .	Your circles cast at 1 level higher.
Level 3	Primary Options	<b>Fast Circles</b> You set up circles in 30 seconds instead of 60.
		<b>Skillfully Magical</b> You may use skill points as magic points (not the other way around).
	Secondary Options	<b>Echo</b> When you are struck with a basic spell, and you take the effect, you may spend a MP, and call "Echo!" and the spell name, throwing a packet and striking a new target.
		<b>Eurika</b> Once per rest you may automatically pass a test, but you also take the botch effect.
		<b>Spiritual Anchor</b> Subtract 5 minutes from the time it takes you to resurrect someone to a minimum of One Minute.
Level 4	You gain a bonus point of healing for your spells	You gain a bonus point of damage for your spells.
	You gain two additional stat points, divided how you choose between <b>HP</b> , <b>MP</b> , and <b>SP</b> .	Your circles cast at 1 level higher.
Level 5	Primary Options	<b>Orb of Negate</b> You can spend a magic point to use your Negate Magic ability on an ally in weapon's reach.
		<b>Auto Channel</b> If you have the Channel Path, you can use it without expending the additional magic point. Your casting line for this cannot be shorter than ten syllabols.
	Secondary Options	<b>Circle Thief</b> You can use other people's circles, walk into them and count "Circle Thief 10... Circle Thief 9..." Down to 1. You can then use it like it was your own. They can still use it.
		<b>Mobile Shield</b> You may WALK while protected by shield magic.
		<b>Arcane Explosion</b> When you are kiled (with Killing Blow) your body explodes instantly, dealing damage equal to half of your maximum hit-points in fire. Proceed instantly to the graveyard.

# Rogue Class Path

Level 1	Primary Options	Clever Bonus	You may choose an additional option for your <b>Clever</b> path at level 1.
		Wing It	Once per rest you may take any test using your Rogue Class Level. (If you have taken Rogue twice, you do not ADD your class levels, you choose the highest of the two.)
	Secondary Options	Test While Hidden	You may take a test while hiding. No matter the outcome when you draw a card you become visible.
		Shadow Strike	You may use a skill while hiding and remain hidden by spending an additional Skill Point.
		Speedy	Add two steps to your Sprint.
Level 2	Your Gang-Up lasts for an additional swing	Your ranged weapons do an extra point of damage.	
	You gain two additional stat points, divided how you choose between <b>HP</b> , <b>MP</b> , and <b>SP</b> .	You add an extra success when you take tests.	
Level 3	Primary Options	Mobile Shot	You may move while using ranged weapons.
		Magically Skillful	You may use magic points as skill points (not the other way around).
	Secondary Options	Hide Other	You may hide another person within weapons reach with you when you hide, both at your level in hide.
		Charismatic	Your Distract is not interrupted by you taking damage or other abilities.
		Expert Swordplay	When you use swordplay, if you have a free hand, the target item is handed to you instead of dropped. Call "Expert Swordplay."
Level 4	Your Gang-Up lasts for an additional swing	Your ranged weapons do an extra point of damage.	
	You gain two additional stat points, divided how you choose between <b>HP</b> , <b>MP</b> , and <b>SP</b> .	You add an extra success when you take tests.	
Level 5	Primary Options	Vanish Other	You may Vanish another target within weapons reach with you when you use the feat. They use their own level in hide, unless you use Hide Other. If neither, they use Hide 1.
		Dual Strike	When you use a skill, you can use it for free, immediately, with your offhand weapon, on a different target.
	Secondary Options	Efficient Killer	Your killing/stunning blow count is reduced by three seconds.
		Come With Me	You may take another person with you when you sprint. They, like you, do not take effects from anything until the sprint is over. This costs an additional Skill Point.
		Bypass Device	Whenever you use Disable Device, you may choose to leave the device intact instead of disabling/destroying it.

# Warrior Class Path

Level 1	Primary Options	<b>Trained Bonus</b>	You may choose an additional option for your <b>Trained</b> path at level 1.
		<b>Immovable Object</b>	Any time you are forced to move you can reduce the number of steps you take by your level in Warrior, to a minimum of 1.
	Secondary Options	<b>Door Breaker</b>	You may use the <b>Strength</b> path in place of <b>Disable Device</b> .
		<b>Too Slow</b>	Whenever you use <b>Parry</b> you get an immediate use of Hamstring at your level, for free.
		<b>Leadership</b>	You may choose an additional option for your Leadership path at level 1.
Level 2	You gain an additional follower for your <b>Leadership</b> path.		Your <b>Command</b> grants an additional point of damage.
	You gain two additional stat points, divided how you choose between <b>HP</b> , <b>MP</b> , and <b>SP</b> .		Your <b>Surgery</b> restores an additional <b>hit point</b> .
Level 3	Primary Options	<b>Effective Warrior</b>	You can add 1 to your Stun, Hamstring, Throw, and/or Soak.
		<b>Take a Hit</b>	You can apply Soak to melee damage in addition to the norm.
	Secondary Options	<b>Vengeful</b>	You may choose two types when you take the wrath feat. If you already have the wrath feat, you may choose a second type it applies to.
		<b>Guard</b>	You may use this once per rest. As long as you stay in physical contact with your target you take all damage the target would take. Target still takes all non-damage effects.
		<b>Too Tough</b>	Anytime you use <b>Overcome</b> you get a free use of <b>Throw</b> at your level, for free.
Level 4	You gain an additional follower for your <b>Leadership</b> path.		Your <b>Command</b> grants an additional point of damage.
	You gain two additional stat points, divided how you choose between <b>HP</b> , <b>MP</b> , and <b>SP</b> .		Your <b>Surgery</b> restores an additional <b>hit point</b> .
Level 5	Primary Options	<b>Double Throw</b>	When you throw someone, you may throw a second target, if they are in weapons reach.
		<b>Cunning Commander</b>	You may grant your command bonus to two people at once.
	Secondary Options	<b>Unstoppable</b>	Whenever an effect dealing 10 or more damage would drop you below 1 hit point, instead it drops you to 1 hit point.
		<b>Inspiring</b>	Your inspire returns an additional <b>Skill</b> and <b>Magic Point</b> .
		<b>Self Surgery</b>	You can perform <b>Surgery</b> on yourself.

# Profession

Your Profession Path is an 11th path that you choose at character creation to be something your character is especially good at. It must be a crafting or ceremony path. You will level this path just like every other path, except you also gain special abilities that apply to that path only. These come free with each level, in addition to the standard free recipe per level (other recipes must be learned in-game or bought with IP.)

You do not have to choose a profession at Character Creation, but then must learn it from someone in-game who has Profession (the Path You Want).

You also do not have to ever put experience points into this path. If you wish to choose a Profession path at Character Creation and never level it, you may. This is an option to allow your character to excel at a crafting path without having to sacrifice Class Path choices to crafting. Previously, crafting bonuses were in the Class Paths, but were often considered to be at the cost of combat abilities, and therefore less desirable.

You choose ONE profession ability at each level. You cannot choose more than one. At profession level 4 you may choose the same option you chose at level 2 if you want, or take a different one.

As a profession, you may choose:

Alchemy, Conjouring, Rituals, Scrolls, or Smithing.

# Profession Path

<b>Level 1</b>	Clever Crafter	You can use components of 1 level higher to craft. So you can use level 1 and 2 to craft a level 1 item, 2 and 3 to craft a level 2 item, and so on.	
	Traveling Crafter	You can craft outside of town. You must have a prop that is your "field tools", so a small alchemist set for potions, or a mobile hammer and anvil for smithing, etc.	
<b>Level 2</b>		Reduce crafting time by 1 minute.	Increase one numerical effect per crafted item by 1 (Healing gets +1, or damage gets +1)
<b>Level 3</b>	Clever Crafter 2	You can use components of 1 level lower to craft. So you can use level 1 and 2 to craft a level 2 item, 2 and 3 to craft a level 3 item, and so on. You do not need to have taken Clever Crafter to take this ability.	
	Empowered Items	You may add your class bonuses to items you craft, if applicable. (A bonus to healing from Mage, for example, can add to an Alchemy potion.)	
	Batch	As long as you are crafting the same item, you can craft up to 5 at once. So if you are creating healing potions, and have the components for up to 5, you can craft them all in the time it would take you to craft 1.	
<b>Level 4</b>		Reduce crafting time by 1 minute.	Increase one numerical effect per crafted item by 1 (Healing gets +1, or damage gets +1)
<b>Level 5</b>	Specialist	You can apply a Special Component effect to two items, provided you craft them back to back. Tear the special component in half and attach one half to each item tag that you create.	
	Expert Crafter	You can apply two effects to one item, if these effects would apply. So you can make a weapon have two different smithing abilities, or a healing potion also have an elixir mixed in. Attach the two item tags together and clarify on the back of each that you have this ability.	

# BASIC PATHS

At character creation you choose 10 Paths that you can level over the course of your character's career. All paths that you choose will start at level 0. If you choose fewer than 10 basic paths, you have to be taught the rest in-game.

Paths with an astrix (\*) after their name have more information after the Paths Details chart. For more details on those abilities, see their additional entries in the rulebook. The rest of the paths will be in Alphabetical Order.

## **Magic Paths**

Magic Paths cost a magic point to use. You will create a casting line that is at least ten syllabols long, and then each time you use the spell you will say your casting line, spend a Magic Point, and throw a packet. See Ability Rules for more details.

## **Skill Paths**

Skill Paths cost a skill point to use. On occasion there are other requirements, but these are dependant on the path. See Ability Rules for further details.

## **Catchall Paths**

These paths contain things that do not level well, or on their own are not quite useful enough to spend an entire path on them. When taking a Catchall Path, you choose a different option at every level. If an ability in the Catchall Path requires a LEVEL, you use the HIGHEST LEVEL you have in that path. For example: if you take Studious, and then take Lore at level 1, you would have Lore 1. If you level Studious to 2, then your Lore is automatically raised to 2. As are all other abilities in that path. Some are skill abilities, some are passive, some are tests, but all work at whatever level the Catchall Path is.

## **Passive Paths**

Some paths, like Armor, grant you abilities that are on at all times, or at least as long as you doing something (in the case of Armor: as long as you are wearing Armor.) These paths have specific rules to them, and will be explained within the paths.

## **Ceremony Paths**

Each Ceremony Path grants you recipes as you level, and work differently from each other. For example: Alchemy makes 1 use items that you carry on your person, and last until used. Rituals, on the other hand, are performed on a person, and then last a certain amount of time before wearing off. Each Ceremony Path has its own rules to it, and will be explained before said path.

## What is X + 3?

In the path descriptions, it will often say that something is Equal to X. Or X + 3, or X + 2 (etc). X is always your level in that particular path.

## How do I call that?

When you call an ability that has X + 3 (or any other variant) you always call just one number. So, for example, say you are using Bolt, which does X + 3 damage.

If your Bolt is level 2, then it does 5 points of damage. When you call Bolt, you say, "Bolt, 5 damage!"



# Paths Detail Chart

Name	Effect Type	Cost to Use	Effect
<b>Alchemy *</b>	Ceremony	Component	Multiple crafting options, potions and poisons.
<b>Armor *</b>	Passive	Phys-Rep	Gives you slots in which to wear armor. Armor can offer different benefits.
<b>Bolster</b>	Spell Enhancement Heal	Magic Point	You gain X unhealable hit points. This can bring you above your maximum hit points. This does not stack with itself, and these points are the first ones to come off when you take damage.  Anything that gives you a bonus to heal gives you a bonus to Bolster.
<b>Bolt</b>	Spell Damage	Magic Point	Target struck with packet takes X + 3 damage.
<b>Chaos</b>	Spell Damage	Magic Point	Target struck with packet takes X damage, and then deals X damage to a second target in their weapon reach (first target's choice).  Second target can be the initial caster.
<b>Clever *</b>	Multiple Options	Varies	List of 7 options available. Choose one at each level. Includes Evade (Skill)                                      Escape Artist (Skill) Coup De Grace (Passive)                      Disable Device (test) Lore (test)    Athletics (Test) Marksmanship (Skill)
<b>Command</b>	Skill Enhancement	Skill Point	Grant an additional X damage to the next basic attack of an ally within your weapon reach against an enemy of their choice. To do this, call "Command X!" and indicate an ally within weapon's reach verbally. Example, "Command 3, Sebastian!"

<b>Conjuring*</b>	Ceremony	Component	Multiple crafting options, magical items that often have 1 use.
<b>Daze</b>	Skill Detriment	Skill Point	Target struck subtracts $X + 2$ from their ranged damage (magic or mundane) until cured.
<b>Distract</b>	Skill Detriment	Skill Point	Target struck with packet MUST pay complete attention to you for $X + 3$ seconds, where $X$ is your level in Distract. You hold your hand out to them and count down. This ability is canceled if your target or you take damage. They can walk towards you, but cannot take offensive action.
<b>Drain</b>	Spell Damage/Heal	Magic Point	Target struck with packet takes $X$ damage, and you (the caster) heal $X$ Hit Points.
<b>Exhaustion</b>	Spell Detriment	Magic Point	Target struck with packet has their maximum hit points lowered by $X$ until cured. This is NOT DAMAGE, and cannot be negated by things like Soak.
<b>Gang Up</b>	Skill Damage	Skill Point	Choose an ally in your weapon's reach, call "Gang Up $X$ " and then indicate an enemy. If your ally stays in weapon's reach of that enemy, you add 1 damage to your next $X$ weapon swings. Counts as basic weapon damage. If you miss with any of those swings, or any of them are blocked, that swing is spent. So, if you have Gang Up 4, hit with two of your attempts, but miss with the other two, all 4 are spent.
<b>Gust</b>	Spell Movement	Magic Point	Target struck with packet moves $X + 5$ steps in any direction of the caster's choice.
<b>Hamstring</b>	Skill Detriment	Skill Point	Target struck in melee must walk at a heel-to-toe pace for the next $X + 3$ steps.

<b>Heal</b>	Spell Heal	Magic Point	Target struck with packet heals X + 3 Hit points. Call "Heal #" when using this option. Target struck with packet removes a Point Level detriment or enhancement of target's choice. Call "Heal Detriment" when using this option.  Caster chooses which spell they cast at the time of casting.
<b>Hide</b>	Skill	Skill Point	Others can't see you. Cross your arms over your chest, show fingers equal to your hide level and have your back against a structure as wide as your shoulders. Does not work on someone who observes you hiding.
<b>Inspire</b>	Skill	Skill Point	Restore 1 Magic Point and Skill point to X people in weapons reach. Additional cost: 30 sec of roleplay.  You may NEVER benefit from anyone else's Inspire if you have this path.
<b>Leadership*</b>	Multiple Options	Varies	List of 7 options available. Choose one at each level. Most cost Magic or Skill (player's Choice at time of use) to use. Includes: Test Assist                      Fan Out Form Ranks                      All Rise Group Craft                      Retreat Soul Magic
<b>Rituals*</b>	Ceremony	Component	Multiple crafting options. Often abilities that you perform a ceremony and place a bonus on a target that lasts for a number of hours.
<b>Scape Goat</b>	Skill Damage	Skill Point	If someone else strikes you with damage, you may strike someone within weapon's reach of you, and deal X points of damage to them. If you do so, you may also reduce the damage you took by X. If there is no one else for you to target with Scapegoat, you may not reduce the damage  You may not target the person who struck you with the initial damage.
<b>Scrolls*</b>	Ceremony	Component	Multiple crafting options, magical scrolls that are powerful, single-use spells
<b>Search</b>	Skill	Skill Point	Subtract 5 seconds from search time per level. (No cost) Use a test path to search an area at the direction of a GM. (No Cost) Spot a hidden person if their hide is lower than your Search. (SP cost)

<b>Shield</b>	Spell Enhancement	Magic Point	<p>Target gains a shield that has <math>X \times 10</math> HP. Signify this by putting your hand over your head. While in your shield you cannot move or be moved. You are not affected by any abilities until the shield's hit points are depleted, nor can you use any.</p> <p>The shield will be negated if you drop your hand, move, or have it removed by anything that removes Detriments/Enhancements. You can talk.</p>								
<b>Smithing* (Also Devices)</b>	Ceremony	Component	Multiple crafting options, weapons and armor								
<b>Soak</b>	Skill	Skill Point	If a target in your weapon's reach is hit with a damaging or healing ranged ability (spell or bow or firearm or thrown) you may strike them with your weapon and take $X$ of that number instead of them.								
<b>Sprint</b>	Skill Movement	Skill Point	<p>You take <math>X + 3</math> steps and while doing so, nothing that strikes you actually affects you. You must move quickly, but can take big or small steps.</p> <p>Count, "Sprint 5, Sprint 4, Sprint 3.."</p>								
<b>Strength</b>	Skill Movement	Skill Point	<p>Target struck in melee moves <math>X + 3</math> steps in a direction of your choice. Must be in 180 degree arc in front of you. Cannot move them toward or behind you.</p> <p>At level 1, you may pick up bodies and move at a brisk walk. At level 3, you may carry bodies at a run.</p>								
<b>Studios* *</b>	Multiple Options	Varies	<p>List of 7 options available. Choose one at each level. Includes:</p> <table border="0"> <tr> <td>Negate Magic (Magic)</td> <td>Read Item (Test)</td> </tr> <tr> <td>Instant (Magic)</td> <td>Transfer Magic (Magic)</td> </tr> <tr> <td>Dispel (Test)</td> <td>Channel (Magic or Skill)</td> </tr> <tr> <td>Lore (Test)</td> <td></td> </tr> </table>	Negate Magic (Magic)	Read Item (Test)	Instant (Magic)	Transfer Magic (Magic)	Dispel (Test)	Channel (Magic or Skill)	Lore (Test)	
Negate Magic (Magic)	Read Item (Test)										
Instant (Magic)	Transfer Magic (Magic)										
Dispel (Test)	Channel (Magic or Skill)										
Lore (Test)											
<b>Stun</b>	Skill Detriment	Skill Point	Target struck in melee spends an additional Skill Point or Magic Point for the next $X + 2$ Skill or Magic abilities they use.								
<b>Surgery* *</b>	Multiple Options	Time or Component	<p>Allows you to heal various ailments and injuries from fellow players.</p> <p>See full description page for more details.</p>								

<b>Throat Shot</b>	Skill Detriment	Skill Point	Target struck in melee adds X + 2 seconds/syllables to their casting line until cured.
<b>Throw</b>	Skill Damage Movement	Skill Point	Target struck in melee must move towards a 2nd target of your choice. Both take X damage. If the 2nd target is not within 5 steps, damage is negated and your 1st target can stop moving.
<b>Trained*</b>	Multiple Options	Varies	List of 7 options available. Choose one at each level. Includes: Parry (Skill) Rally (Skill) Goad (Skill) Overcome (Skill) Intimidate (Skill) Athletics (Test) Channel (Magic or Skill)
<b>Whirlwind</b>	Spell Detriment	Magic Point	Target struck by packet must spin in circles X + 2 times. Target is immune to damage and effects for the duration of the spinning.

# Alchemy

## Alchemy Rules

Alchemy creates poisons and potions. These can be applied to weapons or consumed in 10 seconds of roleplay.

Once these items are created, they remain until they are used. They can be traded to and used by others.

Each item that you create must have a phys-rep, which means you must have a little vial or jar for each one. If carry them on adventures or modules, you must have a phys-rep for each item.

# Alchemy

Level 1	<p><b>Basic Healing Potion</b> Potion</p> <p>The recipient regains 5 <b>hit points</b>.</p>	<p><b>Luck Potion</b> Potion</p> <p>If consumed directly before performing a <b>test</b> that the recipient can already perform, their <b>Test Number</b> is increased by one (1).</p>		
Level 2	<p><b>Basic Elixir</b> Potion</p> <p>The recipient regains 2 <b>Skill Points</b> and 2 <b>Magic Points</b>.</p>	<p><b>Truth Serum</b> Poison</p> <p>The recipient of this potion is compelled to answer the next five questions truthfully.</p>	<p><b>Dazed Poison</b> Potion</p> <p>The recipient of this potion is dazed and cannot take any offensive actions until struck. They must role-play being dazed and out of it.</p>	
Level 3	<p><b>Silence Poison</b> Poison</p> <p>The target is <b>silenced</b> until they drop to zero <b>hit points</b>. They cannot cast spells, use scrolls or use any ability that requires speech (<b>Command</b>, <b>Inspire</b>, etc.)</p>	<p><b>Anti-Venom</b> Potion</p> <p>This potion cures you of any alchemical effect that is not a <b>toxin</b>.</p>	<p><b>Acid Drip</b> Poison</p> <p>This potion will, after applied to a lock level 2 or lower, disarm and destroy the lock in 5 minutes. Use in presence of a GM.</p>	
Level 4	<p><b>Major Healing Potion</b> Potion</p> <p>The recipient regains 10 <b>hit points</b>.</p>	<p><b>Draining Poison</b> Poison</p> <p>The recipient of this potion takes 5 <b>Soul Damage</b>. (Damage to <b>hit</b>, <b>magic</b>, and <b>skill points</b> at the same time.)</p>	<p><b>Major Elixir</b> Potion</p> <p>The recipient of this potion regains 5 <b>Skill Points</b> and <b>Magic Points</b>.</p>	
Level 5	<p><b>Anti-Coagulant Poison</b> Poison</p> <p>The target cannot be healed <b>Hit Points</b> by any means until they either drop to zero <b>hit points</b>, or cured of this potion. (<b>Endure</b> still can be used, since you hit zero <b>Hit Points</b>.)</p>	<p><b>Confusion Poison</b> Poison</p> <p>Target cannot tell friend from foe, and will attack indiscriminately. Lasts until cured or until target drops to zero <b>hit points</b>.</p>	<p><b>Clarity Draught</b> Potion</p> <p>Grants the recipient the ability to resist a <b>mind-control</b> that was used against them. It may be taken within 10 seconds in response to the <b>mind-control</b>.</p>	

# Armor

For each level you have in the Armor Path you gain an additional slot in which you can wear armor. Each unaugmented armor grants you one point of Damage Reduction (DR) against Ranged attacks, Traps, and Terrain Damage.

**You must be wearing Armor to get the bonus.**

Damage reduction cancels damage done to you. So, damage reduction against ranged attacks will negate some of the damage that you are taking. If you have Armor 2 and are wearing armor in two slots, and someone hits you with a Magic Bolt for 4 points of damage, you, instead, take 2.

There are five slots where you can wear armor. You cannot wear more than one piece of armor in any slot.

Armor phys-reps must be made of any of the following materials. (NOT Ducttape.)

Head

Leather (Can be pleather)

Chest

Fur (Can be fake)

Forearms

Chainmail

Shoulders

Scale Mail

Legs

Platemail

Armor can grant additional benefits if it has been upgraded by someone with **Smithing**. You do have to HAVE the armor path to wear armor enhanced by **Smithing**.

Armor must cover at least 50% of the area of the body on which they are worn. In the case of legs, this is 50% of the calves or the thighs. A chest plate can be simply the back or the front.



# Clever Catchall Path

Choose one of the following options at each level you purchase of Clever.

Name	Path Source	Category	Cost to Use	Effect
Evade	Clever	Skill	Skill Point	Spend a skill point to negate the last nonmagical ranged damage or ability that struck you. Includes arrows, poisoned daggers, marksmanship abilities, etc. Also may evade mundane traps in this manner.
Escape Artist	Clever	Skill	Skill Point or Test	Perform a test to escape physical bonds that are not a device (ropes, trapped in a box with the lock on the outside). Spend a skill point to negate X damage from terrain or traps. X = Your level in Clever.
Coup de Grace	Clever	Passive	N/A	Reduce your killing blow time by X. X = your level in Clever.
Disable Device	Clever	Test	Time and Test	Perform a test to attempt to disable traps, locks, or other dangerous or hindering devices.
Marksmanship	Clever	Skill	Skill Point	Spend an additional Skill Point to utilize a skill path with your ranged weapon (bow or thrown).
Athletics	Clever	Test or Skill	Time/Test or Skill Point	Allows you to take tests to pass physical challenges that you would otherwise not be able to over come. Allows you to spend a skill point to jump things, being able to take steps equal to your Athletics.
Lore	Clever	Test	Time and Test	Perform a test to attempt to discover information about a person, place, thing, or event.

# Conjuring

## Conjuring Rules

Conjuring represents powerful magics that have an instant or brief lasting effect. These can be curses or blessings, depending on whether they are beneficial or negative. As it is, you can have one blessing and one curse on you at a time. You cannot have two blessings or two curses, but can have one of each.

To craft a conjuring item, you first choose what kind of phys-rep your character would create (voodoo dolls, holy symbols, vials of magical goop, etc), and make sure you have them on hand. Then you perform the ceremony, and create whichever recipe you chose.

Once crafted, a Conjuring Item remains until used. These items can be traded to and used by other players.

To use a Conjuring Item, you must have the item in hand, and spend 10 seconds "activating it" (If a voodoo doll, performing some roleplay voodoo over it, if a holy symbol, a prayer, etc) and then strike your target with a packet, calling the ability. They will either take the effect or endeavor to resist if they can.

All conjuring effects that have a duration longer than "instant" last for 10 minutes, or until removed (unless otherwise stated)

# Conjuring

Level 1	<b>Mental Jeopardy</b>	<b>Cotard Delusion</b>	<b>Intuition</b>	<b>Focus 1</b>
	Curse	Curse	Blessing	Blessing
	Target struck can only speak in questions	Target believes that they are dead, and will not let anyone use non-magical healing on them (to the point of violence). They must roleplay thinking they are perm-dead	Strike a treasure chest or locked door with this to check to see if it is trapped. If it is, you don't take the effect of the trap, and can then dispel or disable it before trying to open the item.	Create an item that holds 2 charges of a spell. That spell must be added at the time it is crafted, and can be added by you, or an ally who has the spell. It is the level that the caster has, with no bonuses. This spell can be acitvated later using a casting line of the wielder's choice.
Level 2	<b>Torture</b>	<b>Fumbling Fingers</b>	<b>Logic</b>	<b>Focus 2</b>
	Curse	Curse	Blessing	Blessing
	Target struck has their maximum hit points reduced by 2	Target's Crafting time is trippled	Use this to ask an out of game GM that is nearby if an action is a good or bad idea. They can choose to give you no information if you do this too often on a mod. Use common sense.	Creates a focus with 4 charges of a spell
Level 3	<b>Sleep Terrors</b>	<b>Spell Tourettes</b>	<b>Hold Portal</b>	<b>Focus 3</b>
	Curse	Curse	Blessing	Blessing
	Target struck hallucinates horrors that no one else can see. Target must roleplay this and mention it at least once every minute.	Target struck must add 10 syllabols to their casting line	Place this on a door to magically seal it. No one can enter through the door until this is removed.	Creates a focus with 6 charges of a spell.
Level 4	<b>Advanced Torture</b>	<b>Mental Shock</b>	<b>Health Boon</b>	<b>Focus 4</b>
	Curse	Curse	Blessing	Blessing
	Target struck has their maximum hit points reduced by 4	Target struck has their maximum magic OR skill points (chosed by whoever wields this curse at the time it is used) reduced by 4. (to a minimum of 0)	Your maximum healable hit points are raised by 5.	Creates a focus with 8 charges of a spell.
Level 5	<b>Power Surge</b>	<b>Denial</b>	<b>Magically Devoid</b>	<b>Focus 5</b>
	Blessing	Curse	Blessing	Blessing
	Your maximum Magic OR Skill Points are raised by 5.	Choose any character (besides the target) as a subject. Target denies the subject's existance and can't see or hear them. This ends if the subject uses an offensive ability against the target.	Use this to negate a basic curse or blessing on a living target. Note: some things are more powerful than this can negate. It will work on any ability in the Conjuring Path.	Creates a focus with 10 charges of a spell.

# Leadership

Leadership is a Catchall style path that allows you to form a group of allies, and do interesting and tactical things with your group. Everyone in your group must have some sort of ALWAYS visible marking to denote that they are in the group. If a teammate does not have the team crest/tattoo/scar/token/sigil/weapon (ETC), they cannot benefit from your Leadership ability.

## How many people can I have in my Leadership Group?

You can have 6 people in your leadership group. There are some abilities in game that effect the number of people that you can have in your group. The leader does NOT count against this number. So, a group can have 7 people, including the leader, getting the benefits.

## How do I induct people into my Leadership Group?

You can add anyone into your group at any time, through some sort of pomp and circumstance that you make up. It can be as short as, "YOU!!! PUT ON THIS WARPAINT, YOU ARE IN MY GROUP!" or as long as a huge ceremony where you knight them... Or something. They stay in your group as long as you want them to be so, but can only get benefits if from your abilities if they are bearing your mark.

## How do I kick people out of my Leadership Group?

The same way you induct them: however and whenever you want. You let them know that they are out of the group, and ask for your sigil back. If they don't give you back your mark, they are still out of your group. You can boot them in a ceremonious way, or just tell them to scram.

## What can the mark be?

Whatever you want, as long they are at least bigger than the palm of your hand.

# Leadership Catchall Path

Choose one of the following options at each level you purchase of Leadership.

Name	Path Source	Category	Cost to Use	Effect
Teamwork	Leadership	Skill/Magic	1 SP or 1 MP	Any member can add one test success to a test another member is taking, provided they can find a way to help. A maximum of three people can assist one person.
Fan Out	Leadership	Skill/Magic	1 SP or 1 MP	The leader says "Fan Out X" where X is your level in Leadership + 4. All members of the group take that many steps away from the leader. Like Sprint, nothing can effect you while you take these steps.
Form Ranks	Leadership	Skill/Magic	1 SP or 1 MP	The leader says "Form Ranks X!" where X is your level in Leadership + 4. All members of the group take that many steps toward the leader. Like Sprint, nothing can effect you while you take these steps.
All Rise	Leadership	Skill/Magic	NO COST	As lon as you are present during the entire resurrection, members of your group may be resurrected at once. You can be alive or dead for this. The person performing the resurrection does NOT need to be part of the group, however they must spend a component for each person.
Group Crafting	Leadership	Skill/Magic	1 SP or 1 MP	While one member of the group crafts an item, each other member of the group may craft with him/her. As long as each has their own component, all craft an identical item to what the original crafter is making, in the same amount of time, using the same resources as the crafter.
Retreat	Leadership	Skill/Magic	1 SP or 1 MP	You call "{Group Name} RETREAT X!" where X is your level in Leadership +8. All members of the group take that many steps towards the group's home base. Like Sprint, nothing can effect you while you take these steps.
Soul Magic	Leadership	SPECIAL	No Cost  ONCE PER MOD	Once per mod, when the Leader is healed by any source, he/she may call, "SOUL MAGIC, X" where X is the number he/she was healed + your level in leadership. All members of the group within vocal range are healed that much.

# Rituals

## Ritual Rules

Like every other ceremony path, you can only have one Ritual active on you at a time. That said, some rituals last until you are resurrected or animated, some last until you die, some create undead. Rituals are the home of a number of ceremonies that have their own flavor and power, and more often than not effect the soul and spirit of a character.

Each ritual, unless instant or otherwise stated, lasts for 6 hours after it is cast. You do not carry an item created with a Ritual around, you simply perform the ritual, spend the component necessary, and then the effect is in place.

Some rituals effect what happens when you are resurrected, and thus cease to be once you are resurrected. Some effect you when you are an undead, and thus add things to you when you are an undead. And so on.

Unless otherwise stated, it takes 5 minutes to perform a ritual.

# Rituals

## Resurrection

Time To Perform: 10 Minutes

If you take rituals as your profession path, Resurrection does not benefit from the Shortened Ceremony time. Unless somethins specifically says "Shortens the time it takes to resurrect", this ceremony takes 10 minutes, unless they are currently an Animated Dead, at which point it takes 5 minutes.

You have the ability to perform a ceremony that brings a player back to life. It costs a ceremony component to perform. A Level 1 Component lets you rez someone who has been dead for 15 minutes. Lvl 2: 30 min. Lvl 3: 45 min. Lvl 4: 1hr. Lvl 5: 1h15min. (Animated Dead can be Resurrected no matter how long they have been an Animated Dead.)

You must roleplay the resurrectrion ceremony, and sign off on the target's character sheet that they died and lost 2 off of their max points. (Hit, Magic, or Skill, target's choice.) Your target has Resurrection Sickness.

### Strong Soul

Time To Perform: 5 Minutes

If you die with this blessing, and become an animated minion, you will have an additional 10 hit points. If you are resurrected, but had this blessing upon you when you died, your maximum allowable points during resurrection sickness are +4.

### Imbue

Time To Perform: 5 Minutes

You imbue a weapon with a damage type from the basic 6 (light, dark, earth, fire, air, water). This lasts for 6 hours. When that weapon is used in combat, the person wielding will call the damage type with each strike. (Example: "DARK! DARK! DARK!")

## Animate Dead

Time To Perform: 1 Minute

You can spend a minute, and a component of the appropriate level, to raise a dead target as an Animated Dead. The person has 10 Hit Points, 5 Magic and 5 Skill, and up to one of their paths per level you have in Animate Dead. (Thus, if you have Animate Dead 3, and use a level 3 component, your target is an animated dead, under your control, with 10 HP, 5 MP and SP, and 3 of their paths that you choose from their sheet.)

Some societies view this as an evil act, others see it as prolonging life, and others see it as a mechanical, crafting benefit. This ability comes with heavy role-playing connotations that are up to you to flavor and embody.

You must provide a mask and tabbard to your animated dead. You choose, at the time of taking this recipe, whether your animated dead are Elementals, Undead, or Golems, and flavor it from there.

Level 1

<b>Level 2</b>	<b>Easy Rest</b>	<b>Slowed Death</b>
	<p>Time To Perform: 5 Minutes</p> <p>Your rest time is shortened to 1 minute.</p>	<p>Time To Perform: 5 Minutes</p> <p>The time it takes you to bleed to death is doubled.</p>
<b>Level 3</b>	<b>Mark of Will</b>	<b>Blessing of Mobility</b>
	<p>Time To Perform: 5 Minutes</p> <p>If you die with this blessing on you, and then become an animated minion you have free will.</p>	<p>Time To Perform: 5 Minutes</p> <p>Whenever you are forcibly moved, you may choose the direction.</p>
<b>Level 3</b>	<b>Mark of Fortune</b>	<b>Clarity of Mind</b>
	<p>Time To Perform: 5 Minutes</p> <p>Once per test if you pull a fail from the test deck, you can remove it from the deck and re-pull. Does not work on the botch.</p>	<p>Time To Perform: 5 Minutes</p> <p>When you are struck with damage, it does not interrupt your testing time.</p>
<b>Level 3</b>	<b>Temperance</b>	<b>Shared Fate</b>
	<p>Time To Perform: 5 Minutes</p> <p>You cannot be forced to take offensive actions against your allies.</p>	<p>Time To Perform: 5 Minutes</p> <p>This ritual is done on two people with one component. For the duration they share beneficial spells if they are within weapons reach of each other. Must call "Shared Fate" to indicate this.</p>



<b>Level 4</b>	<b>Enhance Magic</b>	<b>Refresh Soul</b>
	<p>Time To Perform: 5 Minutes</p> <p>You add 1 to either your healing or your damaging spells. You choose at the time you receive this blessing.</p>	<p>Time To Perform: 5 Minutes</p> <p>If you take no damage for one hour after receiving this blessing, you may restore 1 point that was lost through resurrection. You may not receive this blessing more than once an event. If it fails, you may not try again until the next event.</p>
<b>Level 5</b>	<b>Spirit Bind</b>	
	<p>Time To Perform: 5 Minutes</p> <p>When you are blessed you choose a location. For the duration, that location acts as a second spirit nexus for you.</p>	
<b>Level 5</b>	<b>Loyalty</b>	<b>Compassion</b>
	<p>Time To Perform: 5 Minutes</p> <p>For the duration, you may parry for other players in addition to yourself.</p>	<p>Time To Perform: 5 Minutes</p> <p>You can heal someone else using your hit points at a 2 to 1 ratio. You spend 2 hit points to heal someone else 1.</p> <p>You can either do a lot in one go (spend, for example 10 HP to heal 5 HP) or spend 2 HP at a time to heal 1 HP at a time. This happens with no casting line.</p>
<b>Level 5</b>	<b>Pheonix Fire</b>	
	<p>Time To Perform: 1 Minute</p> <p>You can perform a 1 minute ceremony to resurrect someone mid-combat. They come back with all of their points at full, but none of their feats. At the end of combat, they die again. They do not lose any additional points through this "resurrection."</p>	

# Scrolls

## Scrolls Rules

This path allows you to create Scrolls, which are one-use items that carry an Area of Effect ability. Nearly every scroll strikes a target and all in that target's weapon's reach.

Scrolls are considered powerful magic that require a lot of concentration and intricate cantations to utilize. As such, each scroll must have a 20 syllable casting line. This casting line must be the same every time you cast that scroll, and unique to that recipe for you.

As such, when you take a scroll recipe, you must craft a casting line that is at least 20 syllables to be used for that scroll and always used for that scroll when you craft it. When you create the phys-rep for your scroll, it must have that casting line on it. So, for example, if you take Rain of Fire, and write the casting line to be

"Fire Before Me  
Fire Above Me  
Fire Beneath Me  
Fire Engulfs Me  
Fire Obey Me!"

Every time you craft a Rain of Fire scroll, it MUST HAVE that EXACT casting line on it. Anyone who uses your scroll of Rain of Fire will have to recite that casting line when they use it, to activate the magic.

When you learn a new recipe, you must turn in your scroll's casting line to the game staff, and they will note it in their file on your character.

When using a scroll, you must read the incantation aloud, and then strike your target with a packet. Your target and all within weapon's reach of them will take the effect of your scroll.

Once crafted, a scroll lasts until used.

These items can be traded to and used by other players.

Your scrolls can be made using various flavors: they can be individual sheets of rolled parchment, different pages in a book, leather hide, or even runes that are "broken" upon use. If you have other flavor to put to your scrolls, feel free to be inventive!

# Scrolls

Level 1	<b>Blowback</b>	<b>Cacophany</b>	<b>Shackles</b>	
	Scroll	Scroll	Scroll	
	Knocks all within weapon's range of a target 10 steps away	Target and all within weapon's range take a distract 5 on you.	Target and all within weapon's range take a hamstring 6	
Level 2	<b>Celerity</b>	<b>Scroll of Courage</b>	<b>Silence</b>	
	Scroll	Scroll	Scroll	
	Target and all within weapon's reach get an immediate use of sprint 6 in any direction they choose.	Target and all within weapon's reach deal 3 additional damage on their next melee or ranged strike.	Target and all in weapon's reach cannot speak for 10 seconds.	
Level 3	<b>Earthquake</b>	<b>Invisibility Purge</b>		
	Scroll	Scroll		
	Target and all within weapon's range take a trip effect and fall to the ground.	All people who are hiding in vocal range of you are knocked out of hide and cannot hide again for 60 seconds.		
Level 4	<b>Icy Tomb</b>	<b>Whirlwind of Healing</b>		
	Scroll	Scroll		
	Target and all within weapon's range are frozen for 20 seconds. They cannot move and cannot be harmed or effected.	Heal target and all in weapon's range 10 HP		
Level 5	<b>Rain of fire</b>	<b>Renewal</b>	<b>Magical Restoration</b>	
	Scroll	Scroll	Scroll	
	Deals 10 fire damage to everyone in weapon's reach of your target.	Target and all within weapon's range regain 1 use of a feat they expended.	Heal target and all in weapon's range 5 MP and Sp	

# Smithing

## Smithing Rules

Smithing can create a number of different items, which can be used in different ways. Each of these items, once crafted, last until used. You must have a phys-rep for each item that you make, and must carry enough phys-reps to represent the tags that you carry with you.

These items can be traded to and used by other players.

<b>Devices</b>	These are devices that have special uses, more often than not one-use items that can be used independantly of other items and abilities.
<b>Weapon Devices</b>	These devices must be attached to a weapon to gain their effect. Unless otherwise stated, only one weapon device can be added to a weapon at a time. These can be physrepped as gems, or mechanisms, or special oils, etc.
<b>Traps</b>	These are items that are left behind or in a special location to trip up or trap an unsuspecting victim. They often require orange yarn to mark them.
<b>Ammo</b>	These are one-use ammunition that can be used with a ranged weapon (bow, firearm, crossbow, etc). They have a loading time of 10 seconds.

## Repairing Broken Items

Items can be "broken" with abilities in-game, for example: Shatter Weapon will "break" a weapon so that it is unusable until repaired. Any smith can repair any item, it requires 5 minutes and a ceremony component that is equal to the level of the item. A level 1 item needs a level 1 component to fix, level 2 a level 2, and so on.

## Item Levels

Items will more often than not have levels applied to them.

If a weapon does not have an item tag, it is considered to be Level 0, and any level of Shatter Weapon will destroy it.

Item levels are also important for enhancements of any sort being placed on that item, and the item must be at least the level of the enhancement to accept it. This applies to devices and ammo: your weapon must be of at least the same level as the device/ammunition that you are trying to use with it.

Any smith can make weapons and shields and armor at their level in Smithing, provided they use the appropriate level of ceremony component to craft (a level 1 smith with a level 1 component can make a level 1 sword. A level 2 smith with a level 1 component can make a level 1 sword. A level 2 smith with a level 2 component can make a level 2 sword, and so on.)"

# Smithing

<b>Level 1</b>	<b>Lock</b>	<b>Grappling Hook</b>	<b>Restraints</b>	<b>Salvage Kit</b>
	Device	Device	Device	Device
	Requires disable device test and a GM to open. This lock must have a key assigned to it. If you use the key to open the lock you can reuse the lock.	Attach a rope to a packet or thrown weapon. This allows you to cross pits or climb walls faster. One use.	Target cannot use the restrained limbs (hands of feat) without a successful escape artist test. GM or other player required.	When you disable a trap or lock, if you use this item you can take the tag with you and reset the trap or lock, You cannot duplicate the tag you salvage
<b>Level 2</b>	<b>Weighted</b>	<b>Gauntlet Lock</b>	<b>Blinding Shot</b>	<b>Poison Trap</b>
	Weapon Device	Weapon Device	Ammo	Trap
	This device can be added to a melee weapon to double the distance that the wielder's strength or channeled gust moves them.	Added to a melee weapon, this item negates the next swordplay that hits you.	Makes 1 Shot. Target is blind for 5 seconds.	Apply any poison to this to make it affect the first person to trip the trap.
<b>Level 3</b>	<b>Hurricane Round</b>	<b>Alarm Trap</b>	<b>Enhanced Range</b>	<b>Concussive shot</b>
	Ammo	Trap	Weapon Device	Ammo
	Target takes a whirlwind equal to 4 + your basic ranged weapon damage.	When triggering this trap, you must shout "ALARM!" as loud as you can, 3 times. Feel free to run afterwards.	Can be added to a ranged weapon: any detriment delivered by this weapon is 1 point higher.	Makes 1 Shot. Target is deaf until cured. Item level detriment.
<b>Level 4</b>	<b>Assassin's Vial</b>	<b>Healing Shield</b>	<b>Blasting Ammo</b>	<b>Scatter Shot</b>
	Weapon Device	Weapon Device	Ammo	Ammo
	Add this to a melee weapon to store 3 doses of a poison. You can't deliver them simultaneously but you may choose when to deliver each. You don't have to use them directly after applying them.	This device, when added to a shield, heals you for 4 whenever the shield is struck with magic. You still take the magical effect.	Makes 1 Shot. Deal a blast of your ranged damage to target and all in weapon's reach of your target.	The next shot you do deals 2 + your basic ranged damage to all in a 180 arc in front of you in weapon's reach.
<b>Level 5</b>	<b>Caltrops</b>	<b>Pinning Ammo</b>	<b>Auto-Loader</b>	<b>Accuracy</b>
	Trap	Ammo	Weapon Device	Weapon Device
	You may mark a 10 x 10 foot area with orange string. Anyone walking through this area must walk at a heel-to-toe pace, unless they have Athletics 4 or higher. Every step deals 1 damage.	Makes 1 Shot. This ammo roots your target in place. A successful escape artist check or being dropped to 0 hit points frees the target.	Reduces loading time by 5 seconds.	When this device is installed on a ranged weapon, it can then DIRECT it's basic damage if you channel for 20 seconds.

# Studios Catchall Path

Choose one of the following options at each level you purchase of Studios.

Name	Path Source	Category	Cost to Use	Effect
Lore	Studios	Test	Time or Test	Perform a test to attempt to discover information about a person, place, thing, or event.
Negate Magic	Studios	Magic	Magic Point	Spend a skill point to negate the last spell that struck you, including basic wand damage and channeled spells.
Read Magic	Studios	Test	Time or Test	If you are aware something or someone is magical, you may spend 2 minutes examining the item. Then you may either read the tag, or ask the person to clarify. "Clarify, Read Magic: please explain one magical effect that is currently active on you." The target chooses which magical effect to tell you about. If a person has more than one, you may Read Magic again, to get a different effect. Without Sense Magic, you cannot know how many effects a person has on them.
Instant	Studios	Magic	Magic Point	Spend a magic point to be able to cast a spell without saying the casting line. This magic point is in addition to the cost of the spell. May only be used on basic paths.
Transfer Magic	Studios	Magic	Magic Point	If someone within weapon's reach is struck by any spell, you may strike them with your weapon, call Transfer Magic, and take the spell's effect instead.
Dispel	Studios	Test Ceremony	Component	Perform a test to attempt to remove magical effects from a person, place or thing. Ceremony: Some stronger magical effects will need a ceremony to remove them. They will state so.
Channel	Studios	Magic or Skill	Magic OR Skill Point	Spend an additional Magic Point OR a Skill Point, speak a 5 syllable casting line, and hit your target with a spell using a weapon instead of a packet. Weapons and parry block this.

# Surgery

With this path, you may heal an ally without using magic, as well as being able to remove other special effects. None of these abilities may be done by yourself to yourself. Someone else must perform surgery on you. For all of these abilities you MUST roleplay the surgery. Some cost components, some do not, but they do all require that you perform!

While performing surgery, you cannot be in or near combat. You must be out of line of sight of any combat to be able to perform surgery. While this means that you can duck around the side of a building to perform surgery on someone, if combat begins to move towards you, you must stop doing surgery.

That said, this path can be used outside of stable-ground.

<b>Level 1</b>	<p><b>Assess:</b> You can tell, after 10 seconds of roleplay, what your target's current <b>hit point</b> total is, and what their maximum HP are. This does not cost a component. If you also have First Aid, you can also assess if they have any poisons or detriments, and if so what they are.</p> <p><b>Bandage:</b> For every 10 seconds that you spend doctoring an injured fellow, they will heal 1 hit point per your level in Surgery. You must be completely out of combat to use this ability. This does not cost a component.</p>
<b>Level 2</b>	Your Bandage ability levels.
<b>Level 3</b>	<p>You may perform a level 3 Ceremony to remove up to a Feat Level Detriment from a patient. This includes things like a removed or broken limb, injured internal organs, etc. Takes 10 minutes, and a level 3 ceremony component.</p> <p>Your Bandage ability Levels.</p>
<b>Level 4</b>	Your Bandage ability Levels.
<b>Level 5</b>	<p>You can spend 1 minute to remove a potion effect from a target. Costs a level 5 component.</p> <p>Your Bandage ability Levels.</p>

# Trained Catchall Path

Choose one of the following options at each level you purchase of Trained.

Name	Path Source	Category	Cost to Use	Effect
Parry	Trained	Skill	Skill Point	Spend a skill point to negate the last melee ability that struck you, including basic weapon damage, and channeled spells.
Goad	Trained	Skill	Skill Point	Target Struk may not engage in combat with anyone but you. They may run away, hide, fight you, heal their allies or stare angrily at you, but they may not use offensive abilities against anyone but you.
Overcome	Trained	Skill	Skill Point	Spend a skill point to remove a detriment from yourself.
Intimidate	Trained	Skill	Skill Point	Target struck may not engage in combat with you. They may run away, hide, fight someone else, heal their allies or stare angrily at you, but they may not use offensive abilities against you.
Rally	Trained	Skill	Skill Point Roleplay	Spend a skill point to remove a detriment from an ally. Additional cost: 10 seconds of roleplay.
Athletics	Trained	Test or Skill	Time/Test or Skill Point	Allows you to take tests to pass physical challenges that you would otherwise not be able to over come. Allows you to spend a skill point to jump things, being able to take steps equal to your Athletics.
Channel	Trained	Magc or Skill	Magic OR Skill Point	Spend an additional Magic Point OR a Skill Point, say a 5 syllabol casting line, and hit your target with a spell using a weapon instead of a packet. Weapons and parry block this.



# Feats

**These are powerful abilities that require a specific character build. Most are activated abilities that can only be used once between rests.**

There are four basic types of feats. Feats are used in conjunction with paths or even other feats.

- Offensive (Off)** These feats can help you deal devastating damage or gain tactical advantages over your opponent. Basic defenses, such as Parry or Negate Magic, are useless against them. The only thing that can stop them is.
- Defensive (Def)** These feats can get you out of a lot of tricky situations in combat, or even help you avoid it altogether.
- Augment (Aug)** Augment: Some feats can augment other feats or even basic abilities. An augmented Basic Path counts as a feat, so you can augment a normally weak ability, like "Stun 1" with "Quickstrike, Stun 1", suddenly making it much more difficult to defend against. Augments cannot stack with each other.
- Passive (Pass)** These feats have no limit, and can be used as often as you like. There is no limit to how many you can buy, because it only makes sense to buy one.

## Prerequisites

Most feats have prerequisites, which must be met in order to learn them. All feats have an XP cost, which must be paid in order to learn them.

If a feat's Prerequisite reads "Warrior" "Rogue" or "Mage" it means that you have to have one of those classes, either as your Primary or Secondary class.

If a feat's prerequisite reads "Prim. Rogue" it means you must have Rogue as your Primary class. The same for "Prim. Mage" and "Prim. Warrior", for Mage and Warrior respectively.

Some feats require that you have purchased at number of Hit Points (HP), Magic Points (MP), or Skill Points (SP) in addition to the ones you get at character creation.

Some feats require that you have certain paths leveled to certain levels. For example: a prerequisite of Chicanery is that you have at least primary rogue at level 3.

Feat Name	XP Cost	Pre-requisites	Type	Max	Description
<b>Absorb Magic</b>	200	Mage Class Path	Def	2	Any effects of one spell that strikes you are negated and you are restored one magic point. Works against Scrolls and Spells.
<b>Assissinate</b>	300	Primary Rogue Hide 2	Off	2	You immediately deal 7 damage with a small weapon.
<b>Blast</b>	200	Primary Mage Direct	Off	2	Blast is a feat that affects a spell. When you Blast a spell, everyone in your weapon's reach takes the spell's effect. This can be applied to a beneficial spell or an offensive spell.
<b>Bloodletting</b>	300	Primary Mage 2 Drain 1	Pass	N/A	You may reverse your Drain Spell whenever you want, which makes it heal your target and deal damage to you. Instead of calling "Drain" when you cast the spell, you call "Bloodletting". The greater of the two numbers (be it damage or healing) heals your target, and the lesser of the two numbers harms you. ONLY call the number that will HEAL your target, do not call how much you are harmed.
<b>Chicanery</b>	100	Primary Rogue 3 Clever	Aug	1	You may purchase one feat (that costs 400 XP or less) that would normally be unavailable to you. You must pay the full cost of the feat, in addition to the cost of Chicanery. You then have that feat as though it were purchased normally.
<b>Circle of Magic</b>	100	Mage	Off	<b>Special</b>	<p>You may buy this for each spell that you have. You may only have one Circle of Magic feat per spell, and must buy them separately.</p> <p>When you call Circle of Magic, you begin counting, loudly and clearly: "Circle of (SPELL NAME) 60, Circle of (SPELL NAME) 59," etc.</p> <p>If you are interrupted for any reason, the Feat is not wasted. You can either restart or stop and save the Feat for later.</p> <p>After you count down to "Circle of (SPELL NAME) 1", you create a Circle on the ground. A rope, cloth, or something obvious and physical, no larger than 5 feet in diameter, should mark this ability. You cannot simply draw in the dirt.</p> <p>When standing in this Circle, you may cast its Spell without expending Magic Points. The spell only ever performs at level 1, with NO BONUSSES, unless you have an ability that specifically says, "Adds to the Magic Circle Feat".</p> <p>You use Spell Packets, or can channel/direct if you have the feats available. You may cast other spells, but they are not free. Only the person who put down the Circle can use it. The Spell is only free if you are standing in its Circle. Unless the Circle is dispelled, or the mod is over, you can constantly come back to it and cast its spell for free. The Circle disappears at the end of the Mod. You may not be standing in two circles at once.</p>

<b>Confuse</b>	200	Rogue OR Mage	Off	2	You strike your target and say "Confuse 10!" And then indicate a second target. Target struck must fight a second target that you indicate (must be in visual range) until they deal that target 10 points of damage or take 10 swings at them. The swings count even if they are blocked.
<b>Damage Type</b>	50	Mage	Pass	6	Normally, Bolt and Wands does non-typed damage, but with this feat you can apply any damage type to your Bolt Spell or Wands. With each purchase of this feat you may choose a different damage type.  <b>Damage Types:</b> Air, Fire, Water, Earth, Dark, Light
<b>Death Blossom</b>	200	Primary Rogue, Coup De Grace	Off	2	You may deliver a killing blow to any or all legitimate targets in your weapon's reach. For each target you kill, you regain 1 SP. You count down Death's Blessing like you would your Killing Blow. (Death Blossom 10, Death Blossom 9.. Etc)
<b>Detect Potion</b>	100	Rogue or Alchemy or Surgery	Def	1	This feat allows you to detect if an item has had a potion (either a poison or a beneficial potion) added to it.
<b>Direct</b>	200	Rogue OR Mage	Aug	2	Direct is used in place of an Arrow Packet or Throwing Weapon when using a Ranged ability. It also can be used in place of a Spell Packet for Spells, Magic Circles, or Scrolls. Point at, name, or otherwise identify your target and call "Direct X" where X is the ability you are using. The ability automatically hits your target. The target must be visible with no obstacles (windows, etc) in the way. Direct can only be avoided with feats.
<b>Divert Magic</b>	400	Primary Mage 3 Direct Absorb Magic Reflect Magic	Def	1	Divert works if you are hit with a Spell or Scroll. When you call "Divert Magic" you transfer all effects of the spell to another target within weapon's reach. You take no effects from the spell, and your target takes the full brunt of the assault. You MUST have a target to use Divert Magic.
<b>Dodge</b>	300	Rogue	Def	3	You may call Dodge whenever you are struck with any attack - melee, ranged, or magical - or when you would be damaged by traps or hazardous terrain. All effects of the terrain or attack are negated. You must roleplay dodging by jumping or ducking, rolling, etc. Dodge will avoid Blast, but not Vocal Range abilities. If you are the primary target of a Blast Feat, you may Dodge it, but everyone within your weapon's reach is still affected.

<b>Durability</b>	300	Armor	Def	Special	You may use this feat to negate all damage from a melee attack. You may use this a number of times per rest equal to your level in armor.
<b>Endure</b>	300	Warrior	Def	1	This gives you the ability to get up from ZERO hit points or below. If you are at anything ABOVE zero hit points you may NOT use Endure. Once you hit Zero hit points, you may call Endure 5. This ability brings you to 5 Hit Points, and you may then continue fighting, or go find a healer, or run away, etc.
<b>Feint</b>	400	Rogue	Off	2	You may call Feint whenever you have a melee feat or skill parried, dodged, or otherwise negated. You then call the same feat or ability again on the next melee swing. Feint works for both feats and skills.
<b>First Aid</b>	100	None	Pass	N/A	You can tell, after 5 seconds of role-play with a target, how many Hit Points they have left. As soon as you start using First Aid, a person who is bleeding to death is stabilized. This means that their Bleeding to Death Count is stopped, and they are at 0 HP.
<b>Iron Body</b>	700	Prim. Warrior 4 Endure 5 Bought HP	Def	1	After you call Iron Body, you can then fight until you reach your maximum HP BELOW zero. When you reach that number, you fall unconscious, as though you were at zero HP. While under the effect of Iron Body, you cannot have hit points restored in any way. Iron Body is canceled if you use Endure, or choose to heal yourself. No one can heal you to force you out of Iron Body: a heal simply will not work.
<b>Meta-Magic 1</b>	400	Mage	Pass	N/A	When you take Basic Weapon Damage it does not interrupt your casting lines. Skills, feats, spells, and anything that is NOT Basic Weapon damage DO interrupt your casting lines.
<b>Meta-Magic 2</b>	500	Prim. Mage 3 Meta-Magic 1	Pass	N/A	You may move while casting your spells.
<b>Meta-Magic 3</b>	700	Prim. Mage 5 Meta-Magic 1 Meta-Magic 2 5 Bought MP	Pass	N/A	The length of your casting line is reduced by 5 syllables.

<b>Redirect</b>	400	Prim. Warrior 3 Parry 3 Swordplay	Def	1	You may call Redirect when hit with a non-magical melee attack. When you call Redirect, you negate all effects from the attack and divert it to another target within weapon's reach. You must have a target to use a Redirect. Your target can only avoid the Redirect if they use a feat.
<b>Reflect</b>	300	Prim. Mage 2 Direct Absorb Magic	Def	1	You may call Reflect when you are struck with a Spell Packet or Directed spell. You take no effects from the spell, and they are instead Reflected back against the original caster. Reflect Magic also works against Scrolls. Your target can only avoid the Reflect if they use a feat.
<b>Regroup</b>	500	Leadership 3 Endure OR Inspire 2	Def	1	When you call Regroup, every ally within vocal range who is at 0 Hit Points, or is Bleeding to Death, is healed 5 Hit Points. (Abilities that you have that increase healing can be applied to Regroup.)
<b>Resist Damage</b>	100	Warrior	Def	3	You may call Resist Damage when hit with any amount of damage, be it magical, mundane, or otherwise. You negate that instance of damage. If any the ability that damaged you also had a non-damaging effect (like a knockback, something) you are still affected by that portion of the ability.
<b>Resist Potion</b>	100	Rogue	Def	3	You may call Resist Potion when you would be effected by a potion (be it ingested, topical, on a weapon, or any other form of delivery). All effects from that potion are negated. Resist Potion will NOT work on Toxins or Toxic effects.
<b>Sense Magic</b>	50	None	Pass	N/A	After 30 seconds examining an item or a person you believe to be affected by magic, you become aware of any hidden item tags, or can ask the person for a clarification. "Do you have any active magical effects upon you, if so, how many?" Note: this simply tells you that the item or person is or has magic on them, and how many effects, not what they are.
<b>Shove</b>	200	Rogue	Off	2	Using this ability pushes someone out of the way of an effect or ability that was intended for them. You take the effect instead. If you have an ability that would resist or negate the effect, like Dodge or Resist, you may use it. You can do this for beneficial or negative effects.

<b>Snap</b>	200	Warrior	Off	1	Snap is a blow so devastating it breaks your weapon. Snap deals damage equal to 3 times the level of your weapon. (A level 1 weapon does 3 damage, a level 5 weapon does 15 damage.) The weapon is then broken and takes double the normal time to repair it.
<b>Speed Strike</b>	500	Sprint 3	Off	5	You use Speed Strike at the end of a Sprint. When you use it, you end the sprint and deal damage equal to your level in Sprint to a single target struck with your weapon.
<b>Stealth</b>	400	Prim. Rogue 3 Hide 3	Def	2	While in Hide, you may call "Stealth X steps", where "X" is your level in Hide x 2. You then move up to that many steps in any direction with your arms crossed over your chest, maintaining your Hide. If you end your Stealth somewhere you can use Hide, you may stay in Hide and lean against the new surface. If you end your Stealth somewhere you can't Hide, you become visible to all.
<b>Swordplay</b>	200	Rogue	Off	2	When you use Swordplay you call it before striking an opponant's weapon. The opponant must drop their weapon. Swordplay can be Dodged, not Parried. Swordplay can be used to negate Swordplay.
<b>The Jig is Up</b>	400	Prim. Rogue Hide Other Vanish Other	Def	1	When you call The Jig is Up you MUST shout it. You Vanish, and may choose allies or enemies who will Vanish as well. Each person (other than you) costs 1 SP. They then Vanish and go into a hide at YOUR level in the abilities.

<b>Trip</b>	200	Rogue	Off	2	You must strike your opponant's leg to use Trip. Your opponant falls to the ground and must stay there for a full 3 seconds. Your target may choose to simply take a knee, rather than get fully on the ground. If they do, they remain on the ground for 5 seconds.
<b>Unbreakable</b>	200	Warrior Primary Resist Damage	Def	3	You may negate any one ability that does not deal damage. If the ability ALSO deals damage, you still take the damage. (This applies to things like Sever Limb.)
<b>Vanish</b>	400	Prim. Rogue 2 Hide 3	Def	2	When you call Vanish, you go INSTANTLY into a Hide at your level of Hide, even if people are watching you. You must move directly to a close position where you can use the Hide Skill, and then may choose to remain in Hide, or drop the hide and move. If you move more than 5 steps without reaching a Hiding place, you drop out of Hide and are seen. This does not cost a Skill Point.
<b>Wrath</b>	200	None	Pass	2	This signifies your pure hatred of a certain creature type. This feat adds 1 extra point of basic weapon damage ONLY if you are fighting against creatures of that type. Your character must KNOW that the creature you are fighting is of the type. You must find out, via in-game reasons, (Lore, knowing ahead of time, etc,) before you deal extra damage. Wrath never stacks with itself.  <b>Creature List:</b> Horror, Unliving, Natural, Elemental, Demons

# Incentives

In Exile, you earn experience points for just signing in. PCs earn 500 experience Points. Part Time NPCs earn 600, full time NPCs earn 700.

We also use an incentive system, which allows you to have access to special abilities, races, classes and privileges in the game. This system rewards players for putting in extra time to better the game.

You earn incentive points for the following things:

20	NPCing for the full event
10	NPCing for half of an event
10	Post Event Cleanup
10	Pre-event Setup
20	Workdays
Varies (1 - 10)	Donations

Please note that these points are given to players that go the extra mile to help with construction, props, events, and so on. As such, the rewards are allowing the players access to rarer races, story options, items and so on.

Many options are at the discretion of the Game Marshals (GMs), and must be requested ahead of time. Please avoid waiting until the event to ask to cash in your Incentive Points. Also be aware that the GMs reserve the right to either deny any requests, or offer changes that may fit with story or world information better. These changes are not because your ideas are bad, but because the alterations would fit better in the game.

## NPC Rewards

When you NPC at a LARP you often get rewards for your time. We always need NPCs to make the game run, and realize that it can be hard work, and as such we offer the following rewards for NPCing.

**Full Time NPCing:** This means that you NPC for the entire event, without playing a PC. This also means that you are a hero, and as such get:

20 IP

200 XP

10 \$ off your event

**Part Time NPCing:**

This means that you have stepped out of game to volunteer as an NPC for at least an hour during the event. You can do this either by coming down to NPC land, or going to the GM in town to do a "Patrol". Your NPC shift must be signed off on, and thank you so much for your help! If you step out multiple times in the event, you do not receive the reward again.

10 IP

100 XP

Up to 3 silver of loot



## Going on "Patrol"

You can step out of game to go "On Patrol" and volunteer as an NPC for a short time. To do so, simply go see the GM on duty in town (usually the person running the main establishment) and ask if he or she has a patrol for you. They will then take you to the out-of-game area in the Pub and you can store your costuming and gear in a safe area. You will be given a simple costume that fits the theme of the event, and an NPC role to go perform.

Sometimes this will be an elemental monster, or an undead, and you will be told to walk the camp and heckle players who are out treasure hunting. Sometimes this will be a bandit or thief and you will be encouraged to rob people going from point A to point B. Sometimes this will be a gambler or bard, and you will simply provide a different atmosphere in town.

Whatever the role, once you have finished, you will return to the Pub through the back door, change back into your costume, and then bring your character sheet to the GM in town, stating, in-game, that you have finished your patrol and are here to claim your pay!

The GM will then sign off on your sheet and give you 3 silver for your time.

This method of NPC Shifts is useful for a LOT of reasons. If you find that there is down-time between mods, you can choose to go on patrol to entertain yourself and others while the game sets up whatever is next. It keeps players from coming down to NPC land and possibly hearing plot information that might ruin a surprise for themselves, and keeps the flow of NPC land constant, without having to stop and work in a temporary NPC to the mix. It also allows players to step out to NPC without being worried that they will suddenly get dragged on a 5 hour module, especially if they only wanted to NPC for a short time.

# Incentive Rewards

Name	Cost	Details
Artifact	150	You can start the game (or acquire) a powerful magical artifact. This is created by the GMs, and if you submit an idea for the item's abilities, know that GMs may have to adjust them to be appropriately powered. Many Artifacts come with a downside, in addition to the power that they grant. Artifacts are automatically Soulbound, and if stolen will appear at your character's side at the next sunrise.
Back from the Dead	100	<p>You may bring a retired character back from retirement. If this character had permanently died, this will probably come with some in-game repercussions, and may even come along with an advanced race (Unsealed, Archon, Awoken, etc.) added to the character, which you will have to purchase.</p> <p>This is at the GM's discretion.</p>
Backstory NPC	30	You can tie your backstory into the story of an existing NPC, be that NPC a villain or normal cast character. This ability is subject to the GM's discretion. You would submit the request, include some ideas that you would like to see happen, and the GMs will work them into the plot as they are able.
Change Costume	70	<p>You may change a costume requirement for your character. Subject to GM approval.</p> <p>Note: This CAN change the base costume requirement for the race, but needs a REALLY, REALLY good reason.</p>
Change Paths	Varies	You may replace any path you have with another for the cost of 10 IP per level of the path.
Exchange IP	Varies	You may donate your Incentive Points to another player at the rate of 1 IP received for every 3 IP donated.

Land Owner	30, Special	You are able to clarify in-game that you own land on one of the main continents, or a ship in the harbor. While this does not often come into play in-game (we will not be on the ships or on your character's property) it is useful in role-play scenarios (you can offer land to an NPC, or a voyage on your ship to someone) and this is there to ensure that anyone who owns property in-game is backed by the game's rules. You must send in your Land Owner information when you take this ability, and if something you want to have would clash with existing lore, GMs will work with you to make it work.
Magic Item	60	You may submit a request for a magic item (and module to receive it, if you are not choosing this at character creation) to the staff. You will get an item similar to what you requested, keeping in mind that some things are not going to be viable in game. You may only take this once per character.
Nobility Level 1	40	There are kingdoms and nations throughout the world. To avoid the issue of every single character being “the son of a prince from that place”, we allow players to start their characters as nobility if they have incentive points to spend. If you check the nobility section, it dictates which ranks of nobility you can achieve with each incentive. (Note: Monarch is never achievable via incentives.)  This can only be taken at character creation.
Nobility Level 2	50	Start as a higher ranking noble character. Does not require previous levels to take. This can only be taken at Character Creation. Ranking is always, at the end of the day, at the discretion of the GMs.
Nobility Level 3	60	Start as a higher ranking noble character. Does not require previous levels to take. This can only be taken at Character Creation. Ranking is always, at the end of the day, at the discretion of the GMs.
Nobility Level 4	70	Start as a higher ranking noble character. Does not require previous levels to take. This can only be taken at Character Creation. Ranking is always, at the end of the day, at the discretion of the GMs.
Nobility Level 5	80	Start as a higher ranking noble character. Does not require previous levels to take. This can only be taken at Character Creation. Ranking is always, at the end of the day, at the discretion of the GMs.

Race: Awoken	40	Unlock the ability to play an Awoken.
Race: Dark or Light Dragorian	10	This allows you to choose either the Light or Dark variant of the Dragorian Race.
Race: Ethereal	50	Unlock the ability to play an Ethereal.
Raise Starting Cap	Varies	At character creation, you typically may not start with any path above level 3. You may pay 20 IP to raise the cap of one path to level 4, or 40 IP to raise it to level 5.
Recipe	20	You may request a recipe that you do not have for a path that your character possesses. This can be a recipe that you have seen in game before, but cannot access with the rulebook, a recipe that you believe should be added to the game, or a recipe that you do not want to wait for someone to teach you.
Time Unit	20	You purchase an additional Time Unit for a specific character. You may purchase up to 3 Time Units per character.

# Time Units

Time Units are the representation of your character existing and acting between events. Every character starts off with 2 Time Units to begin with, and you may purchase up to 3 additional Units with Incentive Points. At the start of each event, you will tell the person doing Sign-Ins what you have done with your Time Units, and they will note that on your character sheet.

Some Time Unit actions require more forewarning for the GMs to prepare. These are things that require writing, plot, or just a little time to plan. In these cases, if you do not give the appropriate forewarning (which will be listed below under Deadline) you cannot perform that Time Unit action that month.

## Flavoring Time Units

You can flavor these actions however you want, and they are made purposely generic so that anyone can take any of these actions and make them fit your character. Do you play a diviner, in touch with the past, present and future? Then maybe "Lore Test" for you is asking the spirits, or getting visions. However, someone who plays a bookish scholar would say they found an interesting tome with this knowledge, or perhaps a rogue would reference a spy network. If you are a merchant, "Easy Pay Day" could be you making money from your sales, whereas someone playing a member of a Noble House would say that "Easy Pay Day" is the money they receive from their family each month.

<b>Easy Pay Day</b>	At Sign In	You are paid 3 silver per time unit.
<b>Risky Pay Day</b>	At Sign In	You are paid 6 silver per time unit, roll on the Random Downfall chart after this section.
<b>Lore Test</b>	Sunday before the event	You are encouraged to do this when you sign-out, so that it can be ready by the next event. You may submit a Lore test to learn information about something in the game world.
<b>Fence</b>	At Sign In	You may sell up to 3 gold worth of crafted items. If you sell clutter in this fashion, you will get the lowest price on the clutter.
<b>Craft</b>	At Sign In	You may craft 10 levels of items. You have to have the components.
<b>Harvest</b>	At Sign In	You receive with 2 levels of components.
<b>Other</b>	Sunday before the event	If there are tasks that you feel you can accomplish between events that do not exist on this list, you can bring it to the attention of the GM.
<b>Research</b>	At game off the event before.	You can research a topic out of one of the library books that are in game. You must sign-out with the book, leaving the phys-rep in NPC land and getting it signed off on your sheet.
<b>Cure Soul</b>	At Sign in	If you have been resurrected, and have lost permanant points from it, you may use this to cure one of those points, getting it back.

# Random Downfall Chart

1-10	You start the event dead. From the moment of Game On, standard rez rules apply. You still get the money.
11-20	You start the event with a limb removed/crushed. This is a feat level detriment. Roll again, 1-25: left arm. 26-50: right arm. 51-75: left leg. 76-00: right leg. You still get the money.
21-30	You start the event with two fewer max points, as though you had died and been resurrected. Choose the points. (Hit, Magic, or Skill) You still get the money.
31-40	Start the event with a point level detriment that is 8 fewer maximum hit points. You still get the money.
41-50	Start the event blind. This is a feat level detriment, and we will place you randomly on the camp to start. You still get the money.
51-60	You start the event with both legs broken (Feat Level Detriments) and will be placed randomly on the camp after game-on. You still get the money.
61-70	You get no money.
71-80	Roll on the chart again, (if you roll a 71-00, roll again). You get the effect, and an additional 5 silver.
81-90	Roll on the chart again, (if you roll a 71-00, roll again). You get that effect, but NO money.
91-00	You get the money.