

EXILE 2016 RULEBOOK

Version 16.4

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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 roleplay 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 adrenalin 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 syllabol 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

| | | |
|---------------|--------|---|
| Fire | Red | An elemental damage type, subject to possible reduction. |
| Air | Yellow | An elemental damage type, subject to possible reduction. |
| Earth | Brown | An elemental damage type, subject to possible reduction. |
| Water | Blue | An elemental damage type, subject to possible reduction. |
| Dark | Black | An elemental damage type, subject to possible reduction. |
| Light | Silver | An elemental damage type, subject to possible reduction. |
| Poison | None | Poison damage is not blocked by armor. |
| Soul | 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 cannot be seen or heard by anyone without **Spirit Sight**. If you are in or around a **Spirit Nexus**, people nearby can hear you, but still not see 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 **Restless Sands**. 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, 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 Restless Sands. 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 Restless Sands, 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 Restless Sands, **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 Restless Sands 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, 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 an Animate Dead totem on you completely resets your death timer. Animate Dead totems can be used on **ANYONE**, regardless of any strange death rules they may have (Demons, Anarathi, etc) for up to 2 hours after they have died.

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 (Animate Dead, 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.)

Restless Sands (Perminantly Dead)

At any point while you are a Spirit, you can choose to move onto the Restless Sands. This, esentially, perminantly kills your character. You can do this to refuse Resurrection, Animation, etc. This is a very serious and dirastic 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 Restless Sands, 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.

Quick Death Chart

Please enjoy this quick scenario, laid out is 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 5 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 with Spirit Sight sees you 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 (like Frenzy), 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 Paths

Ceremony Paths are abilities that allow your character to do something special, using Components, which are items that you can acquire in-game. Some (like certain aspects of Surgery) do not require Components, others do.

| | |
|--------------|--|
| Leadership | Form a team that gets bonuses |
| Resurrection | Bring someone back from the dead |
| Hypnosis | Inflict penalties or bonuses on someone |
| Surgery | Non-magical healing, cures poisons, broken limbs, etc. |

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 Focus level 3, but only have a level 2 component, you can still make a Level 2 Focus. It simply means you only get the bonuses from Level 2, not three.

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 12 hours after they have been performed.

Crafting Paths

Crafting paths allow your character to create items that can be stored for later use. These items will last indefinitely until activated or they have their charges used.

| | |
|----------|--|
| Animate | Creates an Animate Totem, used to make people undead servants |
| Focus | Creates a Focus, an item to store spells for later use |
| Scrolls | Creates a Scroll, which stores specialized, powerful spells |
| Alchemy | Creates Potions or Poisons, which have various effects |
| Devices | Creates Locks, Traps, and other bits of non-magical items |
| Runes | Creates a Rune, which stores effects that can later be used on a person |
| Smithing | Creates Weapons, Armor, and Whetstones (used to enhance weapons and armor) |

Time to Complete

Unless otherwise stated in the path itself, Crafting takes 5 minutes to perform. Usually they require components that will be the same level as the ability you are using. You can always craft an item at a level lower than your maximum. So, if you have Focus level 3, but only have a level 2 component, you can craft a level 2 Focus. It simply means you only get the bonuses from Level 2, not three.

Duration

Items you craft will last indefinitely while stored or carried. Once activated, if their effect is not instantaneous (like most Scrolls), it will last for 6 hours.

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 | Hypnosis, Mind Control |
| Soul | 1 | Possession, Bound Items |
| 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 Hypnosis, 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 (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 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.

Usually, components are worth 2 silver a level. Sometimes costs are higher or lower depending on what is going on in the game world.

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.

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.

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

Everyone starts with two free weapon proficiencies.

One of these is automatically Small Weapon.

The other can be one of the basic weapon proficiencies available to your classes.

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. You earn this many whether you PC or NPC, 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.

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|------------------|--------|-------------------|--------|
| 1st Point | 50 XP | 6th Point | 300 XP |
| 2nd Point | 100 XP | 7th Point | 350 XP |
| 3rd Point | 150 XP | 8th Point | 400 XP |
| 4th Point | 200 XP | 9th Point | 450 XP |
| 5th Point | 250 XP | 10th Point | 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

Explanation of Racial Layout

Race Category Name

Includes some basic choices you can make, and what various races this category includes.

This will be a brief description of the racial category, and include some generalizations about the options. For instance, Greenskins can be trolls, goblins, gremlins, whatever you want. Dragorians have 6 different types. Humanoids include humans, dwarves, halflings, and so on.

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| <p>Required Costume Every member of your race will have this costume requirement.</p> | <p>Base Racial Ability This is the basic ability that everyone of your race will have.</p> |
| <p>Racial Weakness This is a weakness that all members of your race have a chance to have. Some have it, some don't, but it is to balance the ability. You can choose this if you wish, and for that you get the Ability next to it.</p> | <p>Ability from Weakness To get this ability you must choose the Racial Weakness. You can only choose these at character creation, and if you choose not to take them, you cannot take them later.</p> |
| <p>Additional Costume Option These are additional costuming that members of your race have access to. Sometimes it follows family lines, others it is provincial. In the end it is up to you, but you must take this to take the ability bonus. You CAN take extra costume without taking the ability bonus.</p> | <p>Ability from Costume Option To have this ability, you MUST choose and note on your sheet your additional costume requirement. You can only choose this at character creation.</p> |

Ulivarte Alternate X (where X is costume or weakness)

(IP cost of alternate option)

(choose this option instead of the standard (X) option, never in addition to it, and only if you have already purchased the "from the Other Side" IP bonus)

There are two continents in Exile: Raia and the recently discovered Ulivarte. Ulivarte is a horrible place, and because of that some members of the races there have become mutated. Normal members of each race exist in Ulivarte, and the mutated versions are the minority. If you have purchased the Incentive Ulivarte Native, you can choose to purchase the Ulivarte Alternative. You do not HAVE to take the Alternate if you are from Ulivarte, it is just an option open to you. This is not a different race, and they can still interbreed with normal members of their race.

You take the alternate in place of the existing, never in addition to. You cannot have 4 basic racial attributes.

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| <p>Ulivarte Costume Requirement or Weakness This is the cost for the Ulivarte Alternate ability. Not everyone of the base race from Ulivarte has it, but only people from or descended from Ulivarte members of your race can.</p> | <p>Ulivarte Costume or Weakness Ability This is the alternate ability that you can choose if you pay the IP to use the Ulivarte Alternate. It replaces either the standard costume bonus or the standard weakness bonus. You cannot take this in addition to what it replaces.</p> |
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Dragorians

Choose a type: Earth, Fire, Air, Water
Light, Dark Variants Cost 30 Incentive Points

Dragorians are a sorcerous races, 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.

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| <p>Required Costume</p> <p>Your skin color must be the color of your element. (Earth: Brown, Fire: Red, Air: Yellow, Water: Blue)</p> | <p>Base Racial Ability</p> <p>When swinging with a melee weapon, you can do your elemental type in damage. You can also type your damaging magical abilities with your element type.</p> |
| <p>Racial Weakness</p> <p>You take double damage from your opposite element type. (Earth vs. Air, Fire vs. Water)</p> | <p>Ability from Weakness</p> <p>Elemental Blast: once per rest, you can do a blast of 5 damage to everyone in your weapon's reach. Typed to your element.</p> |
| <p>Additional Costume Option</p> <p>You must add two of the following options to your costume: Draconic Horns, Scales, Vestigial Wings, Lizard Tail</p> | <p>Ability from Costume Option</p> <p>As a being so naturally in-tune with the world around them, magic, and energy alike, other players can channel their skill or magic points to you, and you can use them to heal yourself 2 HP per 1 SP or MP.</p> |

Other Side Alternate Costuming: Godlings

(Costs 10 IP)

(choose this option instead of the standard costume option, never in addition to it, and only if you have already purchased the "from the Other Side" IP bonus)

While Dragorians exist in their regular incarnation in Ulivarte, there is also a twisted bloodline. These are called the Godlings, so named in that they are rumored to vaguely resemble the God Kings. They are a darker, tainted bloodline of Dragorians, who have learned to use their inherent magical properties as mystical components, and as such have drained themselves fairly dry. This is reflected in a dimmer, more polluted variant of their costume.

This option may not be applied to the light and dark dragorians.

While you can be a light or dark Dragorian from Ulivarte, they cannot be corrupted to appear as the alternate

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| <p>Ulivarte Costume Option</p> <p>Your skin color must reflect a darker, wasted version of your element. Fire: cinder (add black and cracks) Air: smoke. Water: swamp, sludge. Earth: rotted, cracked, bumpy</p> | <p>Ulivarte Costume Ability Option</p> <p>You are given components equal to your hit-points at the start of the event. You choose the level breakdown. Each time you use these components, you lose an equal number of maximum hit-points, and they cannot be healed until the end of the event.</p> |
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Humanoid

You can choose your own flavor, and this race includes Dwarves, Gnomes, Halflings, Humans, Barbarians, etc.

This race encompasses all of the kinds of races that you see in fantasy that are basically humans, but short, tall, angry, or super clever. You decide what variant you are, and call yourself what you will. Humanoids are adaptable and superstitious. They are clever and able to dabble easily in anything. They are often strong willed, stubborn, and hard to deter.

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| <p>Required Costume</p> <p>Appear Human</p> | <p>Base Racial Ability</p> <p>You can buy one extra use of any one feat that costs 400 or fewer XP past its max.</p> |
| <p>Racial Weakness</p> <p>You count as two people for any leadership group.</p> | <p>Ability from Weakness</p> <p>Stubborn, allows the humanoid to resist any iteration of mind control or possession for five minutes. After that, they fall back under the control of the person who cast the effect.</p> |
| <p>Additional Costume Option</p> <p>You must have a lucky totem or item that is at least 4 inches across, and 2 inches wide.</p> | <p>Ability from Costume Option</p> <p>Once per mod you can ignore a botch on a test. Simply re-take the test.</p> |

Other Side Alternate Weakness: Primordials

(Costs 10 IP)

(choose this option instead of the standard costume option, never in addition to it, and only if you have already purchased the "from the Other Side" IP bonus)

While normal humanoids exist in Ulivarte, there are a lot who have been crushed by the God Kings, their spirit destroyed, their hopes dashed, their will crushed. They are weak willed, and easily led. These are wonderful shock troops, amazing soldiers, and incredible under pressure. No responsibility makes them hard to stress, and they can often be single minded to their assigned task, but they are missing that spark.

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| <p>Ulivarte Weakness Option</p> <p>You cannot, under any circumstances, resist a mind-control or possession.</p> | <p>Ulivarte Weakness Ability Option</p> <p>You gain 1 extra Skill and Magic when someone inspires you. You do not count towards someone's maximum leadership group numbers.</p> |
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Elves

You can choose your variant of elf, and show your theme in the color of your tattoos.

Elves are long-lived creatures, highly in-tune with nature, and highly ritualistic. They spend much of their long years in study, perfecting their arts and learning the lore of the world in which they live. They are masters of high magic, of ancient fighting techniques, and of specialized art. Many find themselves more in tune with nature, as it is longer lived than most mortals. They find themselves constrained in cities and towns. Longing

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| <p>Required Costume</p> <p>You must have pointed ears.</p> | <p>Base Racial Ability</p> <p>Wisdom of Age: Any test you perform is two successes higher.</p> |
| <p>Racial Weakness</p> <p>You cannot benefit from a rest if you rest indoors.</p> | <p>Ability from Weakness</p> <p>You can heal while in contact with any living plant bigger than grass at a rate of 1 HP per 10 seconds.</p> |
| <p>Additional Costume Option</p> <p>You must have tribal tattoos from your elven heritage and family all over your body. These can be any color and any theme, but you must have them on your face, hands and any other visible skin.</p> | <p>Ability from Costume Option</p> <p>Your race has learned through the years to control and harness magic, imbuing it into their very flesh. Because of this, any enhancements, or runes placed on you have double the duration, or if they have a single use, they have two.</p> |

Other Side Alternate Weakness: Ravani

(Costs 10 IP)

(choose this option instead of the standard costume option, never in addition to it, and only if you have already purchased the "from the Other Side" IP bonus)

While regular elves exist in Ulivarte, there are a sickly strain of elves called The Ravani. These are a sickly variant of the proud Raia elves. Hailing from the dank cities of Kree, and the murky tombs of Raktor, these elves rarely see the light of day, preferring to travel in the darkness to avoid capture and imprisonment. They are city dwellers, kept off of the battlefield and using their vast knowledge and time to learn and invent and work horrible magics. This makes it all the more frustrating for them, as many still dislike closed spaces.

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| <p>Ulivarte Costume Option</p> <p>Your skin should be tinted a sickly green around the neck and under the eyes. Your tattoos go entirely around the wrists and around the neck, and nowhere else.</p> | <p>Ulivarte Costume Ability Option</p> <p>You can spend Hit Points as though they were Skill or Magic Points. The ratio is 2 to 1. And you CANNOT heal these hit points until you have had a 10 minute rest.</p> |
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Greenskins

You can choose your own flavor of this race. You can choose things like troll, goblin, ogre, orc, etc. Different areas of the world may have different variants of this race.

Greenskins are tribal, brutal, and warlike. They are masters of the occult, using ritual and blood to weave highly visceral magics. Their short lifespan and heightened metabolism makes them extremely difficult to kill, and some believe the best way to kill a Greenskin is to wait for him to die of old-age, at about 20.

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| <p>Required Costume</p> <p>You must be entirely green</p> | <p>Base Racial Ability</p> <p>Once per rest you can focus on yourself, channel up to 60. If you get to 60 uninterrupted, you also regrow a lost limb.</p> |
| <p>Racial Weakness</p> <p>Poisons deal double damage, or last twice as long, depending on the effect. You must take two of a beneficial potion for it to have an effect.</p> | <p>Ability from Weakness</p> <p>You may consume a component of any level to heal you 1 hit, magic, and skill point.</p> |
| <p>Additional Costume Option</p> <p>You must choose two options from the following list: totems braided into your hair, small tusks, small horns, facial piercings.</p> | <p>Ability from Costume Option</p> <p>When you deliver a killing blow, your next damaging attack (be it a weapon strike or a magic spell, or an arrow) does 3 extra points of damage.</p> |

Other Side Alternate Costume: Savages

(Costs 10 IP)

(choose this option instead of the standard costume option, never in addition to it, and only if you have already purchased the "from the Other Side" IP bonus)

In-between the two kingdoms, Raktor and Kree, is a large mountain range. This mountain range is home to tribes of vicious, bestial Greenskins called the Savages. These are escapees from the war, living on their own and off of the meager offerings of the blasted landscape. Their rituals are quick and bloody, they are quick to anger, and quicker to kill.

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| <p>Ulivarte Costume Option</p> <p>You must have large horns AND/OR large tusks and have a strong aversion to regular, non-dirty and torn clothing.</p> | <p>Ulivarte Costume Ability Option</p> <p>You may sacrifice your own hit points to shorten ceremony or crafting time at a rate of 1 point per minute, to a minimum of 1 minute. You can only heal these points after a rest.</p> |
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Anarathi

**You choose what your animal spirit is; not amphibious, water dwelling, or mythical.
For an As of Now Undetermined IP Cost: Amphibious**

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.

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| <p>Required Costume</p> <p>You must paint to look like an animal.</p> | <p>Base Racial Ability</p> <p>Wild empathy, which means that unless you provoke an animal, they will not attack YOU. They will still attack your allies and wreck your stuff.</p> |
| <p>Racial Weakness</p> <p>You can only be resurrected with ceremony components up to level 4. If you have been dead longer than it would take for a level 4 component to bring you back, you cannot be resurrected.</p> | <p>Ability from Weakness</p> <p>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.</p> |
| <p>Additional Costume Option</p> <p>You must add at least one of the following to your costume: fur, ears, tail. And one from the following list: fangs, whiskers, animal-like nose, small claws, animal contacts.</p> | <p>Ability from Costume Option</p> <p>You can see and speak to spirits and ghosts, and can physically affect them as though you had Ghost Touch. After 10 seconds of being dead, you may dissipate your body if you are in contact with the ground.</p> |

Other Side Alternate Costume: Dryad

(Costs 10 IP)

(choose this option instead of the standard costume option, never in addition to it, and only if you have already purchased the "from the Other Side" IP bonus)

Unlike most other variants from the Other Side, the offshoot Anarathi bloodline have managed to move further from the corruption and death. They have become emissaries of nature, and fight from the mountains against both sides of the other side to regain some of what nature has lost.

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| <p>Ulivarte Costume Option</p> <p>You must have vines and bark growing from your flesh. These cannot be simply paint, and must be three dimensional in at least a few places.</p> | <p>Ulivarte Costume Ability Option</p> <p>Tree-meld: as long as you retain contact with a tree that is about as big around as you, you meld with it, and no one can harm you. A 10 count is needed to enter or leave Tree-Meld. If interrupted, you can start again.. People can see you.</p> |
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Rare Racial Templates Explained

Rare Template Name

Cost

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.

An explanation of the racial template.

Note: these are all templates that fit over base-races. With the exception of Unsealed and Demon, an advanced template still mates with its own base race.

(A Volsaken Elf and a Volsaken Greenskin cannot make kids...)

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| Costume Requirement | These are costume requirements that you must wear IN ADDITION to the base race's costume. |
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|------------------------|----------------------|------------------------------|
| Racial Weakness | Name of the Weakness | Description of the weakness. |
|------------------------|----------------------|------------------------------|

| | | |
|-----------------------|---------------------|-----------------------------|
| Racial Ability | Name of the Ability | Description of the Ability. |
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Archon

Costs 60 Incentive Points

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

Archons are people who have died, gone to the Silver City or the Darkest Road, and have come back by the grace of the gods. Gods of the Dark or the Light can grant a small portion of power to the Archon to send their soul back to the world with a new form.

Some Archons steal power from the god of Damnation, who is trapped in The Darkest Road. Some are granted power from a Light God who believes they deserve a second chance. Some are sent back from a Light or Dark god to complete a mission of some sort.

Archons often embody the god from which they got power. Some have similar attitudes to the god that sent them back, some match their gods in appearance, and so on.

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| Costume Requirement | <p>All Archons must glow White at night. You must have at least two visible white glowsticks. You may not cover these with any kind of clothing.</p> <p>Archons given power from the Dark Gods: You must have black veins extending from your eyes, your neck, your wrists, your fingers, and any other exposed skin.</p> <p>Archons given power from the Light Gods: You must have Silver veins extending from your eyes, your neck, your wrists, your fingers, and any other exposed skin.</p> |
| Racial Weakness | <p>Deific Antipode</p> <p>Damage from your opposing element counts as Soul Damage (it deals the stated amount of damage to your Hit, Magic, AND Skill Points all at once.).</p> <p>Light Archons take Soul Damage from dark. Dark Archons take Soul Damage from light.</p> |
| Racial Ability | <p>We will Not Falter</p> <p>Archons of the Light gain this ability. When an ally hits zero hit-points in battle, you may use a direct heal for 3 hit points to a different friendly target. Archons of the Light do not age.</p> |
| Racial Ability | <p>Death Empowers Us</p> <p>Archons of the Dark gain this ability. When an enemy hits zero hit-points in battle, you may use a direct heal for 3 hit points to a different friendly target. Archons of the Dark do not age.</p> |

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 Silver City or The Darkest Road, and who came back to this world through sheer force of will. Most originate in the Crater, where the magic of the world is strong and chaotic.

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 not rotten and deformed, their skin is pale and ashen.

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.

Demon

Costs 80 Incentive Points

This Template can be applied to any basic race.

You can only choose Demon at Character Creation.

Demons cannot be from Ulivarte.

Demons are a creation by the Dark Goddess Krathas, goddess of Chaos. She made them in her realm to attempt to copy mortal races and make her own personal armies. She was able to do so, but they were flawed. Demons have no souls, only a weak copy of one, and weaken quickly when in the Mortal world.

Where the more powerful of the demons are dangerously loyal to Krathas, and their minds are never swayed, recently there has been a rebellion amongst the lesser of the demon-kind. The demons who are closest to Mortals have tried to convince their betters that Krathas is wrong in being on the side of the Dark. When the more powerful of them began to destroy the dissenters, the mortal-demons ran.

Rumor has it that the first of them escaped through a portal that was opened from the mortal realms, into Fa'irthalas. The first escapees then made doorways for the rest, and hundreds were able to come into the mortal world.

They are running and hiding from Krathas and her powerful demons, and run the gamut from kind to dangerously villainous. And almost NO ONE trusts them.

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| Costume Requirement | Your skin is orange around the edges of your face, your eyes, your neck and the back sides of your arms and legs Your nails must also be orange. |
| Racial Weakness | Otherworldly Due to their disconnect with the mortal world, it takes them 20 minutes to rest. Demons can rest in 10 minutes, but must use a level 3, 4, or 5 component to do so. In addition, unless a demon is resurrected within the first half hour of their death, they die and the twisted excuse for a "soul" goes back to the Chaos Night. Demons count as Demons for the purpose of Wrath. |
| Racial Ability | Deal Maker Demons in the Chaos Night do not age, but age quickly in Raia. Demons can also loan out any of their permanent, non-temporary points (hit, magic, or skill) or paths to any non-demon who is willing to make a deal with them. The loan is only good for one hour, during which time they no longer have access to that path/those points. When the Demon gets the points back, for an hour afterwards what they loaned out is returned doubled. (If you loan one point, you get two back for an hour). The same does not apply for paths. These temporary points disappear after an hour, and are the first to go when damaged, or when spent. A person can only have one deal active with a demon at a time, you cannot have two deals with one demon, or one deal with two demons, etc.. A demon can have as many deals active as they can afford at one time. |

Unsealed

Costs 50 Incentive Points

This Template can be applied to any basic race.

You can only choose Unsealed at Character Creation.

Unsealed cannot be from Ulivarte.

Unsealed are creatures who were so tainted by the magic of the void that they have become a different breed of race all-together. Often feared because of their appearing in the world at the same time as the Dark Gods, the Unsealed are sometimes hunted and killed for their race.

Unsealed retain some of the qualities of their original races, but they are, at the core, a new creature. Their skins are a flowing mix of dark blues, purples and greens. Shimmers are often present under the colors, and it is not uncommon to see bright blues, purples and greens in their hair. However, these racial traits do not set in until the Unsealed goes through puberty, in their teen years.

Thus, Unsealed spend their childhood years looking nothing like their parents. They spend their childhood as Greenskins, elves, etc. Some of the older Unsealed, upon mating and producing children for the first time, were shocked to first discover that Unsealed of different base races could produce children at all! Then they were even more surprised to see that their children appeared to be normal. A child of Unsealed parents will always look like the base race of the mother.

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 must be brightly colored with blue, purple and green. Some races' base traits will be completely overshadowed by those of the Unsealed. Any costume pieces like horns, wings, tails, etc. must be mangled and twisted, and colored in this fashion.

Racial Weakness

Tongue Tied

The downside of this mental scarring is that you cannot tell a lie. You may omit information, you can be misleading, but if you give a direct answer it must be the truth. (For example: if asked, "Where's Regnar?!" You cannot say, "I don't know" if you actually know. You can, however, say, "He's an elf... Try the woods.")

The Unsealed count as Horrors for the purpose of Wrath.

Racial Ability

Fae Charm

As an Unsealed, your race is so twisted by void magic that it has left permanent scarring through your mind and psyche. This has, however, a benefit. You cannot be mind controlled, possessed or dominated..

Volsaken

Costs 70 Incentive Points

This Template can be applied to any basic race. You may choose it at Character Creation. You can become this template through gameplay and IP, with GM approval.

A Volsaken can be from Ulivarte, provided they became a Volsaken after coming to Raia.

The Volsaken are created through a curse for which no one has yet found the source. Undead creatures who have the ability to move their soul out of their bodies, and hide it in an item of personal importance.

Most do not know how they got this curse, though some have hazy memories of being attacked the night before. All that they know is that their lives are forever changed. They cannot longer stand in the sunlight without being harmed. Fire is especially nerver-wracking.

Some suspect this curse has its base in the God of Fire himself. They believe that Vol is secretly spreading a curse to spite the Gods of Light. Others believe the source is more methodical and planned.

Often outbreaks of this curse are localized. Many Volsaken will appear in an area at one time, and then none will appear ever again. This often leads to witch hunts, and many new Volsaken are killed very quickly.

| | |
|----------------------------|---|
| Costume Requirement | Your eye sockets must be red. Your hair must be dulled with gray or white. Your skin should be dull. |
| Racial Weakness | <p>Sunburn</p> <p>Direct sunlight causes a Pain Effect for 10 seconds. You can exist without being in pain in the shade on a sunny day, but it makes you uncomfortable. If you completely cover your body, including tinted glasses, you can exist in the sunlight.</p> <p>The Volsaken count as Undead for the purpose of Wrath.</p> |
| Racial Ability | <p>Soul Vault</p> <p>Volsaken age very, very slowly. While they will never die of old-age, they will look ancient after a certain amount of years.</p> <p>You choose an item, which must be written on your character sheet, into which you keep a portion of your soul. When you die, you may resurrect wherever your Soulvault is, as though you were resurrected with a level 3 resurrect. You must spend 10 minutes performing a ceremony with a level 5 component to recharge your soulvault.</p> <p>You may choose a new soulvault. However, this takes three events, and each event you must perform two 10 minute ceremonies using level 5 components to do so. A staff member must sign off on the change.</p> |

Classes

Class Paths

In Exile there are three class paths:

Mage

Rogue

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. Each weapon proficiency costs experience points and requires that you have chosen its class path.

Every class is allowed to wield one-handed weapons and gets the proficiency for free.

Every player also chooses one of the base proficiencies of one of their classes for free.

| Cost | Class Choice | Base Proficiency | Details | |
|------|--------------|------------------|---|--|
| Free | All | Short Weapon | Any melee weapon from 12 inches to 48 inches. | |
| 50 | Mage | Staff | A melee weapon from 60 to 78 inches, with no grip. | |
| 50 | | Wand | Weapons up to 12 inches that deal 1 ranged magical damage with packets. | |
| 50 | Rogue | Duel Short | You may duel wield Short Melee Weapons. | |
| 50 | | Ranged | You gain access to ranged weapons, thrown and bows, that all deal 1 damage. | |
| 50 | Warrior | Long Weapons | Melee weapons from 48 inches to 72 inches. | |
| 50 | | Small Shield | Shields that are no larger than 20 inches across at its farthest points. | |

| Cost | Class Combo | Advanced Proficiency | PRE-REQS | Details |
|------|--------------------------------|----------------------|-------------------------------|--|
| 150 | Mage/Rogue Rogue/Mage | Spellblade | Wands & Duel Small | You may use a one-handed weapon as your wand. It must be decorated to look mystical in some fashion. |
| 150 | Warrior/Mage Mage/Warrior | High Magus | Staff & Two-Handed | Wield a staff and another weapon |
| 150 | Rogue/Warrior Warrior/Rogue | Shredder | Duel-Small & Two-Handed | Duel-wield two-handed weapons. |
| 150 | Mage/Mage | Eldrich Master | Staff & Wand | You can apply your spell damage boosts to your wands as well. |
| 150 | Rogue/Rogue | Razor Bow | Ranged & Duel Small | You may use your bow as an offensive melee weapon. |
| 150 | Warrior/Warrior | Large Shield | Shield & Two-Handed | You may have a shield that is no larger than 36 inches across at its farthest points. |

Mage Class Path

| | | | |
|---------|---|--------------------|---|
| Level 1 | Primary Options | Studious Bonus | You may choose an additional option for your Studious path at level 1. |
| | | Broken and Mending | Whenever a shield spell ends on you by any means you get an instant, free use of heal at level one or your level (whichever is higher). |
| | Secondary Options | Magical Burnoff | You may use a higher level component in crafting and ceremonies. |
| | | Controlled Chaos | 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. |
| | | Sword Mage | 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 HP , MP , and SP . | | Your circles cast at 1 level higher. |
| Level 3 | Primary Options | Fast Circles | Your circles take 30 seconds fewer to set up. |
| | | Focus Expert | Add your bonus spell damage and/or healing from your class path to spells cast through Focus items. |
| | Secondary Options | Skillfully Magical | You may use skill points as magic points (not the other way around unless you also have the rogue ability: Magically Skillful.) |
| | | Eurika | Once per rest you may automatically pass a test, but you also take the botch effect. |
| | | Tenacious Minions | When you use a totem to animae a body, your Animated minions gain a respawn. Once they die they may respawn after 60 seconds. After this they die like normal. |
| 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 HP , MP , and SP . | | Your circles cast at 1 level higher. |
| Level 5 | Primary Options | Spiritual Anchor | Subtract 5 minutes from the time it takes you to resurrect someone to a minimum of One Minute. |
| | | Auto Channel | 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 | Circle Thief | 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. |
| | | Mobile Shield | You may WALK while protected by shield magic. |
| | | Arcane Explosion | 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

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|---------|-------------------|---|--|
| Level 1 | Primary Options | Clever Bonus | You may choose an additional option for your Clever 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 Stab | 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 HP , MP , and SP . | You add an extra success when you take tests. |
| Level 3 | Primary Options | Mobile Shot | You may move while using ranged weapons. |
| | | Hide Other | You may hide another person within weapons reach with you when you hide, both at your level in hide. |
| | Secondary Options | Magically Skillful | You may use magic points as skill points (not the other way around unless you also have the mage ability: Skillfully Magical.) |
| | | 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 HP , MP , and SP . | 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. |
| | | Shadow Shot | You may use a ranged weapon from hide and remain hidden by spending a skill point. |
| | 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

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|--------------|---|---|--|
| Level 1 | Primary Options | Trained Bonus | You may choose an additional option for your Trained path at level 1. |
| | | Immovable Object | 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 | Door Breaker | You may use the Strength path in place of Disable Device . |
| | | Too Slow | Whenever you use Parry you get an immediate use of Hamstring at your level, for free. |
| Leadership | | You may choose an additional option for your Leadership path at level 1. | |
| Level 2 | You gain an additional follower for your Leadership path. | | Your Command grants an additional point of damage. |
| | You gain two additional stat points, divided how you choose between HP, MP, and SP . | | Your Surgery restores an additional hit point . |
| Level 3 | Primary Options | Effective Warrior | You can add 1 to your Stun, Hamstring, Throw, and/or Soak. |
| | | Take a Hit | You can apply Soak to ranged damage in addition to the norm. |
| | Secondary Options | Efficient Crafting | You can use a component of one level lower for crafting or ceremonies to a minimum of level 1. |
| | | Guard | 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. |
| Too Tough | | Anytime you use Overcome you get a free use of Throw at your level, for free. | |
| Level 4 | You gain an additional follower for your Leadership path. | | Your Command grants an additional point of damage. |
| | You gain two additional stat points, divided how you choose between HP, MP, and SP . | | Your Surgery restores an additional hit point . |
| Level 5 | Primary Options | Double Throw | When you throw someone, you may throw a second target, if they are in weapons reach. |
| | | Cunning Commander | You may grant your command bonus to two people at once. |
| | Secondary Options | Applied Smithing | You may add two smithing bonuses to a whetstone at once. (Must note "Applied Smithing" on the tag. |
| | | Inspiring | Your inspire returns an additional Skill and Magic Point . |
| Self Surgery | | You can perform Surgery on yourself. | |

BASIC PATHS

At character creation you choose 10 Basic 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 Basic 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.

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!"

Basic Paths Detail Chart

| Name | Effect Type | Cost to Use | Effect |
|------------------|------------------------------|-------------|---|
| Alchemy * | Ceremony | Component | Multiple crafting options, potions and poisons. |
| Animate * | Ceremony | Component | Multiple crafting options to utilize a dead player as a un-living servant. |
| Armor * | Passive | Phys-Rep | Gives you slots in which to wear armor. Armor can offer different benefits. |
| Bolster | 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. |
| Bolt | Spell Damage | Magic Point | Target struck with packet takes X + 3 damage. |
| Boons* | Ceremony | Component | Multiple crafting options to add bonuses that last for hours. |
| Chaos | 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. |

| | | | |
|-------------------|-------------------|-------------|--|
| Clever * | 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) |
| Command | Skill Benefit | 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!" |
| Daze | Skill Detriment | Skill Point | Target struck subtracts X + 2 from their ranged damage (magic or mundane) until cured. |
| Curses* | Ceremony | Component | Multiple crafting options to add curses that last for hours. |
| Devices * | Ceremony | Component | Multiple crafting options, traps, lights, tricks, locks. |
| Distract | Skill Detriment | Skill Point | |
| Drain | Spell Damage/Heal | Magic Point | Target struck with packet takes X damage, and you (the caster) heal X Hit Points. |
| Exhaustion | 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. |

| | | | |
|--------------------|---------------------|-------------|--|
| Focus* | Ceremony | Component | Allows the storage of spells in specially prepared items. |
| Gang Up | 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. |
| Gust | Spell Movement | Magic Point | Target struck with packet moves X + 5 steps in any direction of the caster's choice. |
| Hamstring | Skill Detriment | Skill Point | Target struck in melee must walk at a heel-to-toe pace for the next X + 3 steps. |
| Heal | 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. |
| Hide | 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. |
| Inspire | 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. |
| Leadership* | 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 |

| | | | |
|-------------------|----------------------|-------------|---|
| Scape Goat | Skill Damage | Skill Point | <p>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</p> <p>You may not target the person who struck you with the initial damage.</p> |
| Scrolls* | Ceremony | Component | Multiple crafting options, magical scrolls that are powerful, single-use spells |
| Search | Skill | Skill Point | <p>Subtract 5 seconds from search time per level. (No cost)</p> <p>Use a test path to search an area at the direction of a GM. (No Cost)</p> <p>Spot a hidden person if their hide is lower than your Search. (SP cost)</p> |
| Shield | Spell Enhancement | Magic Point | <p>Target gains a shield that has X*10 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> |
| Smithing* | Ceremony | Component | Multiple crafting options, weapons and armor |
| Soak | Skill | Skill Point | If a target in your weapon's reach is hit with a damaging or healing spell, you may strike them with your weapon and take X of that number instead of them. |
| Sprint | Skill Movement | Skill Point | <p>You take X + 3 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> |
| Strength | Skill Movement | Skill Point | <p>Target struck in melee moves X + 3 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.</p> <p>At level 3, you may carry bodies at a run.</p> |

| | | | |
|--------------------|-----------------------|-------------------|--|
| Studious* | Multiple Options | Varies | List of 7 options available. Choose one at each level. Includes: Negate Magic (Magic) Read Item (Test) Instant (Magic) Transfer Magic (Magic) Dispel (Test) Channel (Magic or Skill) Lore (Test) |
| Stun | 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. |
| Surgery* | Ceremony | Time or Component | Allows you to heal various ailments and injuries from fellow players. See full description page for more details. |
| Throat Shot | Skill Detriment | Skill Point | Target struck in melee adds X + 2 seconds/syllables to their casting line until cured. |
| Throw | 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. |
| Trained* | 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) |
| Whirlwind | 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

Each level you have in Alchemy allows you to choose a Alchemy Recipe. It also allows you to learn occasional special recipes that may be put into the game for specific events or activities.

You can learn recipes from anyone who has them, but you may only learn recipes of levels that you have in Alchemy.

There are detrimental potions and helpful potions. If you drink a potion, it takes five seconds. If you are applying a potion to a weapon (detrimental potions are often called poisons) you must take five seconds to do so. The same applies to slipping a potion into food or drink. Your count is either Drinking 5... Drinking 4... Down to one, or Poisoning 5... Poisoning 4.... Down to one.

You can use potions on swords, daggers, thrown daggers, or arrows. You can also put them into drinks or food. A weapon (sword, arrow, etc) can only have one potion on it at a time.

If you apply a potion to a weapon, you must have the tag on your person until the potion is expended. For melee weapons, the potion takes effect at the end of your next Combo; it cannot be stacked with damage or any other Combo ability. Poisons are treated as a level 1 Combo ability (e.g., they can be blocked with Parry 1, etc.)

For ranged weapons, they apply when the weapon (knife, arrow, etc.) is used. They replace all damage the weapon would otherwise do.

If you apply a potion to food or drink, you must attach the tag to the food.

Alchemy

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|---------|--|--|--|---|
| Level 1 | <p>Basic Healing Potion Potion</p> <p>The recipient regains 5 hit points.</p> | <p>Luck Potion Potion</p> <p>If consumed directly before performing a test that the recipient can already perform, their Test Number is increased by one (1).</p> | <p>Phosphorescent Vial Item</p> <p>When you create a phosphorescent vial it allows you to use a glow-stick. You provide your own glow sticks. They must be blue.</p> | |
| Level 2 | <p>Basic Elixir Potion</p> <p>The recipient regains 2 Skill Points and 2 Magic Points.</p> | <p>Truth Serum Potion</p> <p>The recipient of this potion is compelled to answer the next five questions truthfully.</p> | <p>Dazed Poison 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>Silence Poison Potion</p> <p>The target is silenced until they drop to zero hit points. They cannot cast spells, use scrolls or use any ability that requires speech (Command, Inspire, etc.)</p> | <p>Anti-Venom Potion</p> <p>This potion cures you of any alchemical effect that is not a toxin.</p> | <p>Acid Drip Potion</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>Major Healing Potion Potion</p> <p>The recipient regains 10 hit points.</p> | <p>Draining Poison Potion</p> <p>The recipient of this potion takes 5 Soul Damage. (Damage to hit, magic, and skill points at the same time.)</p> | <p>Major Elixir Potion</p> <p>The recipient of this potion regains 5 Skill Points and Magic Points.</p> | |
| Level 5 | <p>Anti-Coagulant Poison Potion</p> <p>The target cannot be healed Hit Points by any means until they either drop to zero hit points, or cured of this potion. (Endure still can be used, since you hit zero Hit Points.)</p> | <p>Confusion Poison Potion</p> <p>Target cannot tell friend from foe, and will attack indiscriminately. Lasts until cured or until target drops to zero hit points.</p> | <p>Clarity Draught Potion</p> <p>Grants the recipient the ability to resist a mind-control that was used against them. It may be taken within 10 seconds in response to the mind-control.</p> | <p>Alchemy Lab Building Enhancement</p> <p>This ceremony is done on a building, making it an Alchemy Lab. For 6 hours, anyone crafting Alchemy in that building subtracts 5 minutes from their crafting time to a minimum of 1 minute.</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.

Animate

You can make a totem that can instantly pull a soul from a dead body and resurrect it as an animated servant. The servant retains no abilities (from race, magic items, etc.) that it had when it was alive, and is completely under the control of the person who summoned it. All animates can use one-handed weapons; their other stats and abilities determined by the totem that made them.

When you create an animate totem, it has a level equal to your level in Animate. This is separate from the level of the recipe you are using; that only determines the component required to create it. The level must be noted on the item tag.

When you choose this path at character creation, you choose which form of animated creature you will always create. The choices are: Undead, Golem, or Animate Element. Each form comes with some costume requirement, which you, as the creator, are obligated to provide. This can be something as simple as paint and a colored tabard (gray for Undead, brown for Golems, or the appropriate color off of the Animate Element Wheel for Elementals), to something as exotic as a full costume. Whichever you find easier to carry on your person. Each type of animated minion comes with one racial ability.

Undead: Cannibalize. May spend up to 10 seconds (pretend) eating a dead body, and regains one HP per second.

Golem: Natural Armor 2

Animate Element: 1 Use of Elemental Blast 5 (type of Elemental) PER odd level of the ceremony and swings their native element.

The intelligence of an animate is determined by the level of the totem used to create it:

Levels 1 and 2 Animated Minions cannot talk. They are mindless creatures, unable to do anything more than follow simple tasks: kill them, fight this, guard me, hold still, etc. They retain NO knowledge of their former lives. When eventually resurrected as a living creature, the character remembers none of what that happened while animated.

Levels 3 and 4 Animated Minions can talk, but are not that smart. They do not remember anything about its previous life. It can be given slightly more complicated instructions, like: go get that box and hide it, or grab my friend and bring her to safety. When eventually resurrected as a living creature, the character remembers only some of what that happened while animated.

Level 5 Animated Minion can talk, and well. It retains all of its memories, and most of its personality. The only difference is that it will obey ANY and ALL commands of its creator. The Level 5 Animated Minion may not like the order it is given, and may feel regret, but it will follow orders. When eventually resurrected as a living creature, the character remembers everything that happened while animated.

Someone who is raised as an undead creature may, after an hour of undead service, when out of combat, be resurrected with no resurrection sickness. So, if you die on the battlefield and a person raises you with an animate totem, after an hour of service, if they release you, you can be resurrected with no negative effects.

You retain control of your animated servant for 1 hour per the totem's level in Animate. After that, they can choose to continue to serve you, or to be free. When an Undead is free from the control of its creator, it becomes mad and murderous. It will try to kill everyone near it, no matter who they are.

ANIMATE WORKSHOP

At level 5 in this path, you may choose the Workshop as a recipe. This recipe allows you to perform a ceremony at level 5 (costs a level 5 component) to place an enhancement on a building of your choice. You must perform this ceremony IN the building. For 6 hours after performing this ceremony, all people performing this craft in the building do so 5 minutes faster, to a minimum of 1 minute. Attach this component to the building's Building Tag.

Animate

| | | | |
|---------|---|--|--|
| Level 1 | <p>Basic Animate Animate Totem</p> <p>HP/MP/SP: 5 - 0 - 5 Weapons: One Handed</p> <p>Strength 1 Hamstring 1</p> | <p>Healing Animate Animate Totem</p> <p>HP/MP/SP: 5 - 10 - 0 Weapons: Shield, 1-handed</p> <p>Heal 1 Circle of Heal Shield 1</p> | <p>Ghoulisht Appetite Siphon Totem</p> <p>Additional Cost 5 HP off your max. Fake blood around mouth.</p> <p>You gain the ability Canabilize until the end of the module. (May spend up to 10 seconds eating a downed body: you heal one HP per second.)</p> |
| Level 2 | <p>Moderate Animate Animate Totem</p> <p>HP/MP/SP: 10 - 0 - 5 Weapons: Two handed</p> <p>Strength 2 Stun 2 Intimate</p> | <p>Sneak Animate Animate Totem</p> <p>HP/MP/SP: 10 - 0 - 5 Weapons: Parrying Dagger, 1-Hand</p> <p>Hide 2 Backstab 2 Search 2</p> | <p>Ghost Limb Siphon Totem</p> <p>Additional Cost 5 HP off your max. Decorate arm.</p> <p>Your missing arm is replaced by a ghostly/elemental/golem arm until the end of the mod. It performs normally.</p> |
| Level 3 | <p>Basic Defender Animate Totem</p> <p>HP/MP/SP: 10 - 0 - 10 Weapons: Shield, 1-Handed</p> <p>Parry Armor 2 Soak 1 CAN PARRY FOR SUMMONER</p> | <p>Arcane Animate Animate Totem</p> <p>HP/MP/SP: 5 - 15 - 0 Weapons: Staff</p> <p>Bolt 2 Gust 2 Chaos 2 Drain 2</p> | <p>Soul Siphon Siphon Totem</p> <p>Additional Cost ONLY ONCE PER EVENT</p> <p>Activate the Soul Siphon on yourself, and then deliver a killing blow to an intelligent foe. Regain one point that was lost from resurrection.</p> |
| Level 4 | <p>Mirror Animate Animate Totem</p> <p>HP/MP/SP: Identical to Summoner Weapons: Identical to Summoner</p> <p>Choose 5 basic paths from the SUMMONER, not the CRAFTER. They are the same level as the Summoner's. No Class Paths.</p> | <p>Archer Animate Totem</p> <p>HP/MP/SP: 10 - 0 - 10 Weapons: Bow, 1-Handed</p> <p>Hamstring 2, Stun 2, Blind 2. Can use ALL PATHS with their bow. No need to spend extra skill points, just the cost of the path itself.</p> | |
| Level 5 | <p>Advanced Defender Animate Totem</p> <p>HP/MP/SP: 15 - 5 - 5 Weapons: Shield, 1 + 2 Handed</p> <p>Armor 3 Resist Magic Parry Spell Block</p> <p>Can use Sacrifice on Summoner at the cost of 1 HP.</p> | <p>Beidhandig Animate Totem</p> <p>HP/MP/SP: 10 - 0 - 10 Weapons: Dual Wield 1-handed.</p> <p>Hide 4 Backstab 4 1 x Vanish</p> | <p>Visage of Undeath Siphon Totem</p> <p>Additional Cost Mundane healing ceases to work. Paint Dead</p> <p>All point level and ceremony level detriments immediately are replaced with this detriment. Lasts until the end of the mod.</p> |

Curses

These are Ceremony Level Magical Detriments that can be applied after completing a ceremony and then performing an action.

How to Craft curses

You spend the standard crafting time making a Debuff. (10 Minutes) During this time you will fill out the ceremony component and craft the Debuff Totem. This is an item in which the Debuff is imbued. This must be an item at least 2 inches across, no larger than 12 inches across. You must attach the ceremony component to the item that you have crafted. At this point, it will last until used.

Using curses

While you can cast a debuff directly on a target, they would have to sit still for the entire duration of the 10 minute ceremony.

A more efficient method of using curses is as follows: craft the Debuff Totem (described above), "break" that Totem during combat, or whenever you want to use it, strike your intended target with a packet and give them the tag.

When you find a target, you must have the Debuff Totem in your hands. Count down "Debuff 5... Debuff 4... Debuff 3... Debuff 2... Debuff 1..." at which point you tear the component from the Debuff Totem, and strike your target with a packet. If they do not resist (with a feat level resistance), hand them the component and tell them what you've done to them.

What are curses, flavor wise?

curses are whatever you want them to be. If your character is a voodoo-priest, curses are curses that you place on your enemies, and the totem that you make is a voodoo-doll.

Are you a doctor? Then you can play some of these up as hypnotising a helpless "patient" and instead of making a totem, spend 10 minutes with your helpless "patient". You can also spend time "practicing" and make your totem a watch on a chain, making your delivery of the Debuff you swinging it back and forth.

Necromancers may use bones and blood to show that they are delivering a horrific curse to their targets.

A crafter, using steam and cogs and science, may use curses as small devices that deliver a dangerous blood-borne detriment, darts or some other such medical malady.

The items you make for your Debuff Totems can be whatever flavor you want, it entirely depends on what your character would want.

DEBUFF WORKSHOP

At level 5 in this path, you may choose the Workshop as a recipe. This recipe allows you to perform a ceremony at level 5 (costs a level 5 component) to place an enhancement on a building of your choice. You must perform this ceremony IN the building. For 6 hours after performing this ceremony, all people performing this craft in the building do so 5 minutes faster, to a minimum of 1 minute. Attach this component to the building's Building Tag.

Curses Recipes

| | | | | | |
|---------|--|--|--|--|--|
| Level 1 | <p>Narcolepsy Curse</p> <p>Whenever you enter a building, you pass out for 2 minutes, during which time you cannot be woken up. When you wake up, you are fully healed.</p> | <p>Mental Jeopardy Curse</p> <p>You can only speak in questions.</p> | <p>Sleep Terrors Curse</p> <p>You constantly hallucinate horrors that no one else can see. You must roleplay this, and mention it at least once every 5 minutes.</p> | | |
| Level 2 | <p>Spell Tourettes Curse</p> <p>Add ten syllabols to your casting line. Target must use in-game profanity in the lengthened casting line.</p> | <p>Torture Curse</p> <p>Target's maximum hit points are reduced by 4 (to a minimum of 1.)</p> | <p>Magical Allergy Curse</p> <p>Anytime your target is hit with a spell, they must sneeze and move two steps away from the caster, as though they were hit with a gust spell.</p> | | |
| Level 3 | <p>Repression Curse</p> <p>Target's maximum Magic Points are reduced by 4 (to a minimum of 0) for the duration.</p> | <p>Ineptitude Curse</p> <p>Target's maximum Skill Points are reduced by 4 (to a minimum of 0) for the duration.</p> | <p>Fumbling Fingers Curse</p> <p>Target's crafting time is doubled for the duration.</p> | <p>Weak to Element Curse</p> <p>Target suddently takes double damage from an element of your choice. Choose when you use the Debuff. If the target is immune to this element, they lose the immunity, but do not become weak to it.</p> | |
| Level 4 | <p>Cotard Delusion Curse</p> <p>You think that you are dead, and will not let anyone use non magical healing on you (to the point of violence). Roleplay thinking that you are perm-dead.</p> | <p>Racism Curse</p> <p>Choose a basic or advanced race that is not the same as your target. Target is openly hostile and uncooperative with all members of that race.</p> | <p>Weakened Stance Curse</p> <p>After activation, anytime the target takes 2 or more points of damage, they also take a strength 5 away from whomever or whatever dealt the damage.</p> | | |
| Level 5 | <p>Vicious Torture Curse</p> <p>Target's maximum hit points are reduced by 4 (to a minimum of 1.)</p> <p>STACKS WITH TORTURE</p> | <p>Denial Curse</p> <p>Choose any character (besides the target) as a subject. Target denies the subject's esistance and can neither see nor hear him/her. This ends if the subject uses an offensive ability against the target.</p> | <p>Ward Against Heal Curse</p> <p>When you activate this debuff, your target becomes immune to healing from all magical sources.</p> | <p>Weakened Soul Curse</p> <p>If you die while under the effect of this curse, you lose an additional perminant point when you are rezzed.</p> | |

Boons Recipes

| | | | | | |
|----------------|---|---|--|--|---|
| Level 1 | <p>Intiution Boon</p> <p>Once per rest, you may peek into a treasure chest to see if it is trapped.</p> | <p>Logic Boon</p> <p>Once per module you may ask an out-of-game GM if they think something is a good idea.</p> | <p>Death Blessing Boon</p> <p>If you become an animated minion, you have an additional 5 hit points. If you are resurrected, your maximum allowable HP, MP, and SP while rez sick are +4. (Cannot go over your natural maximum.)</p> | <p>Magically Devoid Boon</p> <p>Activate this boon to negate a spell or component level magical effect that just hit you. (One Use Only)</p> | <p>Mark of Fear Boon</p> <p>For the duration, If you are hit with a goad or distract, you can choose to take an intimidate effect instead.</p> |
| Level 2 | <p>Clarity of Mind Boon</p> <p>For the duration, damage does not interrupt your testing time</p> | <p>Mirrored Fate Boon</p> <p>Once per mod, if you are hit with an offensive combat ability, you may call "Mirrored Fate". The person who hit you takes the effect as well. They may resist the effect, but you may not.</p> | <p>Mobility Boon</p> <p>For the duration, when you are forcibly moved, you may choose the direction.</p> | <p>Mind at Peace Boon</p> <p>For the duration, your rest time is 5 minutes shorter, to a minimum of 1 minute.</p> | <p>Spirit Bind Boon</p> <p>Activate the totem, then leave it where you are standing. That point is an additional Spirit Nexus for only you for the duration. You may choose to go there or to the normal Nexus if you die.</p> |
| Level 3 | <p>Loyalty Boon</p> <p>For the duration, target can parry for other players... But only for other players.</p> | <p>Shared Fate Boon</p> <p>This boon must be made with two identical totems, then given to two people. For the duration, they share beneficial spells if they are in weapon's reach of eachother. Must call "Shared Fate" each time.</p> | <p>Slowed Death Boon</p> <p>For the duration, the time it takes you to bleed to death is doubled.</p> | <p>Mark of Will Boon</p> <p>Activate this boon. For the duration, if you become the target of an Animate Totem, you have free will and can refuse their control.</p> | <p>Hold Portal Boon</p> <p>This boon can be applied to a door's Item Sheet. Upon activation, name up to 5 people. Only these people can enter the building. Anyone can exit the building.</p> |
| Level 4 | <p>Compassion Boon</p> <p>You can spend your hit-points to heal someone else on a 2 to 1 basis. It takes a 10 second count (Compassion 10, Compassion 9...) and then you heal as many or as few as you want.</p> | <p>Vigilint Boon</p> <p>No one can interact with you while you are asleep. They MUST wake you up and give you 30 seconds before interacting. Create an easily seen sign to denote this, with the component attached.</p> | <p>Mark of Retreat Boon</p> <p>Activate this boon. If you are the victim of a killing or a stunning blow, you teleport to the nearest Spirit Nexus, at whatever state you were when the killing/stunning blow struck you. One use only.</p> | <p>Fortune Boon</p> <p>For the duration, if you draw a fail card from a test deck, you may remove it before taking the test again. You continue untilk you pass, or you botch. (This does not work on a Botch.)</p> | <p>Imbued Fury Boon</p> <p>Shatter this boon to be granted the Wrath feat (choose the target Wrath Race at the time you shatter the Boon). One use only, lasts for the duration of the module.</p> |
| Level 5 | <p>Arrogance Boon</p> <p>Increase your hit point maximum by 10. You cannot use Parry, Negate Magic, Escape Artist, or Evade.</p> | <p>Temperance Boon</p> <p>You cannot be forced to take up arms against your allies.</p> | <p>Mark of Fate Boon</p> <p>Activate this boon: if you are hit with any ability, you may call "Mark of Fate" and negate it. The boon shatters when you use it. You cannot use another Mark of Fate until you have rested.</p> | <p>Enhance Magic Boon</p> <p>Activate this boon to add 1 to either your healing or your damaging spells. Choose when you activate the rune. Lasts the duration of the module.</p> | <p>Refresh Soul Boon</p> <p>After activating this boon, if you take no damage for the next hour, you regain one point that you lost through resurrection. If you take any damage during this time, this boon is wasted.</p> |

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. |

Devices

The Devices path is used to make locks, traps, and other general equipment.

Locks

All locks reduce your Test Number to bypass the lock by the level of the lock. Thus, if you have five Passes in your test deck, and you are trying to bypass (say, through Strength or Disable Device) a Level 1 lock, that level 1 lock means you only have four Passes. If the lock reduces your Test Number to 0, you may not attempt to bypass it. Each lock is made with exactly 1 key.

The key and the lock must each be labeled. (The label to designate which key is which should include your character name, and a nickname for the lock, so that they can be easily distinguished.) Thus, if Chendek is making two level 1 locks, the tags on one set of lock and key would say "Level 1 Lock, Chendek Blue", and the next could say "Level 1 Lock, Chendek Elf". You can either give them names or numbers, whichever is easier to keep track of.

Locks placed on doors should NEVER actually stop the door from opening. Not being able to get into a room is a hazard for some, and a nuisance for the staff if they have to get into a room between events and you forgot to unlock it. Locks placed on boxes may prevent the box from opening.

Traps

Player made traps are one-use traps that you make and can then set up in a location. They are signified by orange cord (string, etc.) and a tag placed in the middle of the cord. You can carry an un-set trap on your person (the tag) until you set it up somewhere. Once it is set up, you may not move it. The trap itself must be visible, for safety reasons. All traps are considered hidden at level 1, and can be found using the Search path.

Restraints

This includes handcuffs, manacles, stocks, etc. During a mod, restraints work as specified by the GM. Players can also make their own restraints. YOU MAY NOT ACTUALLY RESTRAIN A PLAYER; the player must always be able to remove himself or herself from the restraints. This is for safety reasons, and so that players can use abilities like Escape Artist and Disable Device to remove themselves.

DEVICES WORKSHOP

At level 5 in this path, you may choose the Workshop as a recipe. This recipe allows you to perform a ceremony at level 5 (costs a level 5 component) to place an enhancement on a building of your choice. You must perform this ceremony IN the building. For 6 hours after performing this ceremony, all people performing this craft in the building do so 5 minutes faster, to a minimum of 1 minute. Attach this component to the building's Building Tag.

Devices

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|---|---|--|--|
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Level 1</p> | <p style="text-align: center;">Torch Device: Item</p> <p>Allows you to turn a flashlight into an in-game item that can be used by anyone. It MUST have a red light, or be covered with something to make it shine red.</p> | <p style="text-align: center;">Lock Level 1 Device: Lock</p> <p>This lock reduces the number of successes a person has to disable it by one (1). (Also reduces any alternate path used to bypass the lock.)</p> | <p style="text-align: center;">Knockback Trap Device: Trap</p> <p>When triggered, this trap knocks you back 3 steps in the direction that the trap states. Trap must be denoted with 10 ft of orange string if it is not on a single item (door, box, etc.)</p> |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Level 2</p> | <p style="text-align: center;">Restraints Device: Item</p> <p>These can be handcuffs, manacles, stocks, etc. Without a lock, they can be removed by the target with Disable, or Escape Artist. With a lock, the player can only use Escape Artist to get out.</p> | <p style="text-align: center;">Lock Level 2 Device: Lock</p> <p>This lock reduces the number of successes a person has to disable it by two (2). (Also reduces any alternate path used to bypass the lock.)</p> | <p style="text-align: center;">Poison Dart Trap Device: Trap</p> <p>This trap shoots poison darts at the person who triggered it. They do 5 points of damage. You may apply a poison to the darts, which does its effect in addition to the damage. Attach the poison tag to the trap tag.</p> |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Level 3</p> | <p style="text-align: center;">Grappling Hook Device: Item</p> <p>Attach a spell packet to the end of 10 feet of rope. You can use this item to cross pits, chasms, etc. One-use item. Numerous people can use it to cross the chasm or pit, but only that one chasm or pit.</p> | <p style="text-align: center;">Lock Level 3 Device: Lock</p> <p>This lock reduces the number of successes a person has to disable it by three (3). (Also reduces any alternate path used to bypass the lock.)</p> | <p style="text-align: center;">Alarm Trap Device: Trap</p> <p>When triggering this trap, you must shout "ALARM!" as loud as you can, 3 times. Feel free to run afterwards.</p> <p>This trap can be applied to any lock.</p> |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Level 4</p> | <p style="text-align: center;">Trap Ball Device: Item</p> <p>This is a ball (must be boffer or similar) that may have a trap placed into it. The trap becomes a one-use item that may be thrown. It counts as a ranged attack but does not gain bonuses as such.</p> | <p style="text-align: center;">Lock Level 4 Device: Lock</p> <p>This lock reduces the number of successes a person has to disable it by four (4). (Also reduces any alternate path used to bypass the lock.)</p> | <p style="text-align: center;">Duplicate Key Device: Item</p> <p>You craft a second key for any given lock. To do this you must have access to either the original key or the lock. You must label the duplicate exactly the same as the original, with the addition of the word "Duplicate"</p> |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Level 5</p> | <p style="text-align: center;">Caltrops Device: Trap</p> <p>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. For every step you take 1 point of damage.</p> | <p style="text-align: center;">Thief's Bane Lock Device: Lock</p> <p>This lock reduces the number of successes a person has to disable it by one (1). However, if a fail/botch is drawn, the player trying to bypass this lock is dropped to zero Hit Points.</p> | <p style="text-align: center;">Massive Poison Dart Trap Device: Trap</p> <p>This trap shoots poison darts at the person who triggered it. They do 10 points of damage. You may apply a poison to the darts, which does its effect in addition to the damage. Attach the poison tag to the trap tag.</p> |

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.

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 scam.

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/MP Per member effected | 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/MP Per member effected | 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/MP Per member effected | 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. |
| Croup Crafting | Leadership | Skill/Magic | 1 SP/MP Per member effected | 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/MP Per member effected | 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. |

Scrolls

This ceremony allows you to create scrolls that give you special abilities for some duration. Each scroll **MUST** be written down exactly as it is written in the rulebook, or copied down exactly as you find it in game. In order to use a scroll, you must first copy down the original text into your spell book. Then, if you have the proper level of ceremony component, you may create a paper scroll of whichever level you are attempting. In order to use the scrolls, you must read the entirety of the text on the scroll, and then tear the scroll in half. Once done, the effect occurs. In some cases this is an instant effect with no duration, in some cases the effect has some duration and other stipulations.

You may only be under the effect of one scroll with a duration at a time. You can still use scrolls with instantaneous effects. Anyone can read a scroll, and you can use them on other people. You may not use instant, blast, or globe with a scroll. Other than that they are treated like spells for feat and ability purposes.

SCROLLING WORKSHOP

At level 5 in this path, you may choose the Workshop as a recipe. This recipe allows you to perform a ceremony at level 5 (costs a level 5 component) to place an enhancement on a building of your choice. You must perform this ceremony **IN** the building. For 6 hours after performing this ceremony, all people performing this craft in the building do so 5 minutes faster, to a minimum of 1 minute. Attach this component to the building's Building Tag.

Smithing

Smithing has a lot of steps involved, and is one of the more complicated paths you can take. You can use this path to Craft weapons, Repair weapons, or add weapon Properties to a weapon.

With each level of Smithing, you may choose to learn a recipe for weapon properties, and any one type of weapon that you can craft. Weapon properties are assigned a level, but you can learn to craft specific weapons from the following list at any level:

Bows

Staves

One-Handed Weapon

Shields

Thrown Weapons

Two-Handed Weapon

(The weapons themselves are permanent. Any weapon not crafted with the smithing path is considered level zero.)

Once you have made the item, you can then add properties to it using further components. A weapon may only have one property on it at a time.

The Level of a weapon determines what kind of Properties it can hold. It may hold a Property of a level equal to or lower than its level. (a level 1 weapon can only be given Level 1 Properties, and so on).

Properties (recipes) put on weapons last for 6 hours.

You cannot put any properties on a Permanent Magical Item.

A lot of these weapons say "when something is done with this weapon." You cannot killing blow, or deliver a feat/ability with two weapons at once, no matter WHO or WHAT you are. So, these abilities will not stack with each other. Should one item have multiple effects that could trigger off of the same circumstance, they trigger simultaneously. (such as in the case of an weapon with two properties that activate on a killing blow)

Crafting Whetstones

You can add a smithing property directly onto a weapon as soon as you are done the ceremony, or you can craft a "smithing whetstone". This is an item that you can carry with you, and at the appropriate point use it to add a property to a weapon or piece of armor. Just like any other totem/crafted item, once crafted it lasts until it is used. Once used, the effect lasts for 6 hours.

SMITHING WORKSHOP

At level 5 in this path, you may choose the Workshop as a recipe. This recipe allows you to perform a ceremony at level 5 (costs a level 5 component) to place an enhancement on a building of your choice. You must perform this ceremony IN the building. For 6 hours after performing this ceremony, all people performing this craft in the building do so 5 minutes faster, to a minimum of 1 minute. Attach this component to the building's Building Tag.

Smithing

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|----------------|---|---|---|
| Level 1 | <p style="text-align: center;">Imbue Melee Weapon Smithing Property</p> <p>At the time of crafting, choose a damage type from the 6 standard damage types to add to your weapon. You must tie a 3 ft cloth of the appropriate color to the end of your weapon.</p> | <p style="text-align: center;">Weighted Smithing Property</p> <p>Doubles the distance that your Strength or Channeled Gust makes someone move.</p> | <p style="text-align: center;">Toughness Armor Smithing Property</p> <p>This piece of armor no longer grants damage reduction as per the Armor Path. Instead, this armor gives you two additional healable Hit Points.</p> |
| Level 2 | <p style="text-align: center;">Blood Thirst Smithing Property</p> <p>When you deliver a killing blow with this weapon, you regain 2 hit points. Does not apply to Ranged.</p> | <p style="text-align: center;">Assassin's Blade Smithing Property</p> <p>The weapon this is added to can have 3 doses of poisons stored on it at once. You may not deliver them simultaneously, but it means that you do not have to pause in-between strikes to re-poison your blade.</p> | <p style="text-align: center;">Elemental Resistance Armor Smithing Property</p> <p>This piece of armor no longer grants damage reduction(DR) as per the Armor Path. Choose an element at the time of the application: you have DR 1 against that element either melee or ranged.</p> |
| Level 3 | <p style="text-align: center;">Healing Shield Smithing Property</p> <p>Shield Only: Whenever this shield is struck by a spell cast by someone else not wielding the shield, the wielder may choose to heal 2 hit points.</p> | <p style="text-align: center;">Enhanced Pull Smithing Property</p> <p>Any detriment delivered by this bow is one point higher.</p> | <p style="text-align: center;">Mage Bane Smithing Property</p> <p>Unlike normal weapon or shields, if this weapon or shield is struck with a spell the spell does NOT affect you. Must call "Mage Bane" when this occurs. Cannot be applied to bows or other ranged weapons.</p> |
| Level 4 | <p style="text-align: center;">Prince's Phillip's Shield Smithing Property</p> <p>Shield only: Blasts do not effect you. You may use a Parry to also block a blast for one other person.</p> | <p style="text-align: center;">Thief Armor Smithing Property</p> <p>This piece of armor no longer grants damage reduction as per the Armor Path. Instead, whenever you have skill points restored you regain an additional skill point. This does not stack with other pieces of Thief Armor.</p> | <p style="text-align: center;">Sorcerer Armor Smithing Property</p> <p>This piece of armor no longer grants damage reduction as per the Armor Path. Instead, whenever you have magic points restored you regain an additional magic point. This does not stack with other pieces of Sorcerer Armor.</p> |
| Level 5 | <p style="text-align: center;">Mind Twist Smithing Property</p> <p>When you deliver a killing blow with this weapon, you regain 1 Skill Point. Does not apply to Ranged.</p> | <p style="text-align: center;">Soul Siphon Smithing Property</p> <p>When you deliver a killing blow with this weapon, you regain 1 Magic Point. Does not apply to Ranged.</p> | <p style="text-align: center;">Paladin Armor Smithing Property</p> <p>This piece of armor no longer grants damage reduction as per the Armor Path. Instead, whenever you have hit points restored you regain an additional hit point.</p> |

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.

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| Level 1 | <p>Assess: You can tell, after 10 seconds of roleplay, what your target's current hit point 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>Bandage: 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> |
| Level 2 | Your Bandage ability levels. |
| Level 3 | <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> |
| Level 4 | Your Bandage ability Levels. |
| Level 5 | <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> |

Surgery Workshop

At level 5 in this path, you may choose the Workshop as a recipe. This recipe allows you to perform a ceremony at level 5 (costs a level 5 component) to place an enhancement on a building of your choice. You must perform this ceremony IN the building. For 6 hours after performing this ceremony, all people performing this craft in the building do so 5 minutes faster, to a minimum of 1 minute. Attach this component to the building's Building Tag. Does not effect Bandage, only effects things that would cost a component and take 10 minutes.

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

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 Frenzy is that you have Warrior as your Primary class, and that it is at least level 3.

| Feat Name | XP Cost | Pre-requisites | Type | Max | Description |
|------------------------|---------|---------------------------|------|---------|--|
| Absorb Magic | 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. |
| Assissinate | 300 | Primary Rogue Hide 2 | Off | 2 | You immediately deal 7 damage with a small weapon. |
| Blast | 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. |
| Bloodletting | 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. |
| Chicanery | 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. |
| Circle of Magic | 100 | Mage | Off | Special | <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 BONSES, 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> |

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| Confuse | 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. |
| Damage Type | 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. Damage Types: Air, Fire, Water, Earth, Dark, Light |
| Death Blossom | 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) |
| Detect Potion | 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. |
| Direct | 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. |
| Divert Magic | 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. |
| Dodge | 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. |

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| Endure | 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. |
| Feint | 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. |
| First Aid | 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. |
| Frenzy | 700 | Prim. Warrior 3 At least 15 max HP | Off | 1 | When you call Frenzy, shout and bellow for 5 seconds. Then, heal to full HP + 10. Add 1 to your Basic Melee Damage. This effect lasts until the end of the current battle (NOT the end of the mod) or until you hit 0 HP. If the battle ends, and you have not hit 0 HP, you must fight anyone you can see. Friend or foe, it doesn't matter to a frenzied character. You can call Frenzy from 0 HP. Afterward you use Frenzy it takes 15 minutes to rest back your abilities. |
| Iron Body | 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 Frenzy. |
| Meta-Magic 1 | 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. |
| Meta-Magic 2 | 500 | Prim. Mage 3 Meta-Magic 1 | Pass | N/A | You may move while casting your spells. |

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| Meta-Magic 3 | 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. |
| Nemesis | 700 | Prim. Rogue 3 At least 10 Max SP Hide 3 | Off | 1 | Threaten a target, be really ominous. Then, heal to full SP + 5. Add 2 to your Hide (Max 5 for Hide). You may use Gang Up against your stated target for free until Nemesis Ends (must still have an ally in Weapon's Reach). You may use Marksmanship against your stated target for no additional cost. This effect lasts until your target drops to 0 HP, you hit 0 HP, or an hour passes. If any of these happen, you drop out of Nemesis. After using Nemesis it takes 15 minutes to rest back your abilities, and until you do, you cannot Hide. |
| Redirect | 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. |
| Reflect | 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. |
| Regroup | 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.) |
| Resist Damage | 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. |
| Resist Potion | 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. |

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| Resurrection | 200 | Heal OR Mage Class OR Animate | Pass | 1 | <p>You have the ability to perform a ceremony that brings a player back to life. It takes 5 minutes to resurrect someone, unless they are currently an Animated Dead, at which point it takes 2 minutes. 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.)</p> <p>You must roleplay the resurrection ceremony. You must 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.</p> |
| Sense Magic | 50 | None | Pass | N/A | <p>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.</p> |
| Shove | 200 | Rogue | Off | 2 | <p>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.</p> |
| Snap | 200 | Warrior | Off | 1 | <p>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.</p> |
| Sorcerer's Rage | 700 | Prim. Mage 3 At least 10 Max MP Meta-Magic 1 | Off | 1 | <p>Call out at the top of your voice for magic and power, make it good. Then, heal to full MP + 5. Shorten your casting line by 5 syllables (minimum of 0). This effect lasts until the end of the current battle (NOT the end of the mod) or until you hit 0 HP. If the battle ends, and you have not hit 0 HP, you drop to 0 HP, and are exhausted.</p> <p>Afterwards it takes 15 minutes to rest back your abilities, and you cannot have MP restored in any way until you do.</p> |
| Speed Strike | 500 | Sprint 3 | Pass | 5 | <p>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.</p> |
| Spirit Sight | 100 | None | Pass | N/A | <p>Typically Spirits (white head bands) cannot be seen, and can only be heard at a Spirit Nexus. Spirit Sight allows you to see and converse with Spirits anywhere.</p> |

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| Stealth | 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. |
| Swordplay | 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. |
| The Jig is Up | 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. |
| Trip | 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. |
| Vanish | 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. |
| Wrath | 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. Creature List: Horror, Unliving, Natural, Elemental, Demons |

Incentives

In Exile, you earn experience points for just signing in. PCs and NPCs alike earn 500 experience points per event.

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:

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| 20 | NPCing |
| 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.

Incentive Rewards

| Name | Cost | Details |
|--------------------|--------|---|
| Acolyte | 150 | <p>You can start the game as an acolyte of your god. (This can also be taken after character creation, at the GM's discretion. If you spend all of your time killing babies, you will not be allowed to be an acolyte of Eluxia.)</p> <p>Depending on your god and your character's build, this comes with a few stat benefits, which will be decided by the GMs. This can be taken from you by your god if you do not behave according to that god's wishes.</p> |
| 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 | <p>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.</p> |
| 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 | <p>You may replace any path you have with another for the cost of 10 IP per level of the path.</p> |
| Exchange IP | Varies | <p>You may donate your Incentive Points to another player at the rate of 1 IP received for every 3 IP donated.</p> |

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| Land Owner | 30, Special | You are given paperwork that states you own land in Brightwater. The special cost is that you must both get this approved on an out-of-game level, and you must build on that property. You do not own property if you are just setting up a tent. |
| 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. |

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| Race: Ulivarte Alternate | 10 | This allows you to use the Ulivarte Alternate Costume/Weakness for your race. You MUST have purchased "Ulivarte Native" to take this incentive reward. |
| Race: Archon | 60 | Unlock the ability to play an Archon. |
| Race: Awoken | 40 | Unlock the ability to play an Awoken. |
| Race: Dark or Light Dragorian | 30 | This allows you to choose either the Light or Dark variant of the Dragorian Race. |
| Race: Demon | 80 | Unlock the ability to play a Demon. |
| Race: Unsealed | 50 | Unlock the ability to play an Unsealed. |
| Race: Volsaken | 70 | Unlock the ability to play a Volsaken. |

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| 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. |
| Ulivarte Native | 30 | This allows you to have your character have been born in/from Ulivarte. Because people from The Other Side (Ulivarte) are not very common in Raia at the moment, it costs Incentive points to unlock the ability to be from there. You must take this ability to take any of the Ulivarte Racial Options. You do not HAVE to take the Ulivarte Racial Option. There are normal races in Ulivarte. |

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.

| Name | Deadline | Description |
|---------------|-------------------------------|---|
| Easy Pay Day | At Sign In | You are paid 6 silver per time unit. |
| Risky Pay Day | At Sign In | You are paid 1.5 gold per time unit, roll on the Random Downfall chart after this section. |
| Lore Test | 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. |
| Fence | 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. |
| Craft | At Sign In | You may craft 10 levels of items. You have to have the components. |
| Harvest | At Sign In | You receive with 4 levels of components. |
| Other | 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. |
| Research | 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. |
| Cure Soul | 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.