Abilities

Spending Build

- Players begin with **10 Body**
- Players begin with **100 Build Points (BP)**
- Gain **4 BP per game** thereafter
- Gain **1 BP** for your birthday

Ability Costs work on the following schedules:

- **Incremental:** The notation "+(0, 1, 2, or 3)" specifies how much the cost increases for each subsequent purchase; e.g.:
    - 1+1: Costs 1 for the first purchase, 2 for the second, 3 for the third, etc.
    - 3+2: Costs 3 for the first purchase, 5 for the second, 7 for the third, etc.
- **Flat:** Every purchase of the Ability is always the same, up to the purchase limit. Note that this still applies to single-purchase Abilities.

Ability Nodes

A Node represents a group of related Abilities tied to a specific theme or family. Unlocking Nodes as you develop your Character allows you to shape and diversify your unique gameplay experience.

- General Nodes cost 0 to unlock
    - Noncombat
    - General Combat
    - Crafting
- First Three Nodes
    - Your first three purchased Nodes (beyond the General Nodes) cost the standard amount indicated beside the Node
- Subsequent Nodes
    - The fourth and subsequent Nodes double the following costs:
        - Node Cost; for example, a Node that normally costs 3 will cost 6
        - Ability Base Cost; for example, an Ability with a base cost of 1 will now cost 2
        - Cost Increase: Increases per purchase also double (+1 becomes +2, +2 becomes +4).
- Ability Costs marked with an **X** can only be purchased once
- Nodes include the following categories, listed here with their entry prices:

- ○ [General Noncombat](#) (0 Build)
- ○ [General Combat](#) (0 Build)
- ○ [One-handed Melee](#) (3 Build)
- ○ [Two-handed Melee](#) (3 Build)
- ○ [Dual Wielding](#) (3 Build)
- ○ [Shield](#)(3 Build)
- ○ [Unarmed](#) (3 Build)
- ○ [Ranged](#)(3 Build)
- ○ [Death](#)(3 Build)
- ○ [Healing](#) (3 Build)
- ○ [Source Mark](#) (3 Build)
- ○ [Bardic](#) (3 Build)
- ○ [Crafting](#) (0 Build)
- ○ [Ritualist](#) (3 Build)
- ○ [Stealth](#) (3 Build)
- ○ [Surgery](#) (3 Build)

Ability Types

- ● Some Nodes contain Abilities identified as 0X, which are free upon unlocking the Node; these will be categorized as **Unlocked at Purchase**
- ● **Foundational** Abilities can be purchased freely within a Node once unlocked and provided the prerequisite Abilities are already known
- ● **Mastery** Abilities require 3 months from a teacher to learn and have a unique cost structure

Taglines

Taglines are spoken mechanics called when an Effect successfully affects a Target. These Taglines most commonly apply to Damage Effects, but may also be used to flavor non-Damage Effects (e.g., a Wall of Ice might not do Damage but still have the vulnerability to Lightning).

In addition to the Effect Type being Delivered, a Tagline can also include some other basic instructions about the Effects (e.g., "Stomp, take 5 steps back"). Do your best to honor the intent of the Effect unless you use a countering Ability.

Plot will typically inform Players of any specific Taglines for unusual Effects.

Taglines are not the same as an Incantation or RP requirement, which is in-play speech that must be roleplayed to complete an Ability. These are in addition to any Taglined Effects that are required.

Physical Taglines

This includes most Weapons, including Ranged PhysReps (thrown PhysReps like knives or foam boulders or Boomer darts, but not Packet Effects like Potions, Grenades, etc.).

Effects Delivered by a Physical Tagline are nullified by the *Parry* Effect.

Basic Physical Damage

- **Blunt**: Basic armed attacks using Blunt Weapons
- **Sharp**/**Normal**: Basic armed attacks using Sharp Weapons
- **Claw**/**Bite**: Basic Unarmed attacks using natural Weapons (Claws/Teeth/etc.)
- **Boom**: Basic armed attacks using Boomer Weapons

Special Damage

- **Body**: Bypasses all Damage Reduction (DR); blocking still works
- **Massive**: DR still applies, but bypasses Shields and still causes Damage if blocked
- **Pierce:** All Damage dealt ignores Damage Reduction, Shields, and Armor. This attack cannot be countered by *Dodge*, *Parry*, or *Flash*. This must be paired with a Foundational skill.

Special Materials Damage

- **Silvered**: Some creature types take +1 Damage from this
- **Cold Iron**: Fae creatures ignore DR and take double Damage from this Material; this Effect does not apply to Player-Character (PC) Races

Elemental Taglines

In this document, where the name of an Element appears, it might be uppercase or lowercase. This is intentional, as Elemental Effects are considered a greater, purer form of the Element than its naturally occurring, mundane state. For example, "fire" refers to the fire of a mundane torch, but 'Fire' indicates Elemental flames from a Source Mark or other Elemental origin.

Effects Delivered by an Elemental Tagline are nullified by the *Flash* Effect.

- **Acid**: Deals double Damage to Earth creatures
- **Earth**: Deals double Damage to Wind creatures
- **Fire**: Deals double Damage to Ice creatures
- **Ice**: Deals double Damage to Acidic creatures
- **Lightning**: Deals double Damage to Water creatures
- **Water**: Deals double Damage to Fire creatures
- **Air**: Deals double Damage to Lightning creatures
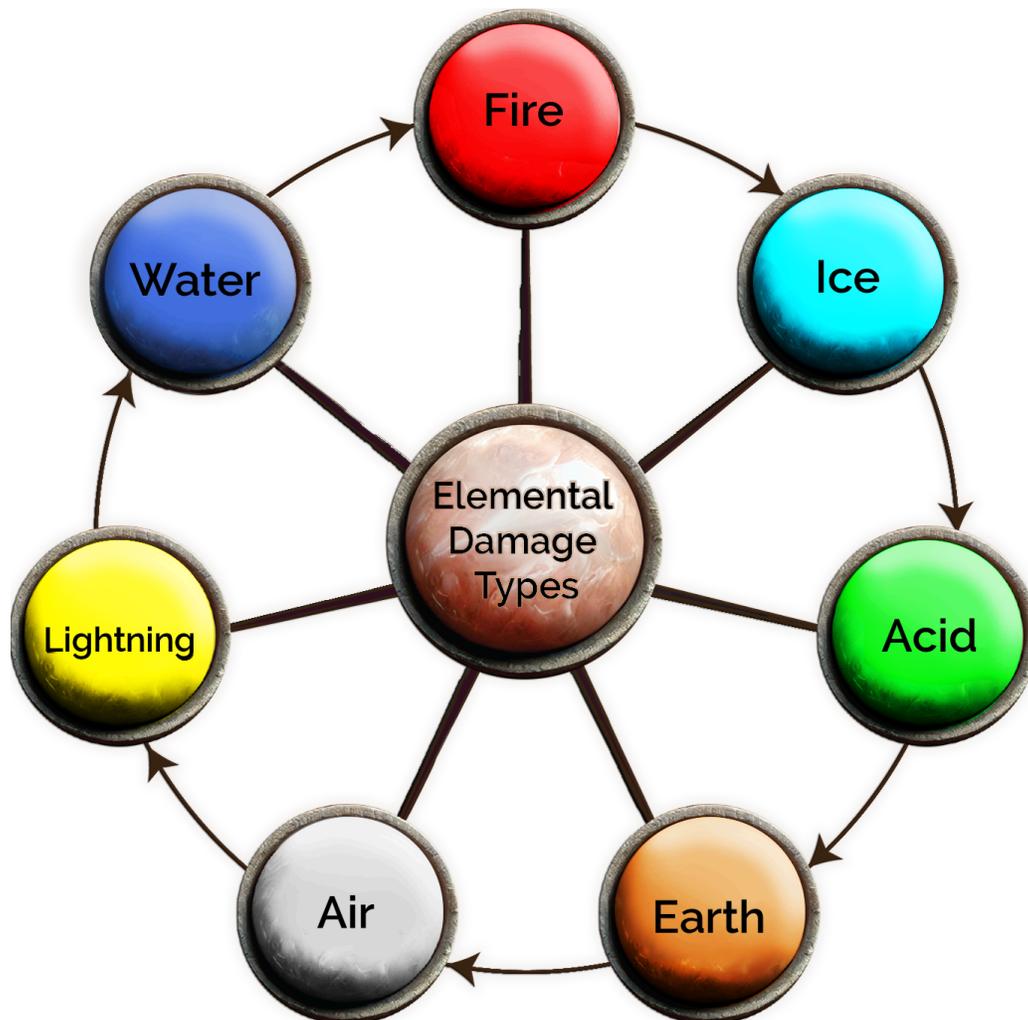
Magical Taglines

When a Character is particularly attuned to other-planar energies or knows one of the Magical Languages, they can use those energies to change the Tagline for the Delivered Effects.

Effects Delivered by a Magical Tagline are nullified by the *Flash* Effect.

- **Dark**: Deals double Damage to Light beings or Poltergeists
- **Infernal**: Deals double Damage to Demons
- **Light**: Deals double Damage to Dark creatures or Undead
- **Arcane**: Deals double Damage to Elementals
- **Void**: Deals double Damage to Corrupted Beasts

Roleplaying an Ability (RP)

Some Abilities require the acting Character to perform the actions of the Effect for a specific Duration before the Effect occurs. This is referred to as roleplaying (RPing) the Ability. Some Abilities give this as an option that does not burn a use, allowing Characters to save the Instant, more immediate uses for later; or to still deliver the Ability's Effect despite having burned all the Instant uses. RPing an Ability takes many forms and is unique to the Character performing the Ability. Feel free to add your own flair.

Anatomy of an Ability

The following format is used to display Abilities in this document.

Ability	Base Effects	Cost	Description
Ability Name*	Tagline: "Say Stuff" OR RP Duration Delivery Method(s) Acceptable Targets Timing Unlimited Uses (if applicable)	As defined in [Spending Build](#).	A write-up of Effects and Modifiers that determine the usage and outcome of the Ability, followed by a list of Common Effects: - Effect 1 - Effect 2 ***You must know *[Required Ability]* to learn this Ability.**

- **Ability:** The Ability's name. 🙂 A red asterisk (*) indicates the Character must know one or more other Abilities before qualifying to purchase this Ability. All Abilities that are not the base of the node are considered to require the base of the node to be learned.
- **Base Effects:** Core Effects shared by most Abilities; these govern where the rubber meets the road with regard to using Abilities
    - **Tagline:** Words that must be spoken aloud to simulate the Ability's Effects. More often than not, these are not in-play incantations, but are an out-of-play function of the game. Taglines are not heard by the Characters, but only serve to aid in safe interaction. See [Taglines](#) for some examples of common Taglines.
    - **RP:** If a roleplaying component exists for this Ability, it will appear here
    - **Delivery:** A scale of how far away from your Character can you affect a Target
        - **Self:** Only affects yourself and does not Target other people
        - **Touch:** Requires physical contact to be successful. To respect personal space, ask the Target if they invite physical interaction; if they are not comfortable being touched, stop a few inches away from them and consider that a successful Delivery.
        - **Melee:** Uses a hand-held Weapon; includes Natural Weapons and Unarmed Combat
        - **Ranged:** Thrown PhysRep packets or Boomer darts
        - **Packet:** A packet simulating the use of a [Source Mark](#) or other Eldritch energies.

- **Line of Sight (LoS):** If you are in line of sight to the Target, get their attention and call the Effect
- **Voice:** One or more specific Targets are addressed to deliver the Effect verbally.
- **Voice AoE (a.k.a. By the Sound of My Voice):** Anyone who hears this takes the Effect. Deaf Characters are unaffected by Abilities using Voice Delivery.
- **Any DDM:** Any of the above Delivery Methods is acceptable
- Target(s): Acceptable Targets include:
  - **Persons:** (N)PCs and Monsters. And Gary. Seek out and Target Gary.
  - **Items:** The specified Item must be struck to deliver the Ability's Effects
  - **Limbs:** The limb of the opponent must be specifically struck to deliver the Ability's Effects
  - **Strikes:** Typically involves interfering with a strike in progress
- **Timing:** Delays, Duration, Focus, and Permanence. Some Abilities have more than one Timing stipulation.
  - **Focused Action:** No other actions may be taken, nor Abilities used, while using this Ability; often paired with a Duration
  - **Delayed Effect:** The Effect does not occur until a specified length of time has passed (e.g., a time bomb)
  - **Instant:** Occurs as soon as the Effect is called and may leave lasting changes (e.g., Damage or *Sunder*)
  - **Duration:** The Effect lasts for a specified amount of time (e.g., *Disarm* lasts 5s)
  - **Contingent:** Until a specified event (e.g., until the next Recovery)
  - **Constant/Continuous:** The Effect remains until the Target drops to 0 Body and starts Bleeding Out
  - **Persistent:** The Effect remains while Bleeding Out or Dead, but stops upon Dissipation (e.g., *Fear*)
  - **Permanent:** The Effect remains after Resurrection (e.g., DR)
- **Unlimited Uses:** This can represent several different conditions for using the Ability. Other limitations may still apply, such as RP Requirements or Timing, and so on.
  - Knowledges (Use Shield, Crafting, Tutor)
  - Always on (e.g., Natural DR; +1 Damage)
  - Abilities that have an inherent RP activation in addition to any Instant uses *(Heal X)*
- **Cost:** As defined in [Spending Build](). With the exception of *Unlimited Use* Abilities, purchase limits will be provided in the Description for Flat Cost Abilities.
- **Description:** A short guide on how to use the Ability, any unusual Effects it may create, Modifiers that might apply to its use, and RP suggestions, if applicable. Any Effects above and beyond the Base Effects are described here. If a prerequisite Ability must be learned before purchasing this Ability, that dependency will be shown in bold red on Abilities marked with a red asterisk (*).

General Noncombat (0 Build)

Ability	Base Effects	Cost	Description
Tutor	Tagline: RP Teaching Touch Targets a Person Permanent	0X	Teach one person one Mastery Ability you know over the course of 3 months, spending time in-play at three events roleplaying instruction. You cannot instruct more than one person per event.
Foundational			
Cantrips*	Base Effects vary widely by Element.	5X	Gain all the Effects associated with any Elemental or Magical Taglines you currently possess. See General Noncombat: Cantrips for more information. **You must know at least one *Source Mark* or know at least one *Magical Language* to learn the related Cantrip.**
Common Language	Tagline: NA Self Permanent	1+0	Read, write, speak and understand the language selected.
Jack of All Trades	Tagline: NA Self Permanent	3+1	Allows you to attempt Effects not supported by other Abilities, OR use other Abilities in specific ways.
Mastery			
Magical Language	Tagline: Varies Self Permanent	5+0	Grants the ability to read, write and speak the language, AND gain a Magical Tagline tied to that language. See Taglines for a full list.
Professor	RP Instruction Targets up to 5 Persons Self/Touch Contingent	4X	Teach up to 5 people the same Ability at one time, per month.

General Noncombat: Cantrips

This ability allows the Character to augment any Source Mark and/or Magic/Elements they possess with a few trivial Effects. Gain all applicable Effects from the list below, based on your qualifications and as determined by Plot. **All Cantrips require the related Source Mark (Foundational) or Magical Language (Mastery) to use**. The Cantrip skill is a one time purchase, but after purchase applies to all Source Marks the Character knows.

Element / Magic	Effects Gained
Foundational	
Acid	- Slowly melt through metal and stone - Safely handle MOST Diseased Items without infection - Speak with Elemental Acid creatures
Earth	- Scoop and move earth with the ease of scooping water with a bucket, showing no strain of digging through loose stones and dirt - Separate different stones, minerals, and dirt with ease - Speak with Elemental Earth creatures
Fire	- Counts as a stable light source - Weld or melt with Focus and time - Speak with Elemental Fire creatures
Ice	- Chill a surface Instantly - Cause a surface of 3 sq. ft. or less to become slick and covered in ice - Speak with Elemental Water creatures
Lightning	- Create an effective light source - Create an electrical current in conductive items - Speak with Elemental Air creatures
Water	- Put out flames - Produce drinkable water - Speak with Elemental Water creatures
Wind	- Cause a continuous gust of wind - Increase the size of a fire, of blow it out - Speak with Elemental Air creatures
Mastery	

Element / Magic	Effects Gained
Arcane	- Comprehend Language: Draconic. Grants the *Arcane* Tagline at will - Can see Magical auras if focusing - Can leave short chromatic images in the air that pop like bubbles if touched
Dark	- Comprehend Language: Death Cant. Grants the Tagline at will - Can snuff light around you - Can cause your eyes to emanate shadows
Infernal	- Comprehend Language: Infernal. . Grants the *Infernal* Tagline at will - Can cause your voice to carry further distances - Can see in Magical darkness
Light	- Comprehend Language: Celestial. Grants the *Celestial* Tagline at will - Can cause an effective light source - Can cause light to emanate from your eyes

General Combat (0 Build)

Grants access to some fundamental epic Combat Abilities. Archetypal warrior feats begin here.

Ability	Base Effects	Cost	Description
Foundational			
Armored Damage Reduction	Tagline: NA Self Permanent/Unlimited Use	5+1	Increase your DR by +1 (starting at 3, up to 10).
Body	Tagline: NA Self Permanent/Unlimited Use	10+1	Adds +5 Body to the Character's maximum capacity per purchase.

Ability	Base Effects	Cost	Description
Danger Sense	Tagline: NA Melee/LoS Targets a Person Constant/Contingent	4+1	If someone is using *Shadow Phase* within your Line of Sight, you become aware that someone is Phased, though you cannot pinpoint their exact location. If they come within Melee range, you may expend 1 use of this Ability to see and interact with them (including combat). This Effect lasts until one of the following occurs: ● The Target spends another use of *Shadow Phase*; to see them again, you must now spend another use of *Danger Sense* ● You are reduced to 0 Body ● They are reduced to 0 Body
Disarm*	Tagline: "Disarm [Weapon | Shield | Item]." Melee Targets an Item Instant Duration of 10s	1+1	Successfully strike the Target Item and clearly call the Tagline to force an opponent to drop the specified Item they are holding. ***You must know at least one DDM to learn this Ability.**
Field Repair	10s RP Touch Targets an Item Instant	2+1	Repair an Item until the bearer's next Recovery.
Flurry*	Tagline: "Flurry Ability Ability Ability" Delivery, Target, and Range are dependent upon the Flurried Ability. Each of the three uses generated by Flurry can be used against the same or different Targets.	6+1	Use one Ability three times in a row (expending both the Ability and Flurry). May not be paired with Mastery Abilities. ***You must know at least one DDM to learn this Ability.**
Power Attack*	Tagline: "Power Attack 25 Damage" Any DDM Targets a Person or Item Instant	4+1	Deal 25 Damage to the Target. ***You must know *+1 Damage* to learn this Ability.**

Ability	Base Effects	Cost	Description
Provoke*	Tagline: "Provoke" Any DDM Targets a Person Duration is Contingent (See Description)	3+1	Roleplay provoking the Target, compelling them to focus their attacks solely on you. This Effect lasts until one of the following conditions is met: ● Either you or the Target is reduced to 0 Body ● Line of sight is broken ● 300s have passed ● You cease attacking the Target for 10s ***You must know at least one DDM to learn this Ability.**
Stomp	Tagline: "Stomp" Melee/LoS Targets a Person Instant	1+1	Mime stomping the ground with dramatic flair, locking eyes with a Target within Melee range. The Target must take 5 steps away from the Stomper. If an obstacle (rock, tree, safety hazard, other PC, etc.) is impacted as you are acting out the knockback, stop there. You may still use Abilities as normal while being knocked back (Melee against other opponents; Ranged; Boomer, Healing, etc.).
Sunder*	Tagline: "Sunder" Any DDM except Self, Touch Targets an Item Instant	3+1	Target Item is rendered Broken until fully Repaired by the appropriate Profession. Modifications in Broken Items may not be used. ***You must know *Disarm* to learn this Ability.**
Mastery			
Dodge*	Tagline: "Dodge" Self Instant	3+2	Burn a use of Dodge to defend against any attack or Ability that is not paired with "Pierce". ***You must know *Flash* or *Parry* to learn this Ability.**
Pierce	Tagline: "Pierce" Any DDM Targets a Person Instant	10+2	All Damage dealt ignores Damage Reduction, Shields, and Armor. This attack cannot be countered by *Dodge*, *Parry*, or *Flash*. This must be paired with a Foundational skill.

Ability	Base Effects	Cost	Description
Slay*	Tagline: "Slay" Any DDM Targets a Person Instant	8+2	Target falls to Dead status and can only be Healed by the *Revive* Ability. Certain Opponents may not Die, but instead take the Damage. ***You must know *Power Attack* to learn this Ability.**

One-handed Melee (3 Build)

Allows the Character to fight using One-handed Weapons and to purchase the Abilities in the tree below.
All listed Abilities only function while using a One-handed Weapon.
Base 2 Damage.

Ability	Prereq	Cost	Description
Foundational			
One-handed Weapon Damage	Tagline: NA (except increasing the affected Damage call) Self/Melee Permanent/Unlimited Uses	10+1	+1 Damage with One-handed Weapons per purchase.
Bind	Tagline: "Bind [Arms | Legs]" Melee (One-handed) Targets a Person Duration of 10s	1+1	Target the Arms or Legs to render both of the stated type of Limb unusable.
Disable Limb	Tagline: "Disable [Arm | Leg]" Melee (One-handed) Targets a Person Instant	4+1	Strike a Limb, rendering it unusable until *Repair Limb* is used on it.
Intercept	Tagline: "Intercept" Melee Targets a Strike Instant	2+1	Redirect an attack from an ally to yourself. This attack may be defended separately. You must be within Melee Range of either the attacker or the Target. You may not redirect from someone that used an *Intercept* to redirect the attack to them.
Outmaneuver	Tagline: NA (except increasing the affected Damage call) Self/Melee Permanent/Unlimited Uses	5+1	+1 Damage from behind per level with One-handed Weapons. This does not stack with Backstab.

Ability	Prereq	Cost	Description
Parry	Tagline: "Parry" Targets a Strike Melee (One-handed) Instant	1+1	Negate any Physical attack that strikes you while wielding a One-handed Weapon. This does not include Mastery Abilities.
Mastery			
Die by The Dagger*	Tagline: NA (except increasing the affected Damage call) Self/Melee Permanent/Unlimited Uses	10X	When wielding one Dagger (the off hand is empty), increase your *Outmaneuvering* Damage by +2 per purchase of *Outmaneuver*. This does not stack with backstab. ***You must know *Outmaneuver* to learn this Ability.**
Dueling*	Tagline: "Provoke Duel" Melee (One-handed only) Targets a Person Contingent (See Description)	6X	With nothing in your off hand, you may call "Provoke Duel" to initiate a duel. Both you and your opponent become *Provoked* against each other, taking only 1 Damage from Abilities and Strikes by anyone other than each other, while you must deal full Damage to your *Provoked* Target. Healing is considered an Ability and thus deals 1 Damage when applied by others, and non-Damaging Effects such as *Bind* or *Pin* from other Players still function normally. *Dueling* cannot be used as a means of escaping a difficult situation. If it becomes apparent to Plot that this is being utilized to take advantage of a rule instead of genuinely engaging in the duel, the duel will be declared void. ***You must know *Provoke* to learn this Ability.**
Live by The Sword*	Tagline: "Dodge" Self Instant	10X	While wielding a single One-handed Weapon with an empty off hand, you may spend DR, lowering it by 1 (as long as you have it so spend) to gain an additional *Dodge*. You regain all spent DR during your next Recovery. ***You must know *Dodge* to learn this Ability.**

Ability	Prereq	Cost	Description
Morale*	5s RP Self/Melee (One-handed) Targets a Person, which may be yourself Instant	7+2	Choose to deliver one of the following Effects: ● Heal yourself to maximum Body ● *Cleanse* one Effect ● *Repair Limb* This may only be used if you have not been struck within the last 5s. ***You must know *Slay* to learn this Ability.**
Power Stomp*	Tagline: "Power Stomp" Voice AoE Targets Multiple People Instant	5+2	All creatures that hear this Ability, including allies, are knocked back 10 steps. If an obstacle (rock, tree, safety hazard, other PC, etc.) is impacted as you are acting out the knockback, stop there. You may still use Abilities as normal while being knocked back (Melee against other opponents; Ranged; Boomer, Healing, etc.). ***You must know *Stomp* to learn this Ability.**
Sever Limb*	Tagline: "Sever [Arm | Leg]" Melee (One-handed) Targets a Limb Instant	8+2	Remove the Targeted Arm or Leg. This lasts until a Surgeon Repairs the Limb or you Resurrect. ***You must know *Disable Limb* to learn this Ability.**

Two-handed Melee (3 Build)

Allows the Character to fight using Two-handed Weapons and to purchase Abilities in the tree shown here. To deal damage with a Two-handed Weapon, both hands must be on the weapon. However, Dodge, Parry, throwing packets, and other defensive abilities do not require both hands to be on the weapon.

All listed Abilities only function while using a Two-handed Weapon.

Base 3 Damage.

Ability	Base Effects	Cost	Description
Foundational			
Two-handed Weapon Damage	Tagline: NA (except increasing the affected Damage call) Self/Melee Permanent/ Unlimited Uses	10+1	+1 Damage per purchase with Two-handed Weapons.
Staff Combatant*	Tagline: "Parry" Melee Reaction to a Strike Instant Unlimited Use	5X	While wielding a Staff you may spend a *Flash* to use a *Parry* instead. This option is always available once this Ability is purchased. ***You must know *Flash* to learn this Ability.**
Daze	Tagline: "Daze" Melee (Two-handed) Targets a Person Duration: 10s or until the Target is *Cleansed*	4+1	Target can use no Abilities or attacks other than the basic *Heal X*.

Ability	Base Effects	Cost	Description
Disable Limb	Tagline: "Disable [Arm | Leg]" Melee (Two-handed) Targets a Limb Instant	4+1	Strike the Limb, rendering it unusable until *Repair Limb* is used on it. RP this by leaving your arm limp, or if it is difficult not to use it, place it behind your back. This Ability can only be used while wielding a Two-handed Weapon.
Guarded*	Tagline: "Guard X Damage" Melee (Two-handed) Targets a Sunder Strike Instant	3+1	You may defend against *Sunder and Disarm* on your Two-handed Weapons, and cause attackers to take your base Damage in return. ***You must know *Parry* to learn this Ability.**
Hamstring	Tagline: "Hamstring" Melee (Two-handed) Targets a Person Instant	4+1	Strike the Target's leg causing them to move at a heel-to-toe speed until they are RP Cleansed. This Effect can only be applied with two-handed Weapons.
Intercept	Tagline: "Intercept" Melee Targets a Strike Instant	2+1	You may redirect an attack from an ally to yourself. This attack may be defended separately. You must be within Weapons' reach of either the attacker or the Target. You may not redirect from someone that used an *Intercept* to redirect the attack to them.
Parry	Tagline: "Parry" Melee (Two-handed) Targets a Strike Instant	1+1	You may negate any Physical Melee Effect that strikes you while wielding a Two-handed Weapon. This does not include Mastery Abilities.

Ability	Base Effects	Cost	Description
Vaulting	Self Permanent/ Unlimited Uses	8X	**While wielding a staff**, you may extend the duration of Blink to 10 seconds. *You must know *Blink* to learn this Ability.*
Walking Stick	Tagline: "Walking" Melee Self Instant	2+1	**While wielding a staff with both hands**, you may deal yourself 1 point of damage to immediately end any pin or slow effect affecting you. If the effect is continuous, you are freed from it for 1 minute and then must recast Walking Stick to continue to get the ability. This does not apply to Trapped In Effects.
Mastery			
Cleaving Swing*	Tagline: "Cleave X Massive" Melee (Two-handed) AoE Radius Instant	8+2	Remain in place and strike any target within weapon's reach. This spends 1 use of the selected Ability and 1 use of this *Cleaving Swing*. This Effect cannot be combined with Mastery Abilities. *You must know *Massive* to learn this Ability.*
Deflect*	Tagline: "Parry" Melee (Two-handed) Targets Ranged Strikes Permanent/ Unlimited Uses	5X	You may use your *Parry* Abilities against Ranged physical attacks while wielding Two-handed Weapons only. *You must know *Parry* to learn this Ability.*
Massive	Tagline: "X Massive" Self/Melee (Two-handed) Targets a Person Permanent/ Unlimited Uses	8X	You may use the Massive Tagline while wielding any Two-handed Weapons **except Staves**. Massive Damage ignores Shields and blocks.

Ability	Base Effects	Cost	Description
Mitigate	Melee Targets a Strike Permanent/ Unlimited Uses	8X	You may block the Massive Tagline while wielding a staff. This does not apply to any other Two-Handed Weapons.
Morale*	5s RP Self/Melee (Two-handed) Targets a Person, which may be yourself Instant	7+2	Choose to deliver one of the following Effects: ● Heal yourself to maximum Body ● *Cleanse* one Effect ● *Repair Limb* This may only be used if you have not been struck within the last 5s. ***You must know *Slay* to learn this Ability.**
Power Stomp*	Tagline: "Power Stomp" AoE Voice Targets Multiple Persons Instant	5+2	All creatures that hear this Ability, including allies, are knocked back 10 steps. ***You must know *Stomp* to learn this Ability.**
Sever Limb*	Tagline: "Sever [Arm | Leg]" Melee (Two-handed) Targets a Limb Instant	8+2	Completely remove the Targeted Arm or Leg, instead of just Disabling it. This lasts until a Surgeon reattaches it using *Repair Limb*, or you Resurrect. ***You must know *Disable Limb* to learn this Ability.**

Dual Wielding (3)

Wield two One-handed Weapons simultaneously and gain access to the Dual-Wielding Ability Node. This Node is independent of the One-handed Ability Node, meaning you do not need to unlock One-handed Abilities to access it, and the Abilities from the two Nodes do not stack. All Abilities in the *Dual Wielding* Node require both Weapons to be intact; if one Weapon is Broken or lost, you lose access to these Abilities but can continue using the remaining Weapons, dealing only base Damage without additional Effects. These Abilities can be restored by either Repairing the Broken Weapons using the *Field Repair* mechanic or obtaining a replacement Weapon through the *Search the Field* mechanic.

The initial purchase of Dual Wielding grants the Ability *Skirmisher*.

All listed Abilities only function while using two Weapons.

Base 2 Damage.

Ability	Base Effects	Cost	Description
Skirmisher*	Tagline: "Dodge" Self Instant/ Unlimited Uses	0X	When wielding two One-handed Weapons, expend 3 uses of *Parry* to gain and Instantly use a *Dodge*.
Foundational			
Dual Wielding Weapon Damage*	Tagline: NA (except increasing the affected Damage call) Self/Melee Permanent/ Unlimited Uses	10+1	+1 Damage per purchase only when *Dual Wielding*.

Ability	Base Effects	Cost	Description
Fear	Tagline: "Fear" Melee Targets a Person Duration of 60s	3+1	When you make a Melee strike, the Target cannot attack you and they must make a safe effort to leave Line of Sight for up to 60s. This Effect ends if any of the following conditions are met: ● If you are reduced to 0 Body ● Target is Cleansed ● Target Resurrects ● Target takes a Recovery This Effect may be *Flashed* or *Cleansed* by the Target.
Intercept*	Tagline: "Intercept" Melee Targets a Strike Instant	2+1	Redirect an attack from an ally to yourself. This attack may be defended separately. You must be within Weapons' reach of either the attacker or the Target. You may not redirect from someone that used an *Intercept* to redirect the attack to them.
Parry*	Tagline: "Parry" Melee Targets a Strike Instant	1+1	Negate any physical Melee attack or Ability that strikes you while *Dual Wielding* Weapons. This does not include Mastery Abilities.
Mastery			
Battle Buddies*	Tagline: NA Melee (Dual Wielding) Targets Multiple Persons Contingent/ Unlimited Uses	8+2	Increase the number of battle buddies you can have active in *Flanking* by +1 while *Dual Wielding*. This does not affect *Flanking*'s +1 modifier. ***You must know *Flanking* to learn this Ability.**

Ability	Base Effects	Cost	Description
Battle Tactics*	Tagline: NA (except increasing the affected Damage call) Self/Melee Permanent/ Unlimited Uses	8+2	You increase the Damage of *Flanking* by +1 with both Dual Wielded Weapons. ***You must know *Flanking* to learn this Ability.**
Deflect*	Tagline: "Parry" Melee (Dual Wielding) Target's a Ranged Strike Instant/ Unlimited Uses	5X	Use your *Parry* Abilities against Ranged physical attacks as well. ***You must know *Parry* to learn this Ability.**
Dervish*	Tagline: "Flurry Ability Ability Ability Ability" Melee (Dual Wielding) Targets one or more Persons or Items Instant/ Unlimited Uses	5X	Use one Ability four times in a row while activating *Flurry* (burning 1 use each of the Ability and *Flurry*). This cannot be paired with Mastery Abilities ***You must know *Flurry* to learn this Ability.**
Flanking	Tagline: NA (except increasing the affected Damage call) Self/Melee Contingent/ Unlimited Uses	5X	Designate one ally as your "battle buddy" until you take a Recovery. While your battle buddy is attacking a Target, you deal +1 Damage with both Dual Wielded Weapons against that Target.

Shield (3 Build)

This Ability allows the Character to use a Shield and purchase Abilities within the associated tree. The Shield can block Melee, Boomer, and Packet Damage; however, other packet-delivered Abilities and Effects are not blocked by the Shield unless explicitly stated otherwise. The Shield occupies one of your hands, meaning that hand is considered occupied and cannot be used for any item or Ability that requires two hands. If your Shield is Sundered, you lose access to the Abilities granted by this Node. This can be quickly resolved by either repairing the Shield using the Field Repair Ability or obtaining a replacement Shield through the Search the Field Ability.

All listed Abilities only function while using a Shield.

Ability	Base Effects	Cost	Description
Foundational			
Armored Damage Reduction	Tagline: NA (except decrementing Damage sustained in combat) Self/Melee Permanent/ Unlimited Uses	5X	Increase your DR cap by +1 when carrying a shield. This may not exceed the game's existing limit of 10 DR.
Intercept*	Tagline: "Intercept" Melee (One-handed) Targets a Strike Instant	2+1	Redirect an attack from an ally to yourself. This attack may be defended separately. You must be within Melee Range of either the attacker or the Target. You may not redirect from someone that used an *Intercept* to redirect the attack to them.
Last One out*	Tagline: "Heal 10, RUN!" Melee (Shield) Targets a Person	5+1	If you are reduced to 0 Body, and there is still an ally within Melee range of you, call "Heal 10, RUN!" to Heal them before starting your Bleeding Out count.
Parry*	Tagline: "Parry" Melee (Shield) Targets a Strike Instant	1+1	Negate any physical Melee strike or Ability that strikes you while wielding a shield. This does not include Mastery Abilities.

Ability	Base Effects	Cost	Description
Mastery			
Body Guard*	Tagline: "Body Guard, Not on My Watch" Self (Shield) Instant	6+2	Increase the number of allies you can Target with *Not on My Watch* by +1. *Body Guard* may only be purchased a maximum of three times. ***You must know *Not on My Watch* to learn this Ability.**
Not on My Watch*	Tagline: "Not on My Watch, +3 DR" Melee Targets a Person Contingent on Melee proximity	5X	While wielding a Shield, you can grant an ally of your choice within Melee Range a +3 DR bonus. This bonus surpasses the normal DR cap and remains active as long as the ally stays within Melee range for your Weapons. This does not stack.
Spell Grounding*	Tagline: "Flash" Self Targets a Strike Instant	5x	Spend a *Parry* to defend as a *Flash*. ***You must know *Parry* to learn this Ability.**

Unarmed (3 Build)

Allows the Character to use Claws or Unarmed brawlers, and to purchase the Abilities in the tree below. While holding a Brawler PhysRep, your forearm above the wrist counts as a Weapon for the context of blocking attacks and Abilities.

The initial purchase of Unarmed grants the Ability *Defensive Training*.

All listed Abilities only function while Unarmed.

Base 1 Damage.

Ability	Base Effects	Cost	Description
Defensive Training	Tagline: NA Melee (Unarmed) Targets a Strike Permanent/ Unlimited Uses	0X	When you are without your PhysReps for your DDM, you may still block using your forearms. However, you cannot make strikes or grab Weapons and must still follow all safety rules.
Foundational			
Daze	Tagline: "Daze" Melee (Unarmed) Targets a Person Instant Duration of 10s or until Cleansed	4+1	Add the Dazed condition to an Unarmed strike. While Dazed, the Target cannot use any Abilities or attacks except for the basic *Heal X*.
Disable Limb	Tagline: "Disable [Arm | Leg]" Melee (Unarmed) Targets a Limb Instant	4+1	Strike the Limb, rendering it unusable until *Repair Limb* is used on it. RP this by leaving your arm limp, or if it is difficult not to use it, place it behind your back.
Intercept	Tagline: NA Melee (Unarmed) Targets a Strike Instant	2+1	Redirect an attack from an ally to yourself, this attack may be defended separately. You must be within Weapons reach of either the attacker or the Target. You may not redirect from someone that used an intercept to redirect the attack to them.
Meditation*	RP 30s Self Contingent	5+1	If you have not taken Damage or attacked anyone in the past 30s, roleplay a meditative state for 30s (Duration may be shortened by Bardic Abilities) to receive a *Cleanse* and Heal your Body to full.

Parry	Tagline: "Parry" Melee Self Instant	1+1	Negate any Physical Ability that strikes you while Unarmed. This does not include Mastery Abilities.
Unarmed Damage	Tagline: NA Melee (Unarmed) Targets a Strike Instant	10+1	+1 Damage with Unarmed Damage per level purchased.
Mastery			
Foot Work*	Tagline: NA Self Melee (Unarmed) Permanent	5X	Through rigorous training, your arms and legs have been conditioned to withstand strikes. You no longer take Weapon Damage from your elbows to your hands, or from your knees to your feet. This Effect applies only while you are not wearing Armor or wielding a Shield.
Morale*	Tagline: 5s RP Touch/Melee (Unarmed) Instant	7+2	Choose one of the following Effects: • Restore yourself to maximum Body • *Cleanse* one Ability • Repair a *Disabled Limb* This Ability can only be used if you have not been struck within the last 5s and requires a 5s roleplay. ***You must know *Meditation* to learn this Ability.**
Unarmored Damage Reduction*	Tagline: NA Self Permanent	5+2	When not wearing Armor, you gain Damage Resistance (DR). Purchasing this Ability multiple times increases your DR, up to a maximum cap of 5.

Ranged (3 Build)

Allows the Character to use boomers and thrown Weapons and purchase the Abilities in the tree below.
All listed Abilities only function while using a Ranged Weapon.

Base 5 Damage.

Ability	Base Effects	Cost	Description
Accuracy*	Tagline: NA (except to change your Damage call) Self Ranged Permanent	8X	When wielding a Ranged Weapon or calling Boomer Damage and not using an Elemental or Magical Tagline, you may instead call Body Damage. *You must know **+1 Ranged Damage** to learn this Ability.*
Backstab	Tagline: NA (except to change your Damage call) Self Melee (Ranged) Permanent	8+1	+2 Damage from behind per purchase with Ranged Weapons.
Bind	Tagline: "Bind [Arms | Legs]" Ranged Targets a Limb	1+1	Target a Limb to render both of that type of Limb unusable for 10s.
Disable Limb	Tagline: "Disable [Arm | Leg]" Ranged Targets a Limb Instant	4+1	Strike the Limb, rendering it unusable until *Repair Limb* is used on it. RP this by leaving your Arm at our side, limp; or by falling over/kneeling down if it is your Leg.
Hamstring	Tagline: "Hamstring" Ranged Targets a Person Contingent	3+1	Target moves at a heel-to-toe speed until they get RP *Cleansed*.

Ability	Base Effects	Cost	Description
Pin	Tagline: "Pin Leg" Ranged Targets a Person Duration of 20s	1+1	Force the Target to keep one foot planted on the ground, allowing them to pivot but preventing them from moving the planted foot. This Effect can be countered by *Flash* or *Cleanse*.
Ranged Damage	Tagline: NA (except to change your Damage call) Self Ranged Permanent	10+1	+1 Damage per level with Ranged Weapons.
Mastery			
Hunter's Mark*	Tagline: "Hunter's Mark X, X, X, X, etc." Targets a Person Ranged Contingent	4+2	*Select your Target.* With each successful strike using a Ranged Weapon, the Damage dealt to the marked Target increases incrementally (+1, +2, +3, +4, etc.) and persists until either you or the Target is Bleeding Out. The Effect ends if you miss your Target but remains active if your strike lands and is negated (e.g., blocked by a Shield, *Parry/Flash*, or otherwise prevented from causing Damage). ***You must know *Accuracy* to learn this Ability.**
Trap Hunter*	Tagline: NA (except to change your Damage call) Self Ranged Permanent	6X	When attacking a Target that is unable to move their Legs because of an Effect, your Damage against them is increased by +5. ***You must know *Bind (Ranged)* to learn this Ability.**

Death Magic (3 Build)

Allows a Character to speak with the Dead (Echoes), and purchase Abilities from the tree below. Death Magic is delivered through Packet or Touch but cannot be delivered through Weapons.

The initial purchase of Death Magic grants one free use of the Ability *Cleanse Undead*.

Ability	Base Effects	Cost	Description
Cleanse Undead*	Tagline: "Cleanse" Targets an Undead Touch/Packet Instant	0X, 5+1	This causes a zombie or "basic" undead to be revived instantly with 1 health. This will not raise a lich, poltergeist, vampire, or other "high level" undead.
Foundational			
Command Undead	Tagline: "Command Undead. [Attack | Defend | Retrieve | Follow] [Target]" Touch Targets Dead Creatures/ Persons Duration 300s	5+1	The caster raises a Dead corpus to full Body as a mindless Undead or brings an existing Undead under their control for a Duration of 300s. The Undead has only their base Damage, no DR, and no Abilities. If the Undead is reduced to 0 Body or *Cleansed*, they return to being Dead. If *Revive* is cast on the Target, they are restored to their living self at 1 Body. The Undead can follow basic two-word commands, such as "Attack X," "Defend X," "Retrieve X," or "Follow X." Some monsters may not be eligible as Targets for this ability. Note that if the event is short on NPCs, the Undead may be reclaimed by Plot early.
Exhaustion	Tagline: "Exhaustion; you can only heal 2 Body at a time" Packet Targets a Person Contingent	4+1	Until the Target is Healed by a Field Surgeon with a 60s RP, the Target can only Recover 2 Body at a time, regardless of the amount being called by Healers.

Ability	Base Effects	Cost	Description
Fear	Tagline: "Fear 60 seconds" Packet Targets a Person Contingent Duration 60s	3+1	When you make a Melee strike, the Target cannot attack you and they must make a safe effort to leave Line of Sight for up to 60s. This Effect ends if any of the following conditions are met: ● If you are reduced to 0 Body ● Target is Cleansed ● Target Resurrects ● Target takes a Recovery This Effect may be *Flashed* or *Cleansed* by the Target.
Flash	Tagline: "Flash" Self Instant	1+1	Defend against a Magical Effect. This does not include Mastery Abilities.
Plague	Tagline" Plague" Packet Targets a Person Contingent	5+1	Reduces the Target's maximum Body by 5 until *Cleansed*. This reduction increases by an additional 5 for each time you purchase this Ability. This cannot reduce the Target to below 1 maximum Body. Uses in Items do not contribute to the potency of this Effect.
Masterystack			
Imbue The Dead*	Tagline: "Imbue" Touch Targets an Undead Instant	10+2	Touch an Undead under your control and call "Imbue," granting it additional power from your spirit. The Undead gains the 1 use of each Foundational Ability they possess and retains their DR. They can also follow more complex commands of up to six words. ***You must know Command Undead to learn this Ability.**
Voracity	Tagline: "Voracity" Touch Targets a Person Instant	5+2	Perform a Killing Blow to trigger one of the following Effects: ● Heal to maximum Body ● *Cleanse* one Ability ● Repair one *Disable Limb* Effect

Ability	Base Effects	Cost	Description
Weaken*	Tagline: "Weaken; -2 Damage" Packet Targets a Person Contingent	5+2	Reduce the Target's Weapon Damage by 2 until one of the following occurs: ● A Field Surgeon repairs ● The Target Recovers ● The Target Resurrects This Effect stacks, and all stacks are removed simultaneously by a Field Surgeon. ***You must know *Exhaustion* to learn this Ability.**
Wither And Bloom*	Tagline: "Wither and Bloom; Heal X" Touch/Packet Targets a Person Instant	10X	Spend one use of Plague to Heal an amount of Body equal to the maximum Body you would remove with Plague. Call out "Wither and Bloom Heal X" to activate this Effect. ***You must know *Plague* to learn this Ability.**

Allows the Characters to Heal, and purchase the Abilities from the tree below. Packet and touch delivered. Healing may not be administered using a Weapon. RP Healing is a Focused Action, meaning you cannot participate in active combat or be engaged by enemies while performing it. Unlocking this node grants you initially *Heal 1* and *10 charges* and the Ability *Triage*.

Ability	Base Effects	Cost	Description
Triage	Tagline: "Triage (What's your status?)" (RP 5s) Targets a Person Touch/Packet Instant	0X	You can learn a Target's total and current Body, as well as any status Effects they have instantly with the verbal "Triage: What's Your Status". This Ability also allows you to spend 5s of RP to extend the Target's Bleeding Out or Dead status by up to 60s, to the maximum allowable Duration by simply saying "Triage."
Foundational			
Additional Charges*	Tagline: NA Self Permanent	4+1	Add +10 uses of Instant Healing. ***You must know *Heal X* to learn this Ability.**
Blink*	Tagline: "Blink" Touch/Packet Targets a Person Duration 5s	5+1	Allows you to step out of the game for 5s and reappear in any arrangement of your choosing. You may only carry Items and objects that do not actively have a will of their own and that could reasonably be carried by one Person. Signal this action by holding both arms above your head. Some items may not be eligible as Targets for this Ability. Check with Plot. ***You must know *Flash* to learn this Ability.**
Cleanse*	Tagline: "Cleanse" RP 20s Touch/Packet Targets a Person Instant	4+1	Spend a charge of this ability to instantly cleanse a single negative status effect. Alternatively, you may roleplay for 20 seconds to remove one negative RP status Effect. ***You must know *Heal X* to learn this Ability.**

Ability	Base Effects	Cost	Description
Flash*	Tagline: "Flash" Self Targets a Strike Instant	1+1	Defend against a Magical attack or Ability. This does not include Mastery Abilities. ***You must know *Heal X* to learn this Ability.**
Heal	Tagline: "Heal X" Touch/Packet Targets a Person Instant	4+1	The first purchase of this Ability provides *Heal 1* and comes with 10 Instant uses. Each additional purchase increases the amount of Healing received by 1. For RP Healing, the increased Healing Effect applies every 10s of sustained RP.
Repair Limb*	20s RP Touch/Packet Targets a Limb/Person	4+1	Remove the *Disable Limb* condition. ***You must know *Heal 2* or higher to learn this Ability.**
Mastery			
Efficiency*	Tagline: NA (other than to halve your RP count) Self Halve the RP time of any Affected Abilities Permanent	3+2	This Ability can be purchased multiple times, with each purchase allowing you to select a different Healing Ability. *Efficiency* reduces the RP time required for the chosen Healing Ability by half. ***You must know *Heal 2* or higher to learn this Ability.**
Empty Hand Healing*	Tagline: "Heal X" Touch/Packet Targets 2 Persons Instant	10X	While keeping both hands empty, Heal two Targets simultaneously. This applies only to RP Healing and, when using a Healing Ability, it consumes only 1 use of the Ability for both Targets. ***You must know *Heal 5* or higher to learn this Ability.**

Ability	Base Effects	Cost	Description
First Aid*	Tagline: "First Aid" Touch/Packet Targets one or more Persons Duration Varies	5X	While using any Healing Ability, everyone within 5′ of you halts their Death count. ***You must know _Heal 3_ or higher to learn this Ability.**
Revive*	RP 60s Touch/Packet Targets a Dead Person Instant	4+2	Restore a Target from Dead status to 1 Body. You may also RP for 60s to not expend Revive Charges. ***You must know _Heal 3_ or higher to learn this Ability.**
Selflessness*	Tagline: "I grant you 1 use of Flash" Touch/Packet Targets 2 Persons Instant	6X	Apply _Flash_ to two Targets simultaneously for each use of the _Flash_ Ability. ***You must know _Flash_ to learn this Ability.**
Transfer Life*	"Transfer Life, 1, 2, 3, 4…" Touch Targets a Person Contingent	6X	Sacrifice your own Body Points to heal a Target by counting them off one at a time using the Tagline: Continue until you choose to stop or run out of Body Points to give, which may be 0 and leave you Bleeding Out. ***You must know _Heal 3_ or higher to learn this Ability.**

Source Mark (3 Build)

Source Mark allows Characters to deliver Packet Effects and purchase Abilities within the Source Mark Node. Upon acquiring Source Mark, Characters with another Damage Delivery Method (DDM) can apply the Source Mark Tagline to basic Weapons attacks, but Weapons-delivered Source Mark Abilities are not permitted, as all Source Mark Abilities remain Packet-based. Base Elemental Taglines may be used with other DDMs after purchasing the Source Mark Node. Packets dealing only Source Mark Damage can be blocked by a Shield, but other Packet-delivered Abilities and Effects are not blocked by a Shield unless explicitly stated otherwise.

Additional Elements within the Source Mark tree cost 3 Build per Element.

Base 5 Damage.

Ability	Base Effects	Cost	Description
Foundational			
Additional Source Marks	Tagline: Varies Self Permanent	3+0	Add another Source Mark Tagline. You may now call whichever one you prefer when delivering applicable Effects.
Bind	Tagline: "Bind [Arms | Legs]" Packet Targets a Limb Duration 10s	1+1	Target the Arms or Legs to render those Limbs unusable for 10s. This Ability can only be used while wielding a Source Mark DDM.
Blink*	Tagline: "Blink" Packet Targets a Person Duration 5s	5+1	Allows you to step out of the game for 5s and reappear in any arrangement of your choosing. You may only carry Items and objects that do not actively have a will of their own and that could reasonably be carried by one Person. Signal this action by holding both arms above your head. Some items may not be eligible as Targets for this Ability. Check with Plot. ***You must know *Flash* to learn this Ability**

Ability	Base Effects	Cost	Description
Earthbound*	Tagline: "Earthbound" Packet Targets a Person Duration 20s	1+1	When affected by this Packet-only Ability, the Target is affected by *Bind Legs* for 20s. ***You must know *Bind* to learn this Ability.**
Flash*	Tagline: "Flash" Self Instant	1+1	Defend against a Magical attack or Ability. This does not include Mastery Abilities.
Fear	Tagline: "Fear" Packet Targets a Person Duration 60s	3+1	When you make a Melee strike, the Target cannot attack you and they must make a safe effort to leave Line of Sight for up to 60s. This Effect ends if any of the following conditions are met: ● If you are reduced to 0 Body ● Target is Cleansed ● Target Resurrects This Effect may be *Flashed* or *Cleansed* by the Target.
Silence*	Tagline: "Silence" Packet Targets a Person Duration 20s or until Cleansed	4+1	The Target cannot speak, channel Elemental or Magical Damage, or use Magic for 20s or until *Cleansed*. ***You must know *Flash* to learn this Ability.**
Repel*	Tagline: Repel" Packet Targets a Person Contingent	3+1	The Target cannot come within 10ft until you lower your fully outstretched and unsupported arm. If you voluntarily approach the Target, the Effect ends immediately. ***You must know *Stomp* to learn this Ability.**

Ability	Base Effects	Cost	Description
Sleep	Tagline: "Sleep" Packet Targets a Person Duration 10s or until Damaged	3+1	The Target is rendered Stunned for 10s. Any Damage dealt to the Target will immediately wake them.
Source Mark Damage	Tagline: NA (except to change your Damage call) Self Packet Permanent	10+1	+1 Damage per purchase with all Source Marks.
Mastery			
Power Stomp*	Tagline: "Power Stomp" Touch Voice AoE Instant	5+2	All creatures that hear this Ability, including allies, are knocked back 10 steps. Tagline: "Power Stomp" ***You must know *Stomp* to learn this Ability.**
Selflessness*	Tagline: "Gain 1 Flash" Any DDM Targets 2 Persons Instant	6X	Apply *Flash* to two Targets simultaneously for each use of the *Flash* Ability. ***You must know *Flash* to learn this Ability.**

Ability	Base Effects	Cost	Description
Trapped in [Element/Magic]* (See Source Mark: Trapped in [Element].)	Tagline: "Trapped in [Element/Magic]" Any DDM Targets a Person Contingent Duration of 300s	5+2	The Target is encased in a raw Element, determined by your available Taglines, that prevents them from taking any action. This Effect lasts for 300s or until the Trap is dealt 200 Damage. While Trapped, the creature is in stasis and cannot act until released. The Trapped creature also cannot be Damaged. All **Trapped in Elements** come with the **Trapped in Amber** ability as standard. Additionally, the player may use any other **Trapped in Element** they have the source mark for.
Unarmored Damage Reduction*	Tagline: NA Self Permanent/ Contingent	5+2	When not wearing Armor you gain DR. Purchasing this Ability multiple times allows you to increase the DR cap from 0 to 5. ***You must know *Repel* to learn this Ability.**

Source Mark: Trapped in [Element]

Foundational	
Trapped in Amber	The Target may be moved while Trapped. This is the base "Trapped in Element".
Trapped in Fire	The Target takes 1 fire Damage every 5s they are Trapped.
Trapped in Ice	After being freed, you may only walk at a heel to toe pace until *Cleansed*.
Trapped in Earth	It takes 400 Damage to free the Target instead of 200 Damage.
Trapped in Water	After 30s, if you have not been freed, you drop to Dead status and do not begin Bleeding Out until freed. Drowning Sucks.
Trapped in Lightning	Hitting the Trap to free the Target deals 1 Lightning to the striker for each Melee strike.
Trapped in Acid	The Target's DR is lowered by 1. The target may perform a field repair on their armor during the battle but must visit a blacksmith after the battle for permanent repairs.
Trapped in Wind	Ranged Attacks do not count against the 200 points of Damage it takes to release the Target.
Mastery	
Trapped in Light	Target is Healed 20 Body for every 100s they are Trapped.
Trapped in Dark	You need to use a Danger Sense to locate the creature or Trap. This may only be cast in Darkness or Shadows, and does not function in ambient Light.
Trapped in Infernal	The Target inside takes all the Damage done to the Trap to free them. If they are reduced to 0 Body, they start Bleeding Out as soon as they are freed.
Trapped in Arcane	Can only be Damaged by Magical Taglines.

Bardic Abilities (3 Build)

Grants the Character the power to influence social situations through performance and unlock access to the Abilities outlined in the tree below. Performance can be song, dance, playing an instrument, acting in a skit, or otherwise providing some form of engaging entertainment.

The initial purchase of Bardic Abilities grants the Ability *Toss a Coin*.

Ability	Base Effects	Cost	Description
Toss a Coin	Tagline: NA Touch A Person must Target you Instant	0X	If one of your Targets tips you (at least 1 cog) at the end of your performance after using any Foundational Bardic Ability, you regain one of your Foundational Bardic Abilities.
Foundational			
Animal Empathy	Tagline: "Animal Empathy" Targets an Animal Type Self Contingent	2+1	Caster can communicate with the animal until one of the following conditions occurs: ● The caster takes Recovery ● The caster is Reduced to 0 Body ● The animal goes out of Line of sight
Ballad of The Fallen	RP 30s+ Tagline "Ballad of the Fallen: Heal 10" Voice AoE Instant	6+1	All allies that can hear you Heal 10.
Charm Person	Tagline: "Charm" Targets a Person Voice Duration 30s	3+1	Target must act in a non-hostile manner towards you for 30s; they cannot attack or use Abilities against you. This can cancel the Effects of *Provoke* on a Target. The Target is aware they were Charmed after 30s.

Ability	Base Effects	Cost	Description
Dirge*	RP 60s Targets a Person Voice Instant	4X	If you perform for at least 60s when someone has reached a Resurrection Circle, you grant +1 white stone to their bag pull. ***You must know *Ballad of the Fallen* to learn this Ability.**
Harmonious Innovation*	RP 60s Targets a Person Voice Instant	2+1	Before another Character would make either a Crafting pull, or a *Jack of All Trades* pull, to use this Ability you must perform in some way for at least 60s. After you finish your performance, the Target may make their bag pull, and if they are not satisfied with the result, they may choose to pull again and must take the second result.
Inspiring Performance	RP 120s Targets up to 5 Persons Voice AoE Contingent	4+1	By performing for 120s, grant Inspiration to as many as 5 Targets, allowing them to use their next Recovery Instantly. They may choose to use this Recovery at any time, but it must be their next Recovery.
Instrumental	RP 120s Voice Targets up to 5 Persons Contingent	4X	While helping with an *Inspiring Performance* and while playing an instrument, you may also add to the benefits for the Target 2 DR (not over cap) against an Elemental Tagline you know, until one of the following occurs: ● The Target takes a Recovery ● The Target reaches Dead status This does not stack or affect more than one Elemental Tagline at a time.
Mimicry*	RP Mimicking a Sound Self/Voice	3X	Use *Jack of All Trades* to accurately mimic any image or sound you have observed in the last 30 minutes. ***You must know *Jack of All Trades* to learn this Ability.**
Rallying Command	RP 8+ words Voice Targets a Person Instant	2+1	RP inspiring a Target with at least 8 words, and they will regain a spent use of a Foundational Ability.

Ability	Base Effects	Cost	Description
Refreshing Tune*	RP Performing Self Contingent	6X	If you have *Heal X*, you can reduce the time required by 2s if you are performing while RP Healing. ***You must *Heal X* to learn this Ability.**
Soothe	RP 60s Voice Targets a Person Contingent	1+1	Perform for 60s to suppress a Curse until the Target takes a Recovery.
Mastery			
A Jaunty Tune*	RP 120s Self Contingent	10X	If you are playing an instrument, singing, or otherwise utilizing Bardic talents without activating a Bardic Ability, reduce the time required for any RP Ability you are utilizing by 60s, down to a minimum of 10s. This Effect cannot be applied to any Bard Abilities or Mastery Abilities. ***You must know *Instrumental* to learn this Ability.**
Accompaniment	RP 120s Voice AoE Targets a Person Contingent	4X	Play along with another Bard using *Inspiring Performance* to grant the additional Effect of +5 Healable Body until they take that Recovery, or reach Dead status. This does not stack.
Crowd Work	Tagline: NA Self Contingent	4+2	When using any Bardic Ability, you may affect one additional Target per purchase of this Ability.
Song of the Seraphim*	RP 30s+ Tagline: "Song of Seraphim" Target multiple Persons Voice AoE Instant	8+2	All allies that can hear you mass *Revive*. ***You must know *Ballad of the Fallen* to learn this Ability.**

Ability	Base Effects	Cost	Description
Troupe Leader*	RP 120s Targets multiple Persons Voice AoE Instant	8X	If accompanied by other Bards while you are using *Inspiring Performance*, your Targets increase from 5 to ALL who observe the full 120s—allies and enemies. ***You must know *Inspiring Performance* to learn this Ability.**
Warsong*	Tagline: NA Self Constant	6X	You are no longer interrupted during *Inspiring Performance* when Targeted by Abilities/Effects that do not reduce you to 0 Body. ***You must know *Inspiring Performance* to learn this Ability.**

Crafting (0 Build)

Grants the Character the ability to Craft Items and add Modifications to them to perform additional Effects beyond the default Effects of the Item in question. Crafting Tiers must be purchased in order, and every new Profession starts at Tier 1.

The initial purchase of Crafting grants Tier I of the *1st Profession*.

Recipes use found or purchased Components to create Items with in-play Effects. To create an Item of a given Tier, all Components in that Item must be of an equal of higher Tier to the Recipe.

See the Crafting Guide for a full list of Recipes.

Ability	Base Effects	Cost	Description
Foundational			
1st Profession	Tagline: NA Self Targets one or more Items Contingent	0+1	Create Items specific to the Profession.
2nd Profession*	Tagline: NA Self Targets one or more Items Contingent	2+2	Create Items specific to the Profession.
3rd Profession*	Tagline: NA Self Targets one or more Items Contingent	4+3	Create Items specific to the Profession.
4th Profession*	Tagline: NA Self Targets one or more Items Contingent	6+3	Create Items specific to the Profession.

Ability	Base Effects	Cost	Description
Appraisal*	Tagline: "Appraisal" Touch Targets an Item Instant	2X	Identify components of and qualities in *Appraised* Items.
Mastery			
Efficient Worker*	Tagline: NA Self Targets one or more Items Instant	3+2	Reduce the required Materials by 1 per purchase in the Profession you have chosen. (Minimum of 1 of each Material). ***You must know Tier 2 in the 1st Profession to learn this Ability.**
In the Zone*	Tagline: NA Self Contingent	10X	Repairing Multiple Items: You may repair up to two items simultaneously by either expending one charge of Field Repair or performing at least 10 seconds of in-character roleplay to represent the repair process. ***You must know Tier 3 in the 1st Profession to learn this Ability.**
Line Worker*	Tagline: NA Self Targets one or more Items Instant	3+2	Each time you purchase this Ability, increase the number of Items you can Craft simultaneously by 1. This allows you to Craft additional Items per bag pull. ***You must know Tier 3 in the 1st Profession to learn this Ability.**

Ability	Base Effects	Cost	Description
Salvage/Demolition	Tagline: NA Touch Targets one or more Items Instant	3+2	Choose to either: ● Break through non-Tagged Structures with 20s of RP ● Dismantle a Structure for parts with 60s of RP Plot will inform you if this action is not allowed for in-play reasons. When dismantling an Item, perform a bag pull to determine the Components salvaged: ● **Blue:** 10 Materials ● **White:** 6 Materials ● **Red:** 3 Materials ● **Black:** 1 Material

Ritualist (3 Build)

This Ability enables a Character to perform Rituals, actively contribute to them, and unlock the Abilities within the Ritualist tree. All Rituals require a minimum of 1 Tier 1 (T1) Source and take at least 5 minutes to perform unless otherwise specified.

Ability	Base Effects	Cost	Description
Ritualist	RP (Varies) Self Targets a Ritual Permanent	0X	You may lead a Ritual or contribute white stones or Recoveries as required by the Ritual.
Foundational			
Materialist	Tagline: NA Self Targets a Ritual Permanent	6X	You may reduce by 1 the Component cost of any Ritual in which you participate (Tier 1 or Tier 2 only), with a minimum of 1; the Ritual must still use at least one Component of the appropriate type to be completed.
Open-minded	Tagline: NA Self Targets a Ritual Permanent	6X	You may increase by 1 the number of Targets affected by a given Ritual you are leading.

Ability	Base Effects	Cost	Description
Well-planned	Tagline: NA Self Targets a Ritual Permanent	6x	If you physically represent your Ritual using the props listed on the Ritual card or additional appropriate PhysReps, you may reduce the Ritual's casting time by 60s.
Mastery			
Efficiency*	Tagline: NA Self Targets a Ritual Permanent	3X	Decrease the Duration of any Ritual you are part of by 60s, down to a minimum of 60s. ***You must know *Master Ritualist* to learn this Ability.**
Master Ritualist	Tagline: NA Self Targets a Ritual Instant	6X	Lead Rituals specifically Tagged for Master Ritualists and contribute white stones or Recoveries as required by the Ritual.
Source Conduit*	Tagline: NA Self Targets a Ritual Instant	10X	Substitute any non-Unique Material required for a Ritual you are participating in by expending one of your white stones. ***You must know *Master Ritualist* to learn this Ability.**

Stealth (3 Build)

This grants the Character enhanced stealth capabilities, allowing them to move unseen and navigate environments more effectively.

The initial purchase of Stealth grants the Ability *Shadow Phase*.

*While healing during Shadow Phase with the appropriate skills, the player must wear a blue sash to visibly indicate a stealth healing action is in progress. The sash must be easily removable upon completion of the activity.

Ability	Base Effects	Cost	Description
Foundational			
Shadow Phase	Tagline: "Shadow Phase" Self Contingent	0+1	Slip into any real-world shadow not formed by a person and enter Shadow Phase. Remain hidden from normal sight until one of the following conditions occurs: ● You speak ● You leave the (real) shadows ● You drop to 0 Body ● You take offensive Action To simulate Shadow Phase, cross your arms over your head. You may RP Heal while in Shadow Phase, but not use instant charges.
Backstab	Tagline: NA (except to increase your Damage call) Any DDM Targets a Person Permanent	8+1	+2 Damage when attacking your Target from behind. This bonus increases by +2 for each time you purchase this Ability.
Parry*	Tagline: "Parry" Melee Targets a Strike Instant	1+1	Negate any Physical Effect that strikes you while wielding a Weapon. This does not include Mastery Abilities. ***You must know at least one Melee Node to learn this Ability.**

Ability	Base Effects	Cost	Description
Accuracy*	Tagline: "X Body" Melee (Dagger) Targets a Person Contingent	8X	When wielding a Dagger and calling Sharp only (no additional Taglines), you may instead call Body Damage. ***You must know *Backstab* to learn this Ability.**
Blink*	Tagline: "Blink" Self Duration 5s	5+1	Allows you to step out of the game for 5s and reappear in any arrangement of your choosing. You may only carry Items and objects that do not actively have a will of their own. Signal this action by holding arms above your head. ***You must know *Parry* to learn this Ability.**
Sleep*	Tagline: "Sleep" Any DDM Targets a Person Duration 10s	3+1	The Target is rendered Stunned for 10s. This may be parried. Any Damage wakes the Target. Daggers/Claws only. ***You must know *Backstab* to learn this Ability.**
Mastery			
Master of Stealth*	Tagline: "Shadow Phase" Self Constant	8X	You no longer need to remain in the shadows during *Shadow Phase*; however, you still need them to initiate *Shadow Phase*.
Sneak Attack*	Tagline: "Sneak Attack X Body" Any DDM Targets a Person Instant	6X	Double the Damage of your first attack after coming out of *Shadow Phase* and change the Tagline to Body. This Effect cannot be paired with Mastery Abilities and can only be countered by *Dodge*. ***You must know *Backstab* at Tier 3 to learn this Ability.**
Trap Expertise*	Tagline: NA Touch Targets an Item Instant	5+2	Use *Jack of All Trades* to lower the difficulty of bypassing a Lock or Trap by 1 Tier for each purchase, with a minimum of Tier 1. ***You must know *Jack of All Trades* to learn this Ability.**

Surgery (3 Build)

This skill grants the character advanced RP Healing and Surgical Abilities, including the capability to perform Field Surgery. Field Surgery is a Focused Action, meaning you cannot participate in active combat or be engaged by enemies while performing it. All Surgery Abilities must be performed on a Surgical Sheet using a Field Surgery Bag.

To identify yourself as a Field Surgeon you must have a **Field Surgery Bag** and a **Surgical Sheet.**

1. **Field Surgery Bag:** You must carry a clearly marked Field Surgery Bag with a prominent green cross (minimum size of 4×4 inches), ensuring it is distinguishable from other bags. The contents of your bag should represent typical surgical or First Aid tools. All props must be safe for LARP use. Creativity in assembling your tools is encouraged for immersion (e.g., bandages, fake blood, candy pills, faux needles, etc.).

2. **Surgical Sheet:** You must use a large white or light-colored sheet to represent your surgical area.

The initial purchase of Surgery grants the Abilities Field Surgery and Triage.

Ability	Base Effects	Cost	Description
Field Surgery	RP 60s	0X	Grants the capability to perform Field Surgery.
Triage	Tagline: "Triage, what's your status?" RP 6s Touch Targets a Person Instant	0X	Learn a Target's total and current Body, as well as any status Effects on them. By spending 5s RP, extend the Target's Bleeding Out or Dead count by up to 60s, to the maximum allowable Duration.
Foundational			
Always Working*	Tagline: "Heal 1" Touch Targets a Person Every 10s	5X	While using any other Surgery Ability, you are also Healing 1 Body for the Target every 10s. ***You must know *Assistant* to learn this Ability.**
Assistant*	Tagline: "Assisting" Touch Targets a Surgeon Contingent	5+1	Assist another Surgeon in any procedure. Doing so either grants a second bag pull, OR reduces the overall surgery time by 5s per purchase of this Ability. Surgery procedures cannot be shortened below 30s.

Ability	Base Effects	Cost	Description
Cleanse	Tagline: "Cleanse" Touch Targets a Person RP 10s	4X	Remove one negative RP status Effect only during Surgery.
Exploratory Surgery/ Autopsy	RP Exploration Touch Targets a Person Contingent	6X	Attempt surgical exploration to learn about the condition or Body of the Target. This requires a bag pull: **Black Stone:** Nothing is learned or found **Red Stone:** No information is learned, but something may be found **White Stone:** You receive an answer or definitely find something **Blue Stone:** You gain a lead in the plot (if applicable), some valuable information, or discover something important and removable
Repair Limb*	Tagline: "Repair Limb" Touch Targets a Limb RP 10s	4X	RP for 10s to remove the *Disable Limb* condition.
Soothe*	Tagline: "Soothe" RP 60s Touch Targets a Person Contingent	1X	While using any other Ability from *Surgery*, you remove pain. RP for 60s to suppress a Curse until that Character takes a Recovery.
Mastery			
Adrenaline Shot*	RP 120s Touch Targets a Person Instant	7X	RP for 120s to grant a Recovery to the Target from their Recovery count that must be used immediately. ***You must know *Assistant* to learn this Ability.**

Ability	Base Effects	Cost	Description
Efficiency	Tagline: (Half your Surgery count) Self Instant	3+2	This Ability can be purchased multiple times, with each purchase allowing you to select a different Surgery Ability. Reduce the required RP time for the chosen Surgery Ability by half.
First Aid*	Tagline: "First Aid" Voice AoE Targets multiple Persons Contingent	5X	While using any other Ability from the *Surgery* Node, everyone within 5′ of you halts their Death count. ***You must know *Assistant* to learn this Ability.**
Reattach Limb*	RP 60s Touch Targets a Limb/Person Permanent	10X	Reattach a *Severed* Limb to its original location with no scarring. ***You must know *Repair Limb* to learn this Ability.**
Revive*	RP 60s Touch Targets a Person Permanent	6X	Restore a Target from Dead status to 1 Body. You may also RP for 60s to not expend Revive Charges.
Steady Hands*	Tagline: "Heal X" Touch Targets a Person Every 10s	3+2	Increase the Healing Effect of *Always Working* by 1. ***You must know *Always Working* to learn this Ability.**