

eXile

Rulebook v 2020

The Hindsight Edition

A special thanks to everyone who spent time working on the rules and helping us to troubleshoot.
An extra special thanks to everyone who continues to be patient with the fact that there will always,
always, always be typos and errors.

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About this Game

Exile is a monthly fantasy game that runs on a private farm in South Jersey. Established in January 2011, the game continues to be a community of people who enjoy telling a story together. At the writing of this rulebook, the game averages 45-60 players a month. We focus on being rules-light and story-heavy. The rules exist as a framework for the mechanics of combat and competition, but should never hinder game-flow. What is more important to us at Exile is that the combat continue, the scene progress, and any dithering over rules can happen later, when the encounter has ended.

What is a LARP?

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

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

When you attend an event, you will gain **experience points**, which you spend to level up your abilities, giving your character more power. You interact with other people at the game, working together or fighting against them to achieve your goals. This is all in the spirit of fun. Evil characters are simply other people, at the event to have fun in a safe environment meant to let us live out fantastical adventures as a diversion from the mundane.

How to Play

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

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

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

You can play as either, or both! You can PC for part of an event, and do an **NPC shift** here or there. Many people NPC for their first event at a LARP, to get an idea of what is going on at the game before designing a character and costume.

Is there combat?

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

Does it hurt?

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

How do I roleplay?

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

How long does the story continue?

We run our game in two year campaigns. Give or take a few months. Each campaign has a number of overarching storylines, and dozens upon dozens of little ones. At the end of a campaign, everyone's character sheets revert to zero experience, and everyone starts from scratch again. In the Leveling section we explain what carries over from campaign to campaign. We have found that a regular end to the story and fresh start makes it easier for new players to integrate their characters into the story, and gives everyone a good frame of time to play a character's goals and story out, before getting to make a new one.

Why does your rulebook have a date and not an edition?

Our rules have changed a lot over the years. While the core of the rules are still the same, nothing is perfect, and our player base has changed over the years as well. With new input and new ideas, we end up with new abilities that people want to see. So, when we roll into new campaigns, we put the rules up for a spirited group debate. Everyone who plays has input to updated rules, and then after staff finalizes the rules, we stress-test them for a month before finalizing them. After that, the only changes that are made before the next campaign are hot-fixes for problems.

This means that everyone has input, but it does also mean that sometimes people mix up existing rules with out-of-date ones. The goal is for the rules to be a framework to assist the fun, so remember that they are not the most important part of the game, and to be patient with everyone!

Combat Rules

Combat in a LARP can be a lot of fun, and serves the same role as combat in a video game: to defeat enemies and achieve your goal. In Exile, you will have a number of **Hit Points**, which indicate how many times you can get hit before you die. These points can be lost to weapon strikes, or various other abilities that deal damage.

Hit Softly

The first and most important rule of combat is to be careful. 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 we can. 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.

Disputes

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

Hold, Clarify, Caution

There are three very important words in combat, and in the game in general. MostLARPs use these three words, with some addition or edits along the way. These words are always assumed to be used as an out-of-game resource, and never used to try and trick someone in-game.

The call "**HOLD**" is used to stop ALL GAME ACTION in the area. It can be used because something is unsafe and needs to be taken care of, or because there is a game announcement that everyone needs to hear. Unless there is an emergency (someone is actually physically injured, someone's glasses have flown off in combat, etc), ONLY Game Marshals are to use this term. If you hear this word called, you are to IMMEDIATELY repeat it loudly and stop moving, keeping quiet. Wait until the problem has been solved, or the announcement has been made, and then the person who called the hold will say "3, 2, 1 LAY ON!" At which point action can continue.

A hold is never to be called by players to get in-game quiet or attention. Unless there is a danger that everyone needs to be made aware of, do not call a hold unless you are a GM.

"**Clarify**" is a term that you call when you don't understand a rule/ability that someone has just said. If someone hits you with something in combat, for example, you can say, "Clarify, what does that do?" This essentially takes you and that person into a little Mini-Hold, and if people strike you while this is happening, you can simply tell them that you are in a clarify. You can use this anytime something is unclear. It may also be called, loudly, but a GM during an encounter. If they do so, try to listen to what they are saying, as it may effect you.

"**Caution**" is used to signify that something is about to be dangerous, for real, rather than in-game. For example, if, while in combat, your opponant is about to back into a tree, or step on a player laying on the ground, you call "CAUTION! Tree!" Or "Caution! Behind you!" Since players can be tricky when fighting, "WHAT'S THAT BEHIND YOU!?" and it is allowed for you to trick your opponant, Caution is used to indicate that something is actually wrong or dangerous. NEVER use Caution in jest.

Swinging Your Weapon

When you fight, you should not "**machine gun**" or "**drum**" 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.

Note: people can swing quickly without being machine gunning. If an issue is brought up, the GMs will take time to observe the situation to be sure things are handled fairly.

Stop and Grunt

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

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

Non Combat Characters

Some people cannot engage in combat for health reasons. These people **MUST** wear bright green armbands during the day, and green glowsticks at night. They may not be in combat. If, for some reason, you need to effect a non-combat character (say you are a villain and need to kill them), you point your weapon at them and simply count your damage. (1 damage, 1 damage, etc.) Neither you nor they are allowed to run in this encounter. When they are dead, they will move out of any possible physical danger, and sit out of the way until they are saved or something else happens.

Allowable Striking Zones on the Body

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.

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, which are weapons that you hold in your hand and strike your opponent with, like swords, all deal 1 point of damage per 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. The reason for this is that the default is one damage, rather than the ability to have your sword strikes do different amounts of damage. 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.

There are abilities in game, like Gang Up or Wrath for example, that will allow you to occasionally do more than 1 point of damage with a weapon swing. If you are using them, then you will call damage out loud. Upon striking your opponent, you call, "(ability name)Two Damage!" or "Three Damage!" and so on.

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 as you throw the packet. ("Bolt, 4 Fire!" or "Ranged, 5 Damage!" or "Drain, 3 damage!" and so on.)

Packet Archery

When you use ranged weapons (like crossbows, guns, wands, etc) in Exile, you hold the weapon in one hand and throw the packet with the other. **You can throw packets while you are moving.** You may only hold one ranged packet in your throwing 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.

You can flavor your ranged weapons however you like. You can call them guns, the world has black powder. You can call them bows, you can call them wands. The flavor depends on what you want to portray with your character, as well as whatever phys-rep you use.

Thrown Weapons

Thrown weapons are small boffer or latex weapons that are shaped like small knives, or rocks, or Shoryuken, etc. These have no hard pipe or core in the center, and are made entirely of foam. 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 Abilities section of the rules. A spell requires a 10 syllable casting line, and then you throw the packet, calling the spell name and the effect. You may hold multiple spell packets in your hand at a time. **You may move and cast spells.** Anyone striking you during the casting line interrupts it and you must start over. Being interrupted does not cost you a Magic Point.

Detriments and Enhancements

Detriments are things in the game that last either for a certain amount of time or until removed. Enhancements are treated the same way as detriments, in terms of mechanics, but are simply beneficial versions.

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 can also remove enhancements.

Important Colors

Different colors mean different things in Exile. While elemental colors (blue, red, yellow, etc) exist, there are not set in stone, which means that if you are wearing, for example, a blue hat, that does not mean you are a water creature. The two most important colors are neon orange and neon green, which indicate safety issues.

<p>Neon-Orange Out of Game</p>	<p>Bright, neon orange is used to signify that something is out of game. If someone has a headband of bright orange, is wearing a neon orange cloak or shirt, or is glowing orange, than that person is not in-game, and is effectively not there. The same for items. If something is marked with a bright orange tag, it is not in-game. You can read the tag to see if there is something you can do to make the item appear in-game.</p>
<p>Neon-Green Non Combat</p>	<p>Bright, neon green is often used to indicate a safety hazard, or that a person is "non-combat". If you see something marked with green-glow-sticks, it generally marks a safety hazard and you should be careful around it. If there is a person who is wearing green-glowsticks, they are non-combat, and you cannot hit them.</p>
<p>White Spirit/Ghost</p>	<p>A white headband or glow indicates that something is dead and either a spirit or ghost. Sometimes these creatures can be incorporeal, sometimes only effected by magical effect. It depends on the type of glowing-dead creature it is.</p>

Damage Types

There are ways to add damage types to your weapons, both ranged and melee, which make them hit for a different "type" of damage. 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.

So, if you have a sword that is imbued with fire damage, 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 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!" instead of "2 damage!" when you strike someone.

Elemental Damage As in most fantasy games, Exile has the standard elemental "color wheel", with the damage types being Earth, Fire, Air (or Lightning), Water (or Ice), Light and Dark. There are some creatures who are immune to some of these, or take extra damage from others. Abilities exist in game that allow you to utilize these damage types.

Poison Damage Poison damage ignores Armor's Damage Reduction when it would apply. Using the Armor ability grants you special damage reduction (usually to ranged abilities or terrain). If the damage includes the Poison type, that damage goes right through armor.

Soul Damage Soul damage deals damage to your Hit, Magic, AND Skill Point Pools. So, if someone deals "5 damage!" that only hurts your Hit Points. But if someone says "5 Soul!" You take 5 Hit point damage, AND 5 Magic Point Damage, AND 5 Skill Point damage.

This damage type is almost only ever used by NPCs.

Fracture Damage Where most damage can be healed by potions or magic or whatnot, Fracture damage cannot be healed by normal means. There are a few ways to restore Fracture, but they all take time and very rarely can be healed in combat. Unless otherwise stipulated, Fracture Damage in combat is done to your Hit Point Pool. If someone is dealing Fracture Damage to your Magic or Skill points, they will call "Magic Fracture!" or "Skill Fracture!"

This damage type is almost only ever used by NPCs.

If you die of Fracture Damage (you no longer have a max hit-point pool) you cannot be resurrected without someone curing at least one point of fracture damage. Proceed to NPC land and speak with a GM.

Resting and Out of Comat

Resting

A "rest" is defined as a 10 minute period where you are on Stable Ground (in the game world this means in-town) and not engaging in combat OR verbal altercations. After a 10 minute rest, your character regains all of it's spent Magic and Skill Points, as well as spent feats. Any abilities that can only be used "once per rest" are restored as well. Hit Points are NOT restored, nor are lost limbs, broken limbs, diseases, poisons, or points lost due to resurrection or any other long-lasting detriments, unless otherwise stated.

Thus, any of the following can be done while "resting"

Chatting about the current Baddie of the Month while sitting around a table

Chatting over drinks

Organizing group training (working out, or going through combat TRAINING, where no one is actually in combat

You CAN be "sparring" and have it still count as Resting. This means you are fighting for fun, and no one is taking point damage.

Tending the fire

Completing puzzles or doing ciphers in town, while not in or near combat

Any of the following disrupts Resting, and if this happens WHILE you are resting, you must completely restart your rest-timer when the disruption is over.

Combat erupting in town

A tense argument. Here we get a little vague and you have to assess. Someone disagreeing with someone else's tactics is not going to break your rest, but if someone threatens to draw weapons on someone else, that would. A good guideline is: if you have to take a second to check your sword because you are concerned this argument is going to become combat, you are not in a "restful" situation.

Dispelling or Disabling tests happening within weapon's reach of you. Since these can always result in explosions, someone doing that near you, or YOU doing that, is not "restful".

Out of Combat

Out of Combat means, roughly, that no combat could reasonably spill over to the area that you currently are inhabiting. So, if you back 20 feet away from combat and you need to be out of combat for an ability, you are too close, as the combat could reasonably and quickly spill over to where you are.

The property on which we play is too small to say, "if you can hear combat, you are too close" because if people are yelling a lot, you can hear them nearly from the other side of the yard.

There is also a role-play and common sense aspect to take into account. If combat is happening in town and you drag a body into an unused building to hide behind a bunk and perform a resurrection, that is out of combat enough for abilities that require it.

Now, Out of Combat does not have the same restrictions as "resting" does. In the above example of combat in town, while you could duck into an empty building for ritual purposes, you could NOT do the same to rest. Combat in town is not restful.

Death Rules

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 shifting landscape 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. This kind of thing is very difficult in the rest of the world, but the magics of Exile make it a little more accessible.

Fighting to Zero Hit Points

When you are above 0 hit points, you can fight and run and yell as much as you like. As **SOON** as your hit-points drop to 0 or below, you are no longer in combat and can be killed.

At Zero Hit Points

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 and do not require speaking to use.

At -1 Hit Points

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. (So, if you are at 5 hit points and take 7 damage, you are at -1. If you are at -1 and you take a million damage, you are at -1.)

At this point you are Bleeding to Death. It takes 3 minutes 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 three (3) minutes, 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.

Killing Blow or Stunning Blow

When you are at 0 hit points or below, sleeping, or holding still and not resisting, someone can deliver a Killing or Stunning Blow.

Killing Blow 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.

Stunning Blow is used if you want to avoid killing players or an opponent, but still need them out of the way. It counts as a **Point Level Detriment** and can be cured as such.

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. You cannot chain Stunning Blows to keep a player out of the game, as this would not be fun. You can, however, apply restraints or the like.

When you deliver a Stunning Blow, if your target was Bleeding to Death, they are instantly **Stabilized, at 0 hit points**. So someone without First Aid can technically use Stunning Blow to stabilize an ally.

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

Dead

If you have Bled to Death, or have suggested a killing blow, you are now 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 three (3) minutes. After 3 minutes, you may choose to release your soul from your body. If you choose to stay with your body, you may do so for three (3) more minutes max, at any point during the second 3 minutes 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 shifting landscape 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..." etc..) 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**, 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 should walk at a reasonable pace.

If, for some reason, there is no Spirit Nexus, you begin walking towards NPC Land.

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.

At the point where you would no longer be able to resurrect, your spirit is automatically expelled from your body, no matter how your body is situated.

Spirits

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

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

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

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

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

Resurrection

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

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

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

Resurrection Downsides

There are two downsides to being resurrected. One is Fracture Damage, and the other is Resurrection Sickness.

Fracture Damage

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 taken 2 Fracture Damage. This means you lose 2 permanent points off of your sheet until they are cured. You may choose Hit, Magic, or Skill points. These points will be noted as lost on your sheet. You can mix and match (2 HP, or a HP and a SP, or a MP and an SP, etc.)

There are some things in-game that mitigate this loss (Rituals, Conjurations, etc). 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.)

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.

Moving On (Perminant Death)

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

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

Back From The Dead

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

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

An Example of Dying and Resurrection

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

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

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

Someone strikes you, bringing you to -1.

You begin to bleed to death.

3 Minutes later, you are dead.

You stay on the ground for 3 minutes, hoping to be saved.

No one comes. You can now release your spirit if you want.

You wait for 3 more minutes, hoping your friends see you.

No one comes, you must release your spirit.

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

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

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

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

They are interrupted. 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 four broad categories: Abilities (which include Spells, Skills, Tests, and Crafting/Ceremonies), Defensive/Augment Abilities, Per Rest Abilities and Passive Abilities.

Abilities

These are things that you take at character creation and level as you gain more experience points. They include Spells, Skills, Tests, and Crafting/Ceremonies. Each of these abilities has 5 levels, and you can have a maximum of 10 of these.

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. You spend a skill point when you attempt to use the ability, and if the ability fails, you have still expended the point.

Spells

Spells are abilities that cost a Magic Point to use. They include offensive and defensive abilities, and can be 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. You spend a magic point when you attempt to use the ability, and if the ability fails, you have still expended the point.

Casting Lines

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" "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!"

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.

Advantage/Disadvantage

Some things may give you advantage or disadvantage on a Test. Advantage means that you will draw two cards from the deck and use the better of the two. Disadvantage will mean you draw two cards and use the worse of the two. If EITHER card are a botch (in the case of both Advantage and Disadvantage) you still take the Botch, unless you have an ability that lets you discard the Botch.

Example

You want to unlock a door, so you use your Disable Device ability. 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 may have. 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.

Ceremonies and Crafting

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

How to Learn Recipes

When you take a level in a crafting ability, you get one free recipe from that level. All other recipes can either be bought with Incentive Points, or taught to you by someone who knows them. It takes 10 minutes of roleplay to learn a new recipe, or simply pay 20 IP and the recipe is yours.

Time to Complete

Each ceremony style takes a different amount of time to complete. Each one will have an explanation of how long it lasts in its section.

Duration

Some recipes in these ceremony abilities are instantaneous once the ceremony is complete. For example, Surgery takes time, but once done, the person is cured. Others, like Rituals take effect and have an effect that lasts for a certain amount of time.

How to Do Ceremonies

When you do a ceremony you should role-play like you are performing the ceremony. If you are performing surgery, maybe play like you are stitching a patient, or rubbing salves on them. If you are crafting a scroll, maybe you have inks and paper, or carve it into a rune. Whatever your role-play, you must do this for the five minutes (unless stated otherwise) that it takes to craft your item/perform your ceremony.

Where to do Ceremonies

Most Ceremonies can only be performed on Stable Land, which is the town in-game, as unstable land often has unstable magics or movements that interrupt and make it difficult to concentrate. Preferably prepare an in-game looking area, or ask to join one that someone else has set up. Conjuring and Surgery can be done outside of town.

Props

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

Defensive/Augment Abilities

These are things that you can take that do not have an easy leveling component. Therefore you can take them, and you spend either skill points or magic points to use them, but you do not need to level them. They include (but are not limited to) things like Parry, or Instant. You can have a maximum of 5 of these.

You CAN use more than one Augment ability at a time. So, for example, if you wanted to use both Instant and Direct on a spell, you can. That spell will cost you 3 magic points to cast, but you can do it.

Per-Rest Abilities

As the name suggests, these are things that you can only have a certain amount of times per rest (a 10 minute down-time in town). You purchase each of these individually. Each of these abilities has a maximum amount that you can purchase. They have different costs, and many have pre-requisites.

For the most part, these are things that are game damaging or breaking if you can simply spend points on them.

Passive Abilities

These are abilities that, once you take them, are always active and you can use with no additional cost (in general). Each ability has its own rules. You can have a maximum of 5 of these.

Defending/Resisting Abilities

Different abilities have different things that resist or remove them. For example, you can use a Negate Magic to stop a spell that hits you, but you could not use it against a sword-blow. Each ability tells what it can negate.

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 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.

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 to negate it. If you negate the ability in either of these ways, the person who used the original skill still expends the Skill Point.

Items

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 tag can be thrown out.

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 tag that you cannot read, usually called 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 someone else has opened it, 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.

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

Item Slots (Continued)

Slot	Number of Slots	A Few Examples
Mind	1	Mind Control, Dominate
Soul	1	Possession
Held	2	Sword, Scroll, Shield, Bow
Head	1	Helm, Hat, Armor, Crown
Face	1	Mask, Glasses
Neck	1	Necklace
Chest	1	Armor, Jacket
Arms	2	Armor
Hand	1	Gloves
Wrist	2	Bracelets
Finger	4	Rings
Waist	1	Belts
Leg	1	Armor
Feet	1	Boots

Money

Exile has coin (Copper, Silver and gold) and paper money. Items, food, and so on all cost coin. You will often find coin on monsters, you can earn it for patrols and any number of things. The rate is 10 Copper equals 1 Silver, and 10 Silver equals 1 Gold. **10 Copper = 1 Silver. 10 Silver = 1 Gold**

Components

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

Clutter

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

Building and Door 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 effects or status. If you are able to do something that effects the building, you will leave the component taped to the building tag. Each door will have a tag on the outside of the door. If the door is locked, enchanted, or trapped, the component/tag must be placed on the door's tag.

Non-Tagged Items

A lot of things will not have tags. This includes a wide range of props from flashlights, to glow-sticks, to hats to flasks to books, and so on and so forth. These things must be disguised to appear in-game, like making a flashlight that looks like a torch, or a weird crafted magical item. These do not need a tag, but also cannot be stolen. Do not take people's out-of-game stuff.

Item Levels

Items will usually have levels applied to them.

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

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

As a note: you cannot use any skills or abilities (unless specifically stated) to repair items with an Item Level of 0 on mods or out of town. The only way Items with an Item Level of 0 can be repaired is with a 10 minute rest in town. Only items crafted with an Item Level can be repaired by smiths (or other in-game abilities).

Repairing Broken Items

Items can be "broken" with abilities in-game, for example: Shatter Weapon will "break" a weapon so that it is unusable until repaired. Any smith can repair any item with an item level of 1 or higher.

This is explained further in the Smithing ability, later in the rules. Level 0 weapons and items simply get better with a 10 minute rest.

Weapons

Weapons are used in Exile, as with many LARPs, to hit people. You can use any weapon as long as it meets our safety specifications. We reserve the right to refuse the use of any weapon at weapon inspections.

Weapon Inspections

We require that any weapon we have not inspected be presented during sign-ins for our GM's to inspect. From there, we will be trying to inspect weapons every 6 months at the most. Please endeavor to bring back-up weapons if you have made something new, in case we have to fail your new one. We will try to lend weapons to people whose weapons have failed inspections, but we cannot guarantee that we have a weapon that you will like.

Boffer Weapons

Boffer weapons are those made from PVC pipe, insulation, and duct tape. All boffer weapons must be made with 3/5ths inch thick pipe insulation, and have a thrusting tip of at least 2 inches. If you have not made boffer weapons before, please message a GM or post to our Facebook page to ask for guidance. While you can put a lot of effort into a new weapon, if you have not had your weapons approved at Exile before, you run the risk of having your weapon turned away for safety issues.

Latex Weapons

Latex weapons are usually ordered from different suppliers online. We approve Latex weapons on a case by case basis, though we have a small list of ones that we will nearly always approve on our site. Weapons that are deemed too hard, either through their make or degrading over time, will not be approved. Homemade latex weapons are also approved on a case by case basis.

Ranged Weapons

Exile uses coreless boffer/latex props for thrown weapons like knives, rocks, axes, or spears. These are, essentially, boffer or latex weapons that do not have any hard pieces to them, like a pipe in the core.

When it comes to arrows, Exile uses packet archery, using "spell packets", which are essentially little squares of cloth filled with birdseed and tied with rubber bands.

We do not allow LARP arrows at Exile. These are arrows with soft, pillowed tips that are fired from real bows with low draw poundage. These cannot be used at this game.

If you use wands/guns/bows, which is to say: ranged weapons that you hold in one hand while throwing a packet with the other hand, the weapon you hold in one hand **MUST** be combat safe if it is over 8 inches long. Any larger and it must be made to be combat safe. If your ranged weapon is not combat safe you may **NOT** block with it.

Weapon Sizing

Short weapon	No smaller than 12 inches with a pipe core. No longer than 40 inches.
Long Weapon	No smaller than 40 inches with a pipe core. No longer than 60 inches.
Staff/Polearm	No smaller than 60 inches with a pipe core and a wooden dowel center. No longer than 72 inches.
Shield	Shields should be no smaller than 12 inches for small shields or "punch bucklers". (Note: Despite the name, you may not punch or strike with shields at Exile.) They should be no larger than 36 inches across at their farthest points. Shields must be padded around the edges at the very least.
Thrown Weapons	Thrown weapons (rocks, daggers, spears, etc.) must be made entirely out of foam (with duct tape or paint coating) and may not have a core.
Spell Packets	Spell packets are made from pieces of cloth, usually no larger than 4 inches wide, with about two tables spoons of bird-seed in them. Packets can be made out of foam. Do not stuff packets with anything BUT bird-seed. (No sand, foam balls, rice, etc.)
Ranged Weapons	These are weapons that you hold in one hand so that you can throw packets with the other. These can be bows, wands, guns, crossbows, etc. If you intend to STRIKE with your ranged weapon in combat, it MUST be at least 12 inches long, no longer than 72 inches, and be made to be combat safe. If you intend to only ever hold it and fling packets, it may be no longer than 8 inches, and cannot be used to block other weapons.

Searching and Stealing

You can search people or buildings, looking for things that you may want to take. When someone is dead you may search their body. An important rule to remember is to not be a jerk. Do not go through out-of-game bins or bags if you are looking through buildings. Do not take things that are not game items.

Searching Dead Bodies

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 Minions

It takes a 30 second count to search a dead or unconscious NPC Minion. These are NPCs who Respawn, or have no names. If the NPC has loot to give you, they will give you the items then. Remember: 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. If someone searches your body, please be honest when they are robbing you blind.

Stealing

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

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

If you steal something that you know is a plot important item (like a sword that is needed to win the event, or whatever), you MUST TELL THE GMs within the hour. If something is stolen that is a plot important item, and it is not reported to the GMs within an hour of it going missing, a new tag will be printed for it and returned to the original holder. This is to ensure that nothing brings the flow of the game to a halt while we try to find the Ancient Sword of Broderick, needed to complete the Ritual of the Stars, or whatever.

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

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

Storing Out-of-Game Gear

Since people can search through buildings, and they are all considered to be in-game, we recommend leaving things like your real money/wallet locked in your car. We have never had an issue with player theft, but it is always better to be safe rather than sorry. Store out-of-game things, like clothes, medications, food, and so on in containers that are marked as out-of-game, so that people who may be sneaking through your building know that these are not things they can go through.

Also, though, don't store game items (coin, components, magic items, etc) in your out-of-game bins. Obviously we cannot police this, but be reasonable in how you store things to avoid confusion.

Searching Buildings

You can go through in-game containers and furniture and the like when in buildings. Do not go through tupperware bins, as they are used to store out-of-game things in the buildings. You can look through for components or coin, and these things are fair-game for theft.

Note: if you constantly steal from your fellow Exiles, they are well within their rights to arrest your character and either have them killed or sent away. Just because you are a PC, does not mean that you are immune to consequences, and if you are stealing from people, you may have to retire your character if you are caught and run off.

Character Creation

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.

Below is an outline as to how to make your character, with more detailed explanations of how to do each thing in their own section of the rules.

Step 0: Read the Rules

Seriously. I know everyone says, "Read the rules, first!" but our rulebook short, 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: Backstory and the Lorebook

Creating a backstory is important, as it gives your character a purpose and goals and drives, etc. 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.

Make sure to pick where your character is from. The list of our kingdoms is in the Lorebook, which you can find on our website ExileLARP.com, or through our Facebook.

Step 2: 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 3: 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 Paths start with no levels.

Step 4: Choose 10 Abilities

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 4.5: Note Passive, Augment/Defense, and Per Rest Abilities

As you go on in your character's career, you are able to choose Passive Abilities (maximum 5), Augment/Defense Abilities (maximum 5), and Per Rest Abilities (each ability has it's own maximum cap). You may want to look through these at character creation and see if you want to purchase any, or if you want to take some later, note their pre-requisites to be sure that you can take them in the future.

Step 5: Choose a Profession

You can choose one crafting/ceremony ability to be your Profession Ability. This is an 11th levelable ability that gets special bonuses as you level it. You can also choose crafting/ceremonies as any of your 10 basic Abilities, but these will not receive bonuses. See the Profession section for more details.

Step 6: 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 abilities, class paths, hit, magic or skill points, and feats.

You can start with no leveled ability or class path higher than level 3.

Step 7: 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 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: Send it to the GMs

Go on the website and use the forms to send your backstory and character sheet over to the GMs so we can get everything in the system! We go through the backstories so we can use things from them, and check your sheet math before you sign in!

Step 10: GO PLAY!

Have fun! Remember, we are all out playing a game, so be sure to meet and greet your Villains and Enemies after the event!

Leveling a Character

Each event you will earn Experience Points that can be used to make your character more powerful.

If you PC all event, you earn 500.

If you NPC, either for a shift or the entire event, you get an additional 100 XP.

If you stay for Sunday cleanup, you get an additional 100 XP.

Turn in Your Character Sheet

Each event you must turn in your character sheet and bag. Don't put anything in your character bag that you want to get back. You don't turn in coin or unused components. Only turn in your sheet, or item tags that need GM attention. If you don't hand in your sheet, you still get your experience points for that event, but anything you learned that event will have to be re-learned.

Training

You can purchase ANY ability for which you have the prerequisites. You do not need a trainer. As long as you have the available experience points. However, they will not be available until the next event. If you find someone to train you in your abilities, and you have the available experience points, you can use it immediately. It takes 10 minutes of in-game roleplay with your teacher to learn an ability. A player who is teaching can teach multiple people at the same time, taking only 10 minutes to train as many people as want to learn that ability. The person doing the training MUST have a higher level of that ability than you, or more of that feat than you do.

Leveled Abilities (Class Paths, Abilities, Profession)

An ability that can level 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 of these abilities once per event (though you can level multiple different abilities in an event.)

Crafting/Ceremony Abilities

When you take a level in a crafting ability, you get one free recipe from that level. All other recipes can either be bought with Incentive Points, or taught to you by someone who knows them. It takes 10 minutes of roleplay to learn a new recipe, or simply pay 10 IP and the recipe is yours.

Augment/Defensive Abilities

You can only have a maximum of 5 Augment and/or Defensive abilities. That means you can have 3 Augment and 2 Defense, or 4 Defense and 1 Augment, but NOT 5 Augment AND 5 Defensive abilities. They cost 200 XP each to purchase.

Per Rest Abilities

Each Per Rest Ability has it's own cost. Some have prerequisites. Each individual Per Rest Ability has it's own maximum. See the Per Rest Ability Section for more detail.

Passive Abilities

You can have a maximum of 5 passive abilities. They cost 200 xp a piece to purchase.

Buying Points

You start the game with 10 HP, and then 10 additional points to spend on Hit, Magic or Skill. After that, you can also purchase more. **Your first purchased point of a type costs 25 XP, the second costs 50, the third 75, and so on, each costing 25 x (Whichever Point It is) . If you buy your first bought HP, it costs 25. Your first bought MP ALSO costs 25, and the same for skill.** The scale starts anew for each point.

RACES

How to Choose a Race

You will find that there are not many races to choose from in Exile. The races listed cover most fantasy tropes you can imagine, with each race encompassing a lot of similar options. Your interpretation of the race is important. For example, cat kin or lizard folk or bird creatures all fall under the umbrella of Anarathi. Trolls, orcs, goblins, etc. all fall under their own as well.

We encourage you to bring your own interpretation of flavor to the game. If you want to be a nature spirit, you could be a Anarathi with magic powers, or if you want to be a dark-elf you can be an elf with dark tattoos, vs a woods-elf with a pattern of leaf tattoos. As long as what you are doing does not clash with the costume requirements of the race (a green Demon, for example, as their base racial requirement is that they have orange, is not ok) you can bring your own flavor to the very basic and simple racial layouts.

If you want to change a core costume requirement, you can with the "Costume Change" Incentive Reward. It costs 80 IP and you MUST get your change approved by staff before applying it. These are approved on a case by case basis. Note that without a good in-game reason for the change, we are unlikely to approve a racial change that makes others unable to recognize your race at a glance.

Racial Abilities

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

The additional abilities come with a cost.

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

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

Anarathi

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

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

10 IP: Insect Anarathi, like bugs and arachnids.

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

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

Life Span: 50 - 70 years.

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

Demon

Demons are believed to have descended from soulless monsters of the same name. Centuries ago they were creatures to be summoned and controlled, but their mortal descendants are as much a part of the world, now, as any other race. Still, they seem slightly disconnected, spiritually, than their fellow humanoids. They have abilities to manipulate the souls of others, using their own soul-energy to power their magics.

There are those in the world who believe that the demons are evil and a plague on the other mortal races. Others view them as a strange addition to the world. Despite having been on the world and mortal for over two thousand years, some demons still see themselves as a refugee race, feeling apart from those around them.

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

Life Span: 30 - 40 years

Required Costume	At the very least, you must have orange tinged skin, around the edges of your face, and your eyes, as well as various orange shadings on visible skin. You can be entirely orange.
Base Ability	At the cost of two of your hit points, you can restore one point to another character who has lost points to Fracture. Points that you lose in this way are restored at sunup. A character can only benefit from your ability once an event.
Weakness Weak Soul	You cannot resist, in any way, becoming a controlled animate. Nothing defends you from this.
Weakness Bonus Agent of Chaos	Once per hour you may flip a coin. If you win the toss, you instantly rest back all of your abilities, as though you had had a ten minute rest. You can only do this if you are completely out of combat. If you lose the toss, you may not try again for an hour.
Additional Costuming Demonic Visage	You must have at least two costume components from the following list: orange nails, full paint, horns, or black eyes.
Costume Bonus Conduit of Chaos	If someone else strikes you with a spell, you may spend 2 magic or 2 skill points to copy the spell and deliver it to someone else with a packet/your weapon. If that spell was blasted, you can call "blast!" and re-blast the spell. You cannot strike the original caster (unless they are standing in blast range for the blast portion of this.) You cannot augment this ability.

Dragorian

Dragorians are said to be descended from an ancient race of powerful dragons. Dragons no longer exist on the world, except in the form of ancient fairy tales, and their humanoid children's' children. Dragorians are a sorcerous race, imbued with natural magic. They are so connected with the world and the elements that they find themselves able to express this in their arts, be those arts special crafts, song, magic, or war.

Each Dragorian embodies one of the elements that make up the world: earth, air, fire, water, light and dark. At a glance it is easy to tell Dragorian apart: earth have brown and green coloring, air have yellow, fire have red, water have blue, light have white and dark have black. Unlike Anarathi, Dragorians' element seems partly connected to where they are born in the world. So, while you can find earth Dragorians' born near the sea, it is much more likely that you find water Dragorians. This is not a hard rule, though it does seem to be a partially predictable trend.

The light and dark variants are much more rare than the other four, and as such cost Incentive Points to play. It is very rare to encounter a light or dark Dragorian, much like someone with albinism in the real world.

10 IP: Play a Light or Dark Dragorian.

Life Span: 70 - 90 years.

Required Costume	You must have scale patterns, even if they are minor, and at the very least must have a highlight color of the element that you have chosen on your prominent features (eyes, brow, etc.)
Base Ability Elementally Imbued	When swinging a melee weapon and when casting damaging spells, you may add your element as a damage type. Example: Fire Dragorians can swing their weapons for "One fire!"
Weakness Elemental Weakness	You take double damage from your opposing element. (Fire vs Water, Air vs Earth, Light vs Dark)
Weakness Bonus Elemental Strength	You have damage reduction 1 against your element, to a minimum of 0. So creatures doing "1 Water!" in melee do zero damage to you. Or a "Bolt, 4 water!" would only do 3 damage to you.
Additional Costuming Draconic Visage	You must have at least two costume components from the following list: vestigial wings, vestigial tail, horns, full body paint, 3D scales, or claw-like nails.
Costume Bonus Elemental Blast	Once per rest you can do a blast of 5 damage of your element to everyone in your weapon's reach.

Elf

Tales tell of centuries past, when the world was together and brimming with wild magic's, and when elves lived for hundreds of years. Within the past two centuries, each generation of elf was horrified to note shorter lifespans than their parents. These days, though still the longest lived race on the planet, many resent their short 150 years.

Despite that, elves are hailed as a race brimming with natural magical energy. Attunement to the ambient magic's of the world makes elves easy to enchant and difficult to disenchant. Some choose to channel it into a magical career, others into crafting, adventure or combat. Their long lives still grant them an almost ethereal air of wisdom to their shorter lived fellow mortals.

Many elven clans and families have a familial tradition of matching tattoos. In different kingdoms the families may have different patterns and practices in their design, but the world over, most elves receive their first tattoo before they turn ten and they wear the designs with pride.

Life Span: 110 - 150 years.

Required Costume	You must have pointed ears. These can be the small tips or the long points.
Base Ability Longevity	Once per rest you may take a test with Advantage.
Weakness Magical Attractant	Magical maladies (curses, hexes, detriments) that need a ceremony to cure take double the amount of components to cure. If the curse has a time limit, it will not naturally run out on an elf. It has to be removed.
Weakness Bonus Magical Metabolism	You can consume a component of any level to heal you 1 HP, MP, and SP per level of the component.
Additional Costuming Family Markings	You must have tattoos on each exposed limb (neck, face, hands, arms). These can be any color and cover as much of your skin as you would like, and can be detailed or bold, however you would like them to appear.
Costume Bonus	You may have two ceremony effects from the same path on you at the same time (rituals, conjuring.)

Grok

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

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

Life Span: 20 - 30 years

Required Costume	Must have green shading on prominent features, such as eyes, cheeks, neck, hands, etc. Can be light shading, or can be full face paint.
Base Ability Sinuous Strength	Whenever you deliver a killing blow, your next attack be it a spell, weapon or ranged deals and extra 3 damage.
Weakness Claustrophobic	You cannot rest indoors.
Weakness Bonus Tree Hugger	If you are in contact with a plant taller than you, and with a trunk wider around than a circle made by your thumb and forefinger at least at the base, you can heal 1 HP per 10 seconds.
Additional Costuming Natural Visage	You must have two features from the following list: tusks, full green paint, a long, hooked nose, bark-like 3D skin, mossy hair, or fangs.
Costume Bonus Regeneration	You can channel energy for 20 seconds and re-grow a severed limb. Once per rest you can channel energy for 60 seconds: choose to heal 5 skill OR magic points.

Human

While once it was believed that Humans, Dwarves and Halflings were different races, it has long been known that this is not the case. Differences between the distinctions can be largely attributed to cultural preferences, or simple visual differences. All of these "races" (dwarf, halfling, human) are able to breed and produce fertile offspring, and in this century are known to be one race with many different cultures.

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

Life Span: 40 - 60 years.

Required Costume	Appear to be human.
Base Ability Stubborn	Once per instance of Mind Control, Dominate, Animate Dead or Possession (ONLY applies to abilities with these names, NOT abilities that you think are similar) you can call "Stubborn" and be free of the control for 3 minutes.
Weakness Stubborn	You may take a 6th Augment/Defense Ability. OR You may take a 6th Passive Ability.
Weakness Bonus Stubborn	If you choose to take a 6th Augment/Defense, you may only have 4 Passive Abilities. If you choose to take a 6th Passive, you may only have 4 Augment/Defense Abilities.
<p>Due to easy costuming, humans do not have an "additional costume" ability.</p>	

Rare Racial Templates

The Rare Racial Templates are for races that are few and far between in the world.

As such, they cost Incentive Points to play. See the section on Incentive Points for more detail.

Rare Racial Templates are taken in addition to your base race, and have some restrictions as to their flavor and play style.

The Rare Racial Templates are templates that allow for a lot of different styles and flavors to add to your character. They can be strange curses garnered through your backstory, or perhaps a blessing from above, or an odd family trait. If you want to play a lich-like character, you might choose to be an Awoken, which is the undead template, or if you want to be touched by strange magics, you might choose Ethereal.

Like base races, the flavor for your race is up to you. You can have been cursed by a wizard, or believe yourself to be blessed by your god/gods. When you choose a rare racial template, you must have it approved by staff. This exists solely to be sure that your cause of receiving this template does not clash with the world as it exists.

Costume Requirement	These are costume requirements that you must wear IN ADDITION to the base race's costume. If something would clash with your base race you can ask for advice on how to tweak and adjust to have your makeup convey the spirit of the racial template.
Racial Weakness	This will be a weakness that you take IN ADDITION to your base race's weakness (if you took it). This does not replace your base weakness.
Name of the Weakness	
Racial Ability	This is an ability that you get in addition to the rest of your race's abilities.
Name of the Ability	

Awoken

Costs 40 Incentive Points

This Template can be applied to any basic race.

You may choose this template at Character Creation.

You can become an Awoken through Gameplay and IP.

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

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

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

Costume Requirement	Their natural racial features are highlighted by black and gray shadows. Their eyes are sunken and black, their cheekbones stark and pronounced. Any bright colors that may have once existed in their hair or skin will be a muted form of that color. Their nails are often black.
Racial Weakness	Alchemy does not work on the Awoken. Nor does Surgery. Only magical healing can repair their form. NOTE: The big danger of this is that the easiest way for an Awoken to replace missing limbs is often through death and resurrection.
Blood Runs Cold	Awoken count as Undead for the purposes of Wrath.
Racial Ability	Awoken have no metabolism: poisons do not affect them, nor can they suffocate. 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. And they only take 1 Fracture damage when they are ressurected.
Dead Set	Awoken do not age.

Ethereal

Costs 50 Incentive Points

This Template can be applied to any basic race.

You may choose this template at Character Creation.

You can become an Ethereal through Gameplay and IP.

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

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

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

Costume Requirement	Your skin must have swirls of deep blue, purple and green, with a slight shimmer to the skin-tone. Your hair can be brightly colored with blue, purple and green. Some races' base traits will be completely overshadowed by those of the Ethereal. You MUST glow in the dark. (Any color but Green or Orange.) Any costume pieces like horns, wings, tails, etc. must be mangled and twisted, and colored in this fashion.
Racial Weakness	All negative magical effects that strike you have their numerical component increased by 2. So, "Bolt 4" hits you for 6 damage, "Whirlwind 3" makes you spin 5 times. "Drown, 10 seconds" would effect you for 12 seconds. This does not effect ceremony times.
Lightning Rod	
Racial Ability	All positive magical effects that strike you have their numerical component increased by 2. So, "Heal 4" heals you 6 Hit Points. "Shield 10" gives you 12 points, "Bolster 3" grants you 5 temporary hit points. This does not effect ceremony times, nor does it return more fracture points (lost through resurrection or the like), nor does it apply to basic weapon damage that is typed (so someone swinging a sword for Fire Damage does not hit you harder). It DOES, however, effect other racial abilities that would heal points.
Magical Conduit	

Half Breed

Costs 50 Incentive Points

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

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

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

How This Works

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

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

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

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

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

Classes

In Exile there are three classes: Mage, Rogue, and Warrior. Each of these classes have different options that you can choose from to customize your character. Some are bonuses to different basic Abilities, others are special abilities. You will want to look at the kinds of abilities you want to take before taking the classes that best fit your Ability choices.

Choose Two

You choose two class paths. You can mix and match (Rogue/Mage, Mage/Warrior, Etc.) Or you can choose the same class path twice. Some Per Rest Abilities require you have a certain class path, so be sure to take that into account.

Leveling Your Class

Class Paths, like Basic Abilities, cost $100 \times \text{Level}$ to purchase. (Level 1 costs 100, 2 costs 200, etc. It costs 1,500 Experience Points to level a class path to 5.)

Levels 1, 3, 5

Levels 1, 3, and 5 have a list of options from which to choose. You cannot take the same option twice. If you take the same Class path twice, you still cannot choose the same option twice.

Levels 2, 4

Levels 2 and 4 have a different list of options, and you make take these more than once. You can, concevably, take the same option up to four times, if you take the same class path twice.

Mage Class Path

Levels 1, 3, 5

Choose one of these options at levels 1, 3, and 5. You cannot choose the same option twice.

- Spiritual Anchor** Subtract 5 minutes from the time it takes you to resurrect someone to a minimum of One Minute
- Mobile Shield** You may WALK at a heel-to-toe pace while protected by shield magic.
- Echo** When you are struck with a basic spell, you may spend a MP, and call "Echo!" and the spell name, throwing a packet and striking a new target.
- Arcane Familiar** Bind with a small creature. Carry a stuffed animal with you. It can carry an extra effect, for example from Rituals or Conjuring, for you. Just one.
- Orb of Negate** You can spend a magic point to use your Negate Magic ability on an ally in weapon's reach. (Negate Magic ALSO costs a point to use, for a total of 2.)
- Skillfully Magical** You may use skill points as magic points (not the other way around).
- Controlled Chaos** You no longer take damage from your OWN chaos spell if your target tries to target you with the secondary effect. You can't target yourself as the primary target.
- 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.
- 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 syllables.

Levels 2, 4

Choose one of these options at levels 2 and 4. You can take these options more than once.

- Force** Add 2 steps to your Gust. Add 2 spins to your Whirlwind. Add 5 HP to your Shield.
- Damage** Add 1 Damage to your Bolt, Drain, and Chaos.
- Healing** Add 1 point of healing to your Heal and Drain. Add 1 point to your bolster.

Rogue Class Path

Levels 1, 3, 5

Choose one of these options at levels 1, 3, and 5. You cannot choose the same option twice.

- Dual Strike** When you use a skill, you can use it for free, immediately, with your offhand weapon, on a different target.
- Shadow Strike** You may use a skill while hiding and remain hidden by spending an additional Skill Point.
- 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."
- Wing It** You may take any test using your highest Rogue level. Even if you do not have that test ability. But if you fail, it counts as a botch.
- Hide Other** You may hide another person within weapons reach with you when you hide/vanish, both at your level in hide. This costs an additional Skill Point.
- Come With Me** You may take another person with you when you sprint or stealth. This costs an additional Skill Point.
- Magically Skillful** You may use magic points as skill points (not the other way around).
- Test While Hidden** You may take a test while hiding. No matter the outcome when you draw a card you become visible.
- Efficient Killer** Your killing/stunning blow count is reduced by three seconds.

Levels 2, 4

Choose one of these options at levels 2 and 4. You can take these options more than once.

- The S's** Add 1 step to your Stealth and Sprint. Shorten your search by 5 seconds.
- Pocket Sand** Add 1 to Throatshot, Hamstring, and Bonk, add a swing to your Gang-Up, add 1 damage to Scape Goat.
- Ranged Damage** Add 1 to your ranged damage

Warrior Class Path

Levels 1, 3, 5

Choose one of these options at levels 1, 3, and 5. You cannot choose the same option twice.

Cunning Commander	You may grant your command bonus to two people at once.
Self Surgery	You can perform Surgery on yourself.
Double Throw	When you throw someone, you may throw a second target, if they are in weapons reach. The second target MUST hit a different target than the first, and they cannot hit each other.
Unstoppable	Whenever an effect dealing 5 or more damage would drop you below 1 hit point, instead it drops you to 1 hit point.
Vengeful	You may choose two types when you take the wrath passive. If you already have the wrath passive, you may choose a second type it applies to.
Take a Hit	You can apply Intercede to ranged abilities in addition to the norm.
Loud	You can command people at a vocal distance. If they do not hear you, you still have spent the skill point.
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.
Door Breaker	You may use the Strength path in place of Disable Device. This often breaks the device, and can have odd side effects.

Levels 2, 4

Choose one of these options at levels 2 and 4. You can take these options more than once.

Commander	Your command does an additional damage. Return an additional Magic and Skill point with your Inspire.
Brute	Add 1 to the steps your Strength moves people. Add 1 damage to your Throw. Add 1 use to your Duribility.
Brick House	Add 3 to your hit points.

Professions

Your 11th Levelable ability is your Profession. You choose a crafting path (Alchemy, Rituals, Conjuring, Scrolls, Smithing) and each time you take a level of that path, you may choose one of the options below.

For professions, "X" means "your level in your profession ability".

These bonuses apply only to your profession ability. If you have other crafting paths, they do not get these bonuses.

All Rise	You can perform a ritual or conjuring (whichever is your profession) on X people at one time, where X is your level in your profession. You must have a separate component for each.
Group Craft	You may have people help you craft items (Alchemy, Scrolls, Smithing). As long as each has their own components, you may have (X x 2) people helping you. All craft an identical item to what you are making, in the same amount of time.
Clever Crafter	You can use components of 1 level higher to craft. So you can use level 1 and 2 to craft a level 1 item, 2 and 3 to craft a level 2 item, and so on.
Traveling Crafter	You can craft outside of town. You must have a prop that is your "field tools", so a small alchemist set for potions, or a mobile hammer and anvil for smithing, etc.
Super Clever Crafter	You can use components of 1 level lower to craft. So you can use level 1 and 2 to craft a level 2 item, 2 and 3 to craft a level 3 item, and so on. You do not need to have taken Clever Crafter to take this ability.
Batch	You can perform your profession 3 times at once. So if you are creating healing potions, and have the components for up to 3, you can craft them all in the time it would take you to craft 1. The same with conjuring: if you have 3 components and 3 targets, you can do 3 at once. It must be the same recipe for all 3.
Fast Caster	Reduce the time it takes to cast your Conjurations by 20 seconds, or your Rituals by 2 minutes.
Specialist	You can apply a Special Component effect to two items, provided you craft them back to back. Tear the special component in half and attach one half to each item tag that you create.
Fast Crafter	Reduce the time it takes to finish (Alchemy, Rituals, Conjuring, or Scrolls) by 2 minutes to a minimum of 1 minute.
Potency	Increases either one healing or damage effect on an item you create by 2. (Smithing, Scrolls, Alchemy.)

Abilities Overview

Basic Abilities

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

The abilities are listed in a chart in alphabetical order, with a short description, then again with further detail. Anyone can take any of these, regardless of your class.

Magic

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

Skills

Skills cost a skill point to use. On occasion there are other requirements, but these are dependent on the individual ability. See Ability Rules for further details.

Ceremony/Crafting

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

How to Use These Abilities

When it comes to how the abilities are explained, you will see in some cases abilities list things like, "X + 1" or so on. In each case, the "X" is the level you have the ability So, if you have "Heal level 1" which heals for "X + 3", your heal spell heals 4 HP each use.

How to Call Abilities

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!"

In simple terms: you only ever call the number that matters to your target.

Defense/Augment Abilities

These are abilities that do not level, but will still cost points to use. For example, Parry, once you take it, allows you to spend a skill point to negate a melee ability/strike that has hit you. Or Channel, as an augment ability, lets you spend an additional magic point to cast a spell through your weapon. You can have a maximum of 5 of these, combined. So, a mix of 5 augment and defense abilities. Not 5 augment and 5 defensive abilities.

Per Rest Abilities

These are abilities that you spend and then cannot use again until you have completed a rest. Each ability has its own maximum number, so, you can have only one The Jigg is Up per rest, but you can have up to 5 Blasts. They each have their own costs, as well as pre-requisites.

Passive Abilities

These are abilities that, once purchased, can be used as often as applicable. They cost nothing to use. You can have a maximum of 5 of these.

Basic Abilities

Name	Cost to Use	Description
Alchemy	Component	Various recipes for consumables.
Armor	Special	Grants limited Damage Reduction.
Athletics	SP	Assists in physical challenges.
Bolster	MP	Grants target temporary hit points.
Bolt	MP	Deals magical damage to a target.
Bonk	SP	Makes a target's abilities cost more.
Chaos	MP	Deals magical damage to a target and a "random" second target.
Command	SP	Gives a target a boost to their next attack.
Conjuring	Component	Various recipes for consumables.
Disable Device	Time	Can get past traps, locks, and other devices.
Dispel	Time	Can get past magical barriers and effects.
Distract	MP	Forces a target to pay total attention to the caster.
Drain	MP	Deals magical damage to a target while healing the caster.
Exhaustion	MP	Temporarily reduces a target's maximum hit points.
Gang Up	SP	Grants you and a target temporary extra melee damage.
Gust	MP	Magically forces a target to move.
Hamstring	SP	Forces a target to move slowly for a certain amount of steps.
Heal	MP	Magically heals a target's lost hit points.
Hide	SP	Allows the user to hide.
Inspire	SP	Restores Magic and Skill points to a number of targets.
Surgery	SP	Heals a target over time.
Rituals	Component	Various recipes for lasting rituals, including resurrection.
Scape Goat	SP	Deal damage to a target while mitigating damage to yourself.
Scrolls	Component	Various recipes for consumables.

Search	SP/Time	Used to find a hidden target, door, or messages.
Shield	MP	Grants a magical shield.
Smithing	Component	Various recipes for items and devices.
Sprint	SP	Used to move quickly on the battlefield while taking no damage.
Strength	SP	Used to force a target to move.
Throat Shot	SP	Used to inconvenience casters.
Whirlwind	MP	Used to make a target spin in circles.

Augment/Defense Abilities

(Each cost 200 experience points to purchase.)

Name	Cost to Use	Description
Channel	MP/SP	Augments Spells or skills, letting them be cast through weapons.
Direct	MP	Augments Spells, removing the need for a packet.
Evade	SP	Used to negate a ranged ability.
Instant	MP	Augments Spells, removing the need for a casting line.
Intercede	SP	Used to take the effect of an ability instead of it's original target.
Negate Magic	MP	Negates a spell.
Overcome	SP	Used to remove a detriment from oneself.
Parry	SP	Negates a melee ability.
Rally	SP	Used to remove a detriment from another.
Speed Strike	SP	Augments Sprint, allowing them to deal damage.
Throw	SP	Augments Strength, allowing it to deal damage.
Transfer Magic	MP	Used to redirect a spell to a different target.
Stealth	SP	Augments Hide, allows you to move while in hide.

Passive Abilities

(Each has it's own cost to buy.)

Name	Cost to Buy	Description
Bloodletting	200	Switches your drain's Heal/Damage effect.
Concentration	400	Allows you to continue casting through damage.
Coup De Grace	100	Shortens your killing blow.
Damage Type	100	Adds two types of damage to your spells.
Detect Potion	100	Allows you to sense if something is poisoned.
Escape Artist	100	Allows you to escape from bonds.
First Aid	100	Allows you to ascertain someone's health.
Lore	100	Gives you information during gameplay.
Sense Magic Read Item	100	Tells you if something is magical, or what it does.
Wrath	100	Gives you extra damage against certain enemies.

Per Rest Ability

(Each has a separate cost.)

Name	Cost to Buy	Maximum	Description
Blast	200	4	Causes a spell to hit everyone in weapon's range.
Confuse	200	4	Forces a target to fight a second target.
Death Blossom	200	4	Delivers a killing blow to all in weapon's reach.
Durability	300	1	Grants the ability to negate damage, works with armor.
Endure	300	2	Heals you when you hit zero hit points.
Goad	100	5	Forces a target to fight you or flee.
Intimidate	100	5	Forces a target to fight anyone but you.
Iron Body	700	1	Lets you fight to negative your maximum hit points.
Reflect	200	3	Negates a spell and makes it hit the caster instead.
Snap	200	3	Deals damage at the cost of your weapon.
Swordplay	200	4	Disarms an opponant.
Take Cover	100	2	Used to take all damage from everyone around you.
The Jigg Is Up	500	1	Used to disappear a large amount of allies at once.
Trip	200	5	Makes an opponant fall down.
Warcry	300	3	Either goads or intimidates multiple targets.
Vanish	200	4	Allows you to disappear from plain sight.

NPC ONLY ABILITIES

These are abilities that you will only ever see from NPCs, but are pertinent to mention here. Some of these cannot be resisted in any way, and are used to manipulate a battlefield or for safety's sake. If a usually un-resistable ability is, for some reason, resistable, the GM will say so. Do not stop game-flow to ask if a usually un-resistable ability can be negated.

Name	Resist?	Description
Blind	Resistable	Treated as a detriment, Blind makes you unable to engage in combat. Do not flail your weapon wildly, as that is unsafe. Either resisted as a spell (if cast like a spell) or like a ranged mundane attack, depending on how it is used.
Deafen	Resistable	Treated as a detriment, Deafen makes you unable hear commands. You cannot benefit from Rally, Command, or Inspire. Nor can you be Goaded, Intimidated, or Confused. Either resisted as a spell (if cast like a spell) or like a ranged mundane attack, depending on how it is used.
Fracture	Melee Resistable	This ability deals a point of fracture damage to a player.
Knockout	Melee Resistable	This ability instantly puts a player into a Stunning Blow.
Mind Control	Resistable	<p>This ability puts you at the command of an NPC character. It can be resisted like a spell. Unlike other detriments, this can only be dispelled, and no other form of detriment removal will work. You must follow the orders of whomever is controlling you, and are compelled to do so as well as you can.</p> <p>While you can do the thing where you craftily obey (for example, if they say, "Deliver this message" but do not tell you to return, you deliver the message and stay there), check with the person who cast the spell to see the level of control.</p>
Possession	Resistable	This ability can be resisted like a spell, but if you do not resist it, nothing short of a 10 minute dispelling ceremony will remove it. You will then be role-playing the creature that is possessing you. You will get instructions from the GM/NPC, and will make every effort to follow those instructions. Unlike mind control, possession has you playing a different character, while your character screams at the back of your mind, locked away and unable to do anything.

Roar	Un-Resistable	Usually accompanied by a number, Roar makes everyone takes that many steps away from the person who called it. This ability is almost always used to give an NPC some space in battle, and cannot be resisted or mitigated.
Sever Limb	Melee Resistable	This ability delivers a detriment that makes you unable to utilize the limb struck until the detriment is removed. You must either hop, or move at a heel to toe pace if it is a leg, or drop all things held in your hand if it is an arm. Roleplay intense pain. Neither Rally nor Overcome can negate this. Surgery is the main avenue to repair this, though there are other things in game that can also do so.
Shift	Un-Resistable	Used either for safety or as a way for GMs to manipulate the battlefield, Shift will be accompanied by a direction and number of steps. On occasion, this can be resisted, though a GM will say as such.
Slay	Melee Resistable	This ability instantly drops a player to zero hit points.

Basic Abilities

Alchemy

Type: Crafting

Cost: 5 minutes and a component.

Alchemy creates alchemical potions that have an instant effect when taken. You can make these items ahead of time and carry them with you onto modules and adventures.

It takes 5 minutes to craft an alchemical potion. You take that time to fill out the ceremony component, and affix it to the phys rep that you are using to be your alchemical concoction. It takes 10 seconds of miming taking a potion to do so, and you must count those seconds out.

Potions last until used.

These can be anything from little bottles, or a small container of pills, to bottles that look like beer, or casks of special oils; whatever kind of alchemy your character would use. Your character's flavor is up to you, provided you have the phys-reps and role-play both making the alchemical potions, and role-play utilizing them.

You can give your potions to other people to use, sell them, or use them yourself.

Level 1

Basic Healing Potion Regain 10 Hit Points

Luck Potion If consumed directly before performing a test that the recipient can already perform, their Test Number is increased by one (1).

Logic Potion Ask an out of game GM that is nearby if an action is a good or bad idea. They can choose to give you no information if you do this too often on a mod. Use common sense.

Level 2

Anti-Venom This potion cures you of any alchemical effect that is not a toxin.

Truth Serum The recipient of this potion is compelled to answer the next five questions truthfully.

Rescue Gives you the strength to carry two inert bodies at a run as long as you are retreating from battle.

Level 3

Coping Potion Removes a detriment

Alacrity Once consumed, you gain a use of sprint 10, which you must use immediately.

Major Elixir The recipient of this potion regains 5 Skill Points and Magic Points.

Level 4

Major Healing Potion Heal 20 Hit Points.

Dragon's Breath Gain a use of Fire Breath 10 (10 Fire Damage to all in weapon's reach in a 180 degree arc in front of you.) Must be used within five seconds of drinking.

Clarity Draught Use to remove a mind control effect on someone. This can be administered to a target that has been brought to 0 HP, or hit with a Stunning blow, OR taken willingly within 10 seconds of being controlled.

Level 5

Regrow Limb 60 seconds after drinking this potion a severed limb will re-grow.

Revival Feed this to a target who has been struck with a killing-blow within 20 seconds and they will heal to 1 HP without taking the death.

Heroism Restore the use of any one "Per Rest" ability. This potion can only be taken once per rest.

Bolster

Type: Magic

Cost: Magic Point, Casting Line

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

Type: Magic

Cost: Magic Point, Casting Line

Target struck with packet takes X + 3 damage.

Bonk

Type: Skill

Cost: Skill Point

Target struck in melee spends an additional point for the next X + 3 abilities they use. This applies to skill or magic abilities, and the target spends whichever point is applicable. For level 1 "Bonk", you would call, "Bonk, 4!"

Chaos

Type: Magic

Cost: Magic Point, Casting Line

Target struck with packet takes X + 2 damage, and then deals X + 2 damage to a second target in their weapon reach (first target's choice). The second target can be the initial caster.

Command

Type: Skill

Cost: 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. This can be applied to ranged damage. This does not stack with other abilities (for example, you cannot use command damage in conjunction with Speed Strike.)

To do this, call "Command X!" and indicate an ally within weapon's reach verbally. Example, "Command 3, Sebastian!" This is an open ended effect: you may call this on an ally without an enemy in sight, and the ally can wander off to use it. When the ally delivers the damage, they call, "# DAMAGE!" Where the number is X plus their basic weapon damage, the ally does not say "Command".

Conjuring

Type: Ceremony

Cost: 60 seconds and a component.

Conjuring represents magical effects that take a short amount of time to perform, and last for a short while. Imbuing your weapon with magical fire, or summoning an undead for a time are both good examples. Unless otherwise stated the ceremony lasts until either the recipient has their next rest, or the effect is dispelled, whichever comes first. So, if it is dispelled, it does not last to your next rest.

While performing your Conjuring Ceremony you must have a Component of the Appropriate level, and you must not be struck with any abilities (melee or otherwise.) You CAN do Conjurations during battle. If struck while performing a Conjuring Ceremony, you can either abandon the ceremony, or start again. You do not spend the Component if you are interrupted.

Some Conjurations require specific props (like Circle of Magic, or Animate Dead) and you MUST have the props available.

When performing the Conjuring Ceremony, you should act out the magic, while counting down the seconds. Either by waving your hands and chanting, or however your character would act out magic. Standing still and counting is not immersive. Conjuring is not something that is quiet or sneaky to do. It is a weaving of magical energies, or a hammering of strange metals, or a waving of an arcane crystal. Whatever your flavor is, you must act it out.

You can cast a Conjuring on yourself, another person, or, when applicable, an item. As with all ceremonies, a person/item can only have one Conjuring active at a time. However, if you have two swords, (or a sword and shield, and so on), you can have a Conjuring active on you, as well as each item having one active on it.

Level 1

When casting this ceremony, you choose a spell that you can cast. When you finish casting this ceremony, you place a circle on the ground. It can be cloth, rope, or something physical that is safe to walk on in combat. Do not simply draw in the dirt.

While in the circle, you may cast that spell without spending magic points. The spell only ever performs at level 1 with no bonuses.

Circle of Magic

You can augment the spell with augment abilities. You may cast other spells, but still must spend magic points on them. Only the person who created the circle can cast its spell for free.

Unless the Circle is dispelled, or you complete a rest, you can leave and come back to it and cast its spell for free. You may not be standing in two circles at once, but can have multiple circles on a battle-field.

Imbue	You imbue a weapon with a damage type from the basic 6. This lasts for 6 hours. When that weapon is used in combat, the person wielding will call the damage type with each strike. (Example: "DARK! DARK! DARK!")
Animate Dead	<p>You can turn a dead target into an animated dead creature that obeys you. The person has 10 Hit Points, 5 Magic and 5 Skill, and up to one of their basic abilities per your level in Conjuring. (Thus, if you have Conjuring 3, and use a level 3 component, your target is an animated dead, under your control, with 10 HP, 5 MP and SP, and 3 of their paths that you choose from their sheet.)</p> <p>Some societies view this as an evil act, others see it as prolonging life, and others see it as a mechanical, crafting benefit. This ability comes with heavy role-playing connotations that are up to you to flavor and embody.</p> <p>You must provide a mask and tabbard to your animated dead. You choose, at the time of taking this recipe, whether your animated dead are Elementals, Undead, or Golems, and flavor it from there.</p>

Level 2

Healing Shield	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.
Blood Thirst	When you deliver a killing blow with this weapon, you regain 2 hit points. Does not apply to Ranged.
Intuition	Strike a treasure chest or locked door with this to check to see if it is trapped. If it is, you don't take the effect of the trap, and can then dispel or disable it before trying to open the item.

Level 3

Weighted	This device can be added to a weapon to double the distance that the wielder's strength or channeled gust moves them.
Powersurge	Your maximum Magic OR Skill Points are raised by 5.
Rapid Fire	Reduces load time for special ammunition by 5 seconds.

Level 4

- Prince Phillip's Shield** Shield only: Blasts do not effect you. You may use a Parry to also block a blast for one other person.
- Accuracy** For the duration of the module, you can call DIRECT for your Ranged Weapon Damage as long as you spend 20 seconds each time to reload.
- Health Boon** Your maximum healable hit points are raised by 5.

Level 5

- Astral Projection** Become a Spirit without suffering the negative effect. You end this effect when you "come back to your body" which is to say: when you return to where you projected.
- Soul Siphon** When you deliver a killing blow with this weapon, you regain 1 Magic Point OR 1 Skill Point, your choice at time of use. Does not apply to Ranged.
- Phoenix Fire** Use this to resurrect someone who is dead. They come back at full hit, magic and skill (not full feats), but die again at the end of the battle. The resurrection for Phoenix Fire does NOT cost the player any permanent points, but the subsequent resurrection does.

Disable Device

Type: Test

Cost: Time (Usually 60 seconds)

Perform a test to attempt to disable traps, locks, or other dangerous or hindering devices. You must roleplay for 60 seconds (unless otherwise stated) before you can have a GM draw the test. Taking damage or any combat effect will stop the test. You can restart.

Dispel

Type: Test

Cost: Time (Usually 60 seconds)

Perform a test to attempt to remove magical effects from a person, place or thing. Some stronger magical effects will need a ceremony component to remove them. They will state so. Taking damage or any combat effect will stop the test. You can restart.

Distract

Type: Magic

Cost: Magic Point and Casting Line

Target struck with packet MUST pay complete attention to you for $X + 5$ seconds, where X is your level in Distract. You hold your hand out to them and count down. This ability is canceled if your target or you take damage. They can walk towards you, but cannot take offensive action.

Drain

Type: Magic

Cost: Magic Point and Casting Line

Target struck with packet takes $X + 2$ damage, and you (the caster) heal $X + 2$ Hit Points.

Exhaustion

Type: Magic

Cost: Magic Point and Casting Line

Target struck with packet has their maximum hit points lowered by $X + 3$ until cured.

This detriment is not damage. It does not stack with itself.

Gang Up

Type: Skill

Cost: Skill Point

Choose an ally fighting the same enemy as you are, call "Gang Up $X + 4$ ". If you both continue fighting that enemy, you each add 1 damage to your next $X + 4$ 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 call "Gang Up 4", hit with two of your attempts, but miss with the other two, all 4 are spent.

Gust

Type: Magic

Cost: Magic Point and Casting Line

Target struck with packet moves $X + 5$ steps in any direction of the caster's choice.

Hamstring

Type: Skill

Cost: Skill Point

Target struck in melee must walk at a heel-to-toe pace for the next $X + 5$ steps.

Heal

Type: Magic

Cost: Magic Point and Casting Line

Target struck with packet heals $X + 3$ Hit points.

Hide

Type: Skill

Cost: Skill Point and large, stationary object

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. If someone watches you use the Hide (without using Vanish) they know where you are.

Inspire

Type: Skill

Cost: Skill Point and Time

Restore 1 Magic Point and Skill point to $X + 1$ people in weapons reach. Additional cost: 15 sec of role-play. You may NEVER benefit from anyone else's Inspire if you have this path.

Rituals

Type: Crafting

Cost: 5 minutes and a component.

Rituals are ceremonies that leave a lasting effect on someone.

Unless otherwise stated, it takes 5 minutes to perform a ritual. You must perform a ritual in town or in an area designated as a ceremony site. You take the time to perform the ritual however your character would flavor it. Perhaps they perform blood rituals, tree-hugging ceremonies, reciting of mystical poetry, or perhaps having everyone gather for a drink and performing some mysticism over the gathering.

Each ritual, unless otherwise stated, lasts for 6 hours after it is cast.

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

You should have some sort of visible representation that you have performed a ritual on someone, be it by drawing on their skin, or having a voodoo doll, or having a token that they carry on their person. You flavor your rituals by what you think is appropriate and in-theme for your character.

If you have a ritual effect on you it is REQUIRED that you have the filled-out ceremony component with you at all times.

You can cast a Ritual on yourself or others. Like every other ceremony path, you can only have one Ritual active on you at a time.

Level 1

Resurrection

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

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

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

Strong Soul	If you die with this blessing, and become an animated minion, you will have an additional 10 hit points. If you are resurrected, but had this blessing upon you when you died, your maximum allowable points during resurrection sickness are +4.
Magical Beacon	For the duration, you can give your magic points to someone else at the rate of 1 to 1.
Soul Home	For the duration, you can house an additional soul in your body. If someone dies and their soul would release to the nexus, they can instead follow you around and their perm-death timer is paused. They put on an Out of Game Head band, no one can see them, as they are technically possessing you, but you are in charge. You can only have one spirit/soul along for the ride at a time.
Good Night's Rest	Anyone who tries to interact with you or your possessions in your immediate vicinity MUST wake you up before doing so. Attach the component used for this to a paper with "GOOD NIGHT'S REST" written really big.

Level 2

Slowed Death	The time it takes you to bleed to death is doubled.
Blessing of Mobility	Whenever you are forcibly moved, you may choose the direction.
Mark of Will	If you die with this blessing on you, and then become an animated minion you have free will.

Level 3

Mark of Fortune	Once per test if you pull a fail from the test deck, you can remove it from the deck and re-pull. Does not work on the botch.
Temperance	You cannot be forced to take offensive actions against your allies.
Clarity of Mind	When you are struck with damage, it does not interrupt your testing time.

Shared Fate This ritual is done on two people with one component. For the duration they share beneficial spells if they are within weapons reach of each other. Must call "Shared Fate" to indicate this.

Level 4

Enhance Magic You add 1 to either your healing or your damaging spells. You choose at the time you receive this blessing.

Refresh Soul If you take no damage for one hour after receiving this blessing, you may restore 1 point that was lost through resurrection. You may not receive this blessing more than once an event. If it fails, you may not try again until the next event.

Spiritual Mending Whenever you are healed Hit, Magic, or Skill points, you heal an additional point of the same type.

Memento Vivere If you are killed while under the effect of this ritual, a resurrection loses you no points.

Level 5

Loyalty For the duration, you may parry for other players in addition to yourself.

Compassion You can heal someone else using your hit points at a 2 to 1 ratio. You spend 2 hit points to heal someone else 1.

Ancestral Communion You can either do a lot in one go (spend, for example 10 HP to heal 5 HP) or spend 2 HP at a time to heal 1 HP at a time. This happens with no casting line.

Spirit Bind You may ask 5 questions of a GM. They must all be on the same topic. The GM will answer to the best of their knowledge. Asking the ancestors redundant, rhetorical, or asinine questions, or over-using this ceremony can end the ceremony prematurely, or cause untold damage to your psyche.

Spirit Bind When you are blessed you choose a location. For the duration, that location acts as a second spirit nexus for you.

Scape Goat

Type: Skill

Cost: Skill Point

If you are struck with a damaging effect, you may attempt to strike another target within weapons reach and call 'Scapegoat'. If successful, reduce the damage by X+2 you would have taken and deal X+2 to the new target.

The recipient of Scapegoat may not be the original attacker. You may use this to deal MORE damage than the original attack, if X+2 is greater than the original damage.

Scrolls

Type: Crafting

Cost: 5 minutes and a component.

You can create Scrolls, which are one-use items that carry an Area of Effect ability. Scrolls are considered powerful magic that require a lot of concentration and intricate cantations to utilize.

Your scrolls can be made using various flavors: they can be individual sheets of rolled parchment, different pages in a book, leather hide, or even runes that are "broken" upon use. If you have other flavor to put to your scrolls, feel free to be inventive! It takes 5 minutes to craft a scroll, and when you create the item, you attach the filled out ceremony component to it. Once crafted, a scroll lasts until used.

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

Each scroll must have a 20 syllable casting line. This casting line must be the same every time you cast that scroll, and unique to that recipe for you.

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

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

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

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

You can use a scroll or give it/sell it to someone else to use. That scroll MUST be used with the special casting line of the person who created it.

Level 1

Blowback Knocks all within weapon's range of a target 10 steps away

Cacophony Target and all within weapon's range take a distract 5 on you.

Shackles Target and all within weapon's range take a hamstring 6

Level 2

Celerity Target and all within weapon's reach get an immediate use of sprint 10 in any direction they choose.

Scroll of Courage Target and all within weapon's reach deal 4 additional damage on their next melee or ranged strike.

Silence Target and all in weapon's reach cannot speak for 20 seconds.

Level 3

Earthquake Target and all within weapon's range take a trip effect and fall to the ground for 5 seconds.

Invisibility Purge All people who are hiding in vocal range of you are knocked out of hide and cannot hide again for 60 seconds.

Whirlwind of Healing Bolster's target and all in weapon's range 10 HP.

Level 4

Icy Tomb Target and all within weapon's range are frozen for 20 seconds. They cannot move and cannot be harmed or effected.

Magical Restoration Heal target and all in weapon's range 5 MP and SP.

Pacify Target and all within weapon's reach take an IMMEDIATE swordplay.

Level 5

Rain of Fire Deals 10 fire damage to everyone in weapon's reach of your target.

Renewal Target and all within weapon's range regain 1 use of a feat they expended.

Bedlam Target and all within weapon's reach take a Confuse 10 effect. (Must deal at least 10 damage to the nearest person to them.)

Search

Type: Skill/Test

Cost: Skill point or time

Subtract 5 seconds from search time per level. (No cost)

Use a test path to search an area at the direction of a GM. (No Cost)

Spot a hidden person if their hide is equal to or lower than your Search. (SP cost) You need to have a reason to suspect someone is hiding in the area (you saw them hide, or were chasing them around a building and then they vanished.

Shield

Type: Magic

Cost: Magic point and casting line

Target gains a shield that has $X*10$ HP. Signify this by putting your hand over your head. While in your shield you cannot walk or run, and must stay where you cast the spell. You cannot use any abilities while in a shield. You also cannot be affected by any abilities EXCEPT movement abilities. So, for example, you can be gusted or strengthened. Your shield does not deplete, but someone can, essentially, bowl your shield around the battlefield.

The shield will be negated if you drop your hand, or move. You can talk.

Smithing

Type: Crafting

Cost: 5 minutes and a component.

Smithing can create a number of different items, which can be used in different ways. These are weapons, devices, and ammo. Weapons are things like weapons and armor, devices are items that are useful trinkets, and ammo can be used with ranged weapons.

Each of these items, once crafted, last until used. You must have a phys-rep for each item that you make, and must carry enough phys-reps to represent the tags that you carry with you. It takes 5 minutes to perform a smithing ritual, during which time you should role-play the ceremony. You can only perform smithing ceremonies in town or a designated ceremony site.

The weapons and armor should look like weapons and armor. The ammunition and devices can look however your character would flavor creating devices. Perhaps you are a tinkerer, making clockwork gadgets. Perhaps you are a warlock, bending matter and will to create a trinket that does the same.

These items can be used yourself or traded/sold to other people.

Weapons These are items that are used in combat. They must be physrepped by a combat safe weapon. It can also create armor.

Devices These are devices that have special uses, usually one-use items that can be used independently of other items and abilities.

Ammo These are one-use ammunition that can be used with a ranged weapon (bow, firearm, crossbow, etc.). They have a loading time of 10 seconds.

Level 1

Create Item

Weapon/Armor

You can craft weapons and armor using any level in smithing you have access to, and the appropriate level component. The item you craft is the same level as the component you use.

Item level makes the item more durable in the case of things that would break it. Some special components require a certain item level.

Repair Item

NA

You can repair a broken or shattered item with 5 minutes of role-play in town. You do not need to spend a component for this.

Lock

Device

Requires disable device test and a GM to open. This lock must have a key assigned to it. If you use the key to open the lock you can reuse the lock.

Grappling Hook
Device
Attach a rope to a packet or thrown weapon. This allows you to cross pits or climb walls faster. One use.

Hobbling Shot
Ammo
Makes 3 shots. Target takes a hamstring equal to 4 + your basic ranged weapon damage.

Hurricane Round
Ammo
Makes 3 shots. Target takes a whirlwind equal to 4 + your basic ranged weapon damage.

Level 2

Restraints
Device
Target cannot use the restrained limbs (hands or feet) without a successful escape artist test. GM or other player required. Must be applied to an unarmed target after 5 seconds of reasonable roleplay.

First Aid Kit
Device
Attempt to heal a detriment. Perform a level 2 test. Pass: Remove a detriment from your target. Fail or botch: you fail. This device breaks after one attempt at use.

Knockback Ammo
Ammo
Makes 3 shots. Target struck takes a strength equal to your weapon damage x 2 back.

Concussive Shot
Ammo
Makes 3 shots. Target is deaf until cured.

Level 3

Lock Breaker
Device
Apply this to a lock and perform a test at level 3. If you succeed: you have passed a Disable Test. If you fail or botch, it fails. No matter what, this device breaks after one attempt at use.

Lever and Fulcrum
Device
Use to move rocks or a blocked passage. Apply to the rocks and perform a test at level 2. If you succeed: you have passed a Strength Test. If you fail or botch, it fails. This device breaks after one attempt.

Numbing Shot
Ammo
Makes 3 shots. Target cannot use their dominant hand until the detriment is cured.

Blinding Shot
Ammo
Makes 3 shots. Target is blind for 5 seconds.

Level 4

Cold Iron Grenade
Device

Use to attempt to dispel a magical barrier. Perform a test at level 4. If it succeeds: you have passed a Dispel Test. If it fails or botches, you fail. This device breaks after one attempt at use.

Item Extractor
Device

You can use this device to take the contents out of a smallish container (treasure chest, node, etc.) without opening said container. This device breaks after one attempt at use.

Blasting Ammo
Ammo

Makes 3 shots. Deal a blast of your ranged damage to target and all in weapon's reach of your target.

Scatter Shot
Ammo

Makes 3 shots. The next shot you do deals 2 + your basic ranged damage to all in a 180 arc in front of you in weapon's reach.

Level 5

Sword Brace
Device

Use this device to attempt to fix a broken weapon. Perform a test at level 5. If you succeed, you repair the item. If you fail or botch, you fail. This device breaks after one attempt at use.

Defibrillators
Device

Attempt to resurrect someone whose spirit has not left their body. Perform a lvl 3 test. Pass: they are rezzed at 1 HP, 0 MP, 0 SP, with no rez sickness. Fail or botch: they go immediately to the nearest nexus. This device breaks after one attempt at use.

Pinning Shot
Ammo

Makes 3 Shots. This ammo roots your target in place. Using the Escape Artist Skill, or removing a point level detriment removes.

Seeking Shot
Ammo

Makes 3 shots. These basic ranged weapon shots are each called with Direct.

Sprint

Type: Skill

Cost: Skill Point

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. Everyone else around you can still move, and if they want to chase you they can, but you do not take damage or effects while in a sprint.

Count, "Sprint 5, Sprint 4, Sprint 3.."

Strength

Type: Skill/Test

Cost: Skill Point

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.

At level 1, you may pick up bodies and move at a brisk walk.

At level 3, you may carry bodies at a run.

You can use this ability as a test if necessary in-game. For example: if a lot of rocks need to be moved.

Surgery

Type: Test

Cost: Time

Surgery can be used as a test to cure detriments while outside of combat. It takes 60 seconds and a successful test draw. If performing this test without a GM, simply count Botches as Fails.

While on the battlefield, you can use surgery to heal a target for X hit points per ten seconds. This is non-magical healing. So, count, "Surgery 10, surgery 9..." down to "Surgery 1" And then heal your target for hit points equal to your level in Surgery. This ability only costs time.

Throat Shot

Type: Magic

Cost: Magic Point and Casting Line

Target struck in melee adds $X + 5$ seconds/syllables to their casting line until cured.

Whirlwind

Type: Magic

Cost: Magic Point and Casting Line

Target struck by packet must spin in circles $X + 2$ times.

Target is immune to damage and all other effects for the duration of the spinning.

Augment/Defensive Ability

Each of these costs 200 XP to buy.

Channel

Type: Augment

Cost: Magic Point OR Skill Point

When casting a spell, you can spend an additional Magic 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. You can also use this to add some skill abilities to a ranged weapon shot. The skills are: Throat Shot, Hamstring, Bonk.

Direct

Type: Augment

Cost: Magic Point

You can spend an additional Magic Point. 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.

Evade

Type: Defense

Cost: Skill Point

Spend a skill point to negate the last nonmagical ranged damage or ability that struck you. Includes arrows, poisoned daggers, ranged channeled abilities, etc. Also may evade mundane traps in this manner.

Instant

Type: Defense

Cost: Magic Point

When casting a spell, you can spend an additional Magic Point to cast a spell without saying the casting line. This magic point is in addition to the cost of the spell. Cannot be used with Scrolls.

Intercede

Type: Defense

Cost: Skill Point

Spend a skill point to negate the last melee ability that struck someone in your weapon's reach, including basic weapon damage, and channeled spells. The ability strikes you instead. You can use your own defensive abilities to negate it if you have them.

Negate Magic

Type: Defense

Cost: Magic Point

Spend a magic point to negate a spell that hits you, including channeled spells and scrolls.

Overcome

Type: Defense

Cost: Skill Point

Spend a skill point to remove a detriment from yourself.

Parry

Type: Defense

Cost: Skill Point

Spend a skill point to negate the last melee ability that struck you, including basic weapon damage, and channeled spells.

Rally

Type: Defense

Cost: Skill Point

Spend a skill point to remove a detriment or an enhancement from an ally. Additional cost: 10 seconds of roleplay. Does not work on Sever Limb.

Speed Strike

Type: Augment

Cost: Skill Point

You use Speed Strike at the end of a Sprint. When you use sprint, you can spend an extra skill point to deal damage equal to your level in Sprint to a single target struck with your weapon.

Stealth

Type: Augment

Cost: Skill Point

While in Hide, you may call "Stealth # steps", where "#" is your level in Hide + 5. 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.

Note: If you have Vanish, and Hide/Stealth, you CAN vanish directly into a stealth.

Throw

Type: Augment

Cost: Skill Point

You can choose to use Throw instead of Strength in a combat. Throw allows you to have one target strike another one. Strike one target and call "Throw X" where X is your Strength LEVEL (1-5) and indicate a second target. Your first target moves towards the second and mimes crashing into them, and they both take X damage. If the 2nd target is not within 5 steps, damage is negated and your 1st target can stop moving.

Transfer Magic

Type: Defense

Cost: Magic Point

When you are struck with a spell, you can indicate someone within your weapon's range and call "transfer magic". They are struck with the spell instead. If someone is in your weapon's reach is hit with a spell, you can hit them and call "transfer magic" and take the spell yourself. You can, then, negate the spell with your own abilities if you can. You cannot transfer the spell to the person who cast it.

Per Rest Abilities

Each has a separate cost and maximum.

Blast

Prerequisites: Mage Class, Direct

Cost: 200 **Maximum:** 4

Blast 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

Confuse

Prerequisites: Rogue Class or Mage Class

Cost: 200 **Maximum:** 4

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 close visual range) until they deal that target 10 points of damage, or take at least 10 blocked swings.

Death

Prerequisites: Rogue, Coup De Grace

Blossom

Cost: 200 **Maximum:** 4

You may deliver a killing blow to any or all legitimate targets in your weapon's reach. For each target you kill, you regain 2 SP. You count down Death's Blessing like you would your Killing Blow. (It takes 5 seconds.)

Durability

Prerequisites: Armor Ability

Cost: 300 **Maximum:** 1

You may use this to negate all damage from a melee attack, to include channeled abilities. You may use this a number of times per rest equal to your level in armor.

Endure

Prerequisites: Warrior Class

Cost: 300 **Maximum:** 2

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.

Goad

Prerequisites: None

Cost: 100 **Maximum:** 1

Target Struck 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.

Intimidate

Prerequisites: None

Cost: 100 **Maximum:** 1

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.

Iron Body

Prerequisites: Warrior 4, 5 Bought Hit Points

Cost: 700 **Maximum:** 1

After you call Iron Body, you can then fight until you reach your maximum HP BELOW zero. When you reach that number, you fall unconscious, as though you were at zero HP. While under the effect of Iron Body, you cannot have hit points restored in any way. Iron Body is canceled if you use Endure, or choose to heal yourself. No one can heal you to force you out of Iron Body: a heal simply will not work.

Reflect

Prerequisites: Mage 2, Direct

Cost: 200 **Maximum:** 3

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.

Snap

Prerequisites: Warrior

Cost: 200 **Maximum:** 2

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. If your Snap is resisted or negated, your weapon does not break, but you do expend the ability.

Swordplay

Prerequisites: Rogue or Warrior

Cost: 100 **Maximum:** 4

When you use Swordplay you call it before striking an opponent's weapon. The opponent must drop their weapon. Swordplay can be used to negate Swordplay, or Parry.

Take Cover

Prerequisites: Warrior, Intercede 2

Cost: 100 **Maximum:** 2

You may take the damage for all allies within weapon's reach of you from an AOE effect. (EG: Blast) You can negate each instance that then hits you if you have the abilities and points available.

The Jigg is Up

Prerequisites: Rogue, Hide Other

Cost: 500 **Maximum:** 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 Hide.

Trip

Prerequisites: Rogue

Cost: 200 **Maximum:** 5

You must strike your opponent's leg to use Trip. Your opponent 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

Prerequisites: Rogue 2, Hide 3

Cost: 200 **Maximum:** 4

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 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 the Vanish and are seen. This does not cost a Skill Point.

Warcry

Prerequisites: Warrior, Goad and/or Intimidate

Cost: 300 **Maximum:** 3

All enemies within weapon's reach of you become either Goaded OR all enemies within weapon's reach become Intimidated by you (not a mix of both.) Choose at the time you use this feat. You must have the ability you choose. Call "Warcry, Goad!" and tag all in weapon's reach.

Passive Abilities

Each has a separate cost and maximum.

Bloodletting

Cost: 200 XP

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.

Concentration

Cost: 400 XP

Damage no longer interrupts your spell casting, your scroll casting, or your test-taking time. Movement abilities, or any detriment delivering abilities will still interrupt.

Coup de

Cost: 100 XP

Grace

Reduce the time it takes to perform a killing or stunning blow by X seconds, where X is your level in your primary class.

Damage

Cost: 100 XP

Type

Normally, Spells do non-typed damage, but with this feat you can apply any damage type to your Spells, where applicable. (So, for example, the Gust path does not do damage normally, so it will not become typed unless it somehow starts doing damage.) With each purchase of this ability you may choose two different damage types.

Damage Types: Air, Fire, Water, Earth, Dark, Light

Detect

Cost: 100 XP

Poison

You can detect if an item has had a potion (either a poison or a beneficial potion) added to it. This requires 30 seconds of Roleplay.

Escape

Cost: 100 XP

Artist

It takes you 60 seconds to escape from any bonds that are not a special device. This time is shortened by 10 seconds for every level in Rogue you have (to a minimum of 10 seconds.)

First Aid

Cost: 100 XP

You can tell, after 5 seconds of no combat 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. You can also ascertain whether they have detriments on them.

Lore

Cost: 100 XP

You can use Lore in conjunction with any Leveled ability or Class ability you have. If you want to ask a GM about something, and you would have knowledge of it (because, for example, there is a ritual near you, and you have the Rituals ability), you can do a test to see if the GM can give you more info. You test at the same level of the Ability that you are using Lore with.

So, in the Ritual example, "I would like to know if I know anything about this ritual. I have Lore, and Rituals 4." And then you take a test based on your Rituals level. If you pass, the GM may give you information.

Sense Magic

Cost: 100 XP

Read Magic

After 60 seconds of non-combat investigation, you can sense if there is something magical near you, or on someone/something that is near you. After a further 30 seconds, you can ask what a specific magical effect is.

Wrath

Cost: 100 XP

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. You can take this more than once.

Creature List: Horror, Unliving, Natural, Elemental

Incentives

In Exile, you earn experience points for just signing in. And while there are some experience point rewards, 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:

30	NPCing for the full event
10	NPCing for at least 4 hours.
30	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.

Additional NPC Rewards

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

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

30 IP 100 XP 10 \$ off your event

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

10 IP 100 XP Some Loot

Going on "Patrol"

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

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

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

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

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

Cashing in Incentive Rewards

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
Artifact	150	You can start the game (or acquire) a powerful magical artifact. This is created by the GMs, and if you submit an idea for the item's abilities, know that GMs may have to adjust them to be appropriately powered. Many Artifacts come with a downside, in addition to the power that they grant. Artifacts are automatically Soulbound, and if stolen will appear at your character's side at the next sunrise.
Back from the Dead	100	<p>You may bring a retired character back from retirement. If this character had permanently died, this will probably come with some in-game repercussions, and may even come along with an advanced race (Ethereal, Awoken, etc.) added to the character, which you will have to purchase.</p> <p>This is at the GM's discretion.</p>
Backstory NPC	30	You can tie your backstory into the story of an existing NPC, be that NPC a villain or normal cast character. This ability is subject to the GM's discretion. You would submit the request, include some ideas that you would like to see happen, and the GMs will work them into the plot as they are able.
Change Paths	Varies	You may replace any path you have with another for the cost of 10 IP per level of the path.
Costume Change	80	You can change a costume requirement of your race. This must be approved by staff members.
Costume Change	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>
Dragorian: Light/Dark	10	This allows you to choose either the Light or Dark variant of the Dragorian Race.
Exchange IP	Varies	You may donate your Incentive Points to another player at the rate of 1 IP received for every 3 IP donated.
Land Owner Boat Owner	30	You are able to clarify in-game that you own land on one of the main continents, or a ship in the harbor. While this does not often come into play in-game (we will not be on the ships or on your character's property) it is useful in role-play scenarios (you can offer land to an NPC, or a voyage on your ship to someone) and this is there to ensure that anyone who owns property in-game is backed by the game's rules. You must send in your Land Owner information when you take this ability, and if something you want to have would clash with existing lore, GMs will work with you to make it work.

Magic Item	60	You may submit a request for a magic item (and module to receive it, if you are not choosing this at character creation) to the staff. You will get an item similar to what you requested, keeping in mind that some things are not going to be viable in game. You may only take this once per character.
Nobility	40 50 60 70 80	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 of the Lorebook, 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. There are 5 levels of Nobility, and the costs are listed in order (lvl 1 is 40, lvl 2 is 50, etc. These are not cumulative, you can simply purchase level 5 for 80 IP.)
Racial Ability	30	Take a racial ability after character creation.
Raise the 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.
Rare Race: Anarathi: Insect	10	Your character is an insect anarathi.
Rare Race: Anarathi: Magical	30	Your character is a magical creature variant of anarathi, like wyvern, unicorn, etc. Anything but "dragon".
Rare Race: Awoken	50	Unlock the ability to play an Awoken.
Rare Race: Ethereal	50	Unlock the ability to play an Ethereal.
Rare Race: Half Breed	50	Unlock the ability to play a half-breed.
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.
Surprise	100	You will find out what this is within the first 3 months of your game-play.
Time Unit	20	You purchase an additional Time Unit for a specific character. You may purchase up to 3 Time Units per character.

Glossary of Terms

(OBVIOUSLY UNFINISHED)

Term	Definition
Bleeding to Death	
Boffer Weapon	Usually homemade weapons, crafted out of plumbing supplies
Campaign	A period of time, about 2 years, that we use to tell a story
Caution	Used to indicate real-world danger
Clarify	Used to ask for a rules clarification
Dead	
Detriments	Detrimental effects that persist for any reason
Drumming (weapon speed)	See "Machine Gun"
Elemental Damage	Damage that contains an elemental type
Enhancements	Beneficial effects that persist for any reason
Experience Points	Points you get that let you learn new abilities
Fracture Damage	Damage that cannot be healed through normal means.
Game Marshal (GM)	A person who is authorized to make rules calls and settle disputes

Heel-to-Toe Pace	Some effects will make you walk slowly, which means you put one foot's heel to the toes of the other foot, walking like you are walking a tightrope, to keep a slow pace.
Hit Points	The points that signify how much life you have left
Hold	Used to bring the entire game to a halt
Incentive Points	
Item Slots	
Killing Blow	
Latex Weapon	Usually storebought weapons that look very realistic
Machine Gun (weapon speed)	Swinging too quickly and unsafely in combat
Magic Points	A pool of points spent to cast spells
Non Player Character (NPC)	A character who is part of the game world, (merchants, villains, damsels, etc.)
Non-Combat Characters	Players who cannot engage in combat for health reasons
NPC Shift	Usually a 4 hour block of time that you go NPC
Player Character (PC)	A character who is experiencing the game world
Point, Feat, Plot Level	
Poison Damage	Damage that ignores armor's damage reduction
Release Soul	

Shatter Weapon	
Skill Points	A pool of points spent to use skills
Soul Damage	Damage that hurts all three point pools
Spell Packets	Small beanbags that you throw at other players
Stable (Zero HP)	
Stunning Blow	
Time Units	