

## Mythic Realms 2008 Rules

### Draft 2.1

#### Errata for 2006 rulebook

On behalf of us crazy guys finalizing the rules. I wish to extend my thanks to the members of the 2006 rulebook committee to giving us the base on which these revisions can be made, James B. Bernard, Tommy Bybee, Daniel L. Robbins, and David K. Simpson. Thanks also to Zach Martin, Dave Hagen, Paul Iverson, and Keith Phillips who have all worked on this revision of the rules to various degrees.

Thanks again to Steve Hagen, Rex Rouviere, Rob Bernard, and Rich McComas, and the many others who have helped with previous rulebook editions.

Much appreciation also to the many who shared their ideas and insights during our first and every year of play.

The basis of the Mythic Realms rules system was developed in 1998 primarily by Steve Hagen, Scott Smith, and Allen Turner, among others.

Andrew Hamblin  
- Craziest guy finalizing the rules

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The following contact information should be considered to be the correct contact information for Mythic Realms.

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#### P. 13 Magic Combat

Spell books have been removed from the game. Any ability which previously required a Spell book, no longer requires one. Any other mention of Spell books should be disregarded.

Spells are no longer memorized. Any caster may cast any Spell they know, if they possess an unused Spell slot of the correct school and level.

The Skill Templar Theory has been removed from the game, all characters, who can cast Spells, are able to cast up to 3rd level Spells in Plate Armor and up to 6th level Spells in Chain Armor. as though they possessed the old Skill Templar Theory.

#### P. 14-15 Normal Combat

Weapon cap has been revised. A Weapon's cap is now **Five** times that Weapon's base damage, this new cap is unrelated to a character's Weapon Skill Unless stated no Skill or effect allows a character to exceed this cap. The only standard exceptions to this are Rage and Backstab.

#### P. 16-17 Special Combat and Abilities.

Primary swing types are unchanged.

Secondary and Tertiary swing types have been removed from the game, all swings that were previously Secondary or Tertiary are now Primary.

The following Swings have been removed from the game: Shadow, Curare, Disease, Draco Venom, and Slow.

The final note is revised to read as follows, "When a Spell or other effect is added to a Weapon, the effect's Primary type take precedence over the Weapon's standard Primary swing type for the duration of the Spell or effect. The individual wielding the Weapon may choose to 'drop' the Spell or effect at any time."

## P. 21 Cheating

If you see someone cheating it is appropriate to call a hold and ask how they accomplished the Skill or effect, it is also appropriate to ask a marshal to verify that a character can achieve an effect. Breaking the rules whether intentionally or accidentally is still cheating. Each infraction of cheating will earn you one or more strikes, at three strikes your character takes a death. All adjudication of such accusations and the accumulation of strikes is done by the event's marshal. If a player feels that they have been treated unfairly at an event they may appeal a marshal's decision to the Head marshal of an event, or James. This applies to both NPCs and PCs.

## P. 22 Rules and Reminders

When rounding numbers the number is always rounded up.

All items, coin or other Mythic Realms currency, and phys-reps owned by Mythic Realms must be returned to logistics at check-out.

All unique items will now be provided by Mythic Realms and will be considered stealable. If the PC wishes to use their own phys reps they may do so, however they must understand these items may be taken in game and the phys rep will not be returned until the item expires or otherwise leaves game. These items will NOT however be taken outside of Mythic property so another player can not keep the item outside of gameplay. The player must also understand the potential for damage to or loss of the item. If the player wishes to donate the item to Mythic permanently they may do so, or else they may talk to James about other compensation for the item. If the player chooses not to use their own phys reps for this then Mythic Realms will provide the phys rep instead.

Items, coins, and other Mythic Realms equipment or phys reps must now be Checked Out at the beginning of an event and then Checked back in before leaving. These items will be tracked for record keeping purposes and to help prevent other errors and complications.

## P. 30-31 Valnor

The Valnor campaign is no longer being run, all references to Valnor should be ignored.

## P 32-33 Characters and Character Generation

A Character's starting coins are equal to your character's Skill Point total in copper pieces.

A Player is allowed to have only 3 Active (non-obliterated/retired) Characters at one time and may not make more than 3 new characters per calendar year.

Due to the effects of the Terath Ritual any character who is less than 250 Points receives a temporary boost in power to 250 Points while in Terath, otherwise they remain at their current Skill Point total. Each character will be required to have a base write-up for the character at their current Terath Skill Point total. In addition, each character may have 1 version of their character for when they travel to Lairoth at their Skill Point total or the Max Cap in Lairoth, whichever is higher. The character's build in Lairoth may only include Skills the character purchased in Terath. The character may have an additional Skill write-up for Lairoth for every 250 Points the character has assigned to them in Terath (i.e. A 500 Skill Point character in Terath could have 2 different versions of that character in Lairoth, a 750 Skill Point character would have 3, and so on).

Skill Point Cap has been removed in Terath.

The Maximum Skill Point cap for Lairoth characters is 75 Skill Points + Membership bonuses as of May 2008. This cap will increase after each event.

The Lairoth Skill Point Cap may periodically be reset every few years as deemed necessary by Mythic Realms Staff.

As of April 2008 the Maximum Membership Bonus possible is 55 Points for 10 years of paid

Memberships.

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Armor – The Armor Points granted by Armor phys-reps have been revised as listed in the following table.

A Phys-rep's Armor value will be determined at logistics.

A Location must be at least half covered by the Armor to qualify for Armor Points.

Poorly constructed Phys-reps (pleather, thin plastic, etc) may receive ½ total Points for their Armor type. Likewise any Armor that is exceptionally well made may receive additional Armor Points.

Location	Leather	Chain	Plate
Each Arm	1	2	4
Each Leg	1	2	4
Head	1	2	4
Torso	2	4	8
Max Value	7	14	28

Shields – The base Points for Shields have been revised as follows

Small Shields – 5

Large Shields - 10

P. 38-44 Races

Racial abilities have been completely revised. No race has any disadvantages, and the racial backgrounds remain the same.

Valnor races have been removed from the game, existing characters possessing these races will be Grandfathered.

Gypsy and Wildkin have been removed as PC Races.

All Racial abilities must be battled at 5/day as per Skills.

Race	Advantages	Hit Points
<b>Asurkians</b>	Resist Negate Magic: 6 SP	5
<b>Barbarian</b>	No negative to Rage	15
<b>Hrungnor</b>	Gains Smithing in ½ Time	15
<b>Elentari</b>	+1 to Level of Disarm	10
<b>Fey</b>	Innate Charm You: 5 SP	5
<b>Halfling</b>	Taunt: 3 SP	10
<b>Human</b>	No Benefit	10
<b>Knockmillna</b>	Hide Other: 2 SP	10
<b>Orcs</b>	Fear X(skill point total): 3 SP	15
<b>Parthan</b>	+1 to Level of Sidestep	10
<b>Thorgg</b>	+1 to Level of Strength	20
<b>Troglodyte</b>	Racial Sleep Gas Poison: 7 SP	15
<b>Xelaque</b>	Resist Magic: 9 SP	10
<b>Grungnir</b>	Resist Poison (including Necreather): 6 SP	15

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Skills, except Spells, that may be battled must now be converted to a per battle ability when it is possible to do so. This does not change the level of the Skill.

P. 46-49 Prerequisites and Skill costs

Skill costs and prerequisites have been revised according the chart on this page.

The Prerequisites for Skills have been revised as follows.

Assassinate - Backstab +5, Waylay +2 100 Skill Points

Slay - Weapon +3 Parry +3 Disarm +3 Maim +3 100 Skill Points

School of Magic - Read / Write

Scroll Making – Read / Write

Ritual Magic - 1 9th level Spell, Scroll Making +10, Universal

The Skill Pick Locks has been removed from the game, the Skill Lock Smith has been revised to account for this, please see the Production Addendum for details.

Characters may Access one Skill Type at creation for free.

Cross Type – This Skill allows characters access to a new Type of Skills, each subsequent purchase of the Skill grants access to a new Skill Type.





## P. 50-82 Skill Descriptions

### Alchemy

This Skill has undergone significant changes see the Production Addendum for details on these changes.

### Armor Smith

This Skill has undergone significant changes see the Production Addendum for details on these change.

### Backstab

Backstab may only be used with one handed Weapons.

Backstab damage is not subject to cap.

Conceal can now be applied to traps, details on this may be found in the Trap Smith Skill in the Production Addendum.

### Disarm

This Skill must be battled at every five levels.

This Skill is now called 'Disarm X' where X equals any number between 1 and the character's level in disarm.

This Skill may no longer be traded in at logistics for resist disarms.

This Skill may be used to resist one disarm of a level equal to or lower than the level of your Skill in disarm. This does not use the previous 2 resists per Skill level.

### Disguise

Allows a Character to disguise themselves as any standard PC race.

### Dodge

This Skill must be battled when it becomes available.

### Hide

Characters may no longer hide at night.

Hide +1 has been removed from the game.

Lock Smith has undergone significant changes see the Production Addendum for details on these change.

### Maim

This Skill must be battled at every five levels.

This Skill is now called 'Maim X (Primary Swing Type)' where X equals any number between 1 and the character's level in Maim.

This Skill may no longer be traded in at logistics for Resist Maims.

This Skill may be used to resist one Maim of a level equal to or lower than the level of your Skill in Maim. This does not use the previous 2 resists per Skill level.

Medicine has undergone significant changes see the Production Addendum for details on these change.

### Parry

This Skill must be battled when it becomes available.

### Pick Locks

This Skill has been removed from the game, it's functions are now a part of the Lock Smith Skill, please see the Production Addendum for details.

### Rage

This Skill is no longer subject to cap.

### Sidestep

This Skill must be battled when it becomes available.

### Slay

This Skill must be battled when it becomes available.

This Skill is now called 'Slay X (Primary Swing Type)' where X equals any number between

1 and the character's level in Slay.

This Skill may no longer be traded in at logistics for Resist Slays.

This Skill may be used to resist any Slay of a level equal to or lower than the level of your Skill in Slay. This does not use the previous 2 resists per Skill level.

Templar Theory

This Skill has been removed from the game.

Traps Produce/Disarm

This Skill has been renamed to Trap Smith, and has undergone significant changes please see the Production Addendum for details.

Waylay

Thorgg no longer have immunity to Waylay 1-4.

Weapon

Weapon base is a general Skill.

Weapon 1 and greater is a fighter Skill.

Weapon Smith

This Skill has undergone significant changes see the Production Addendum for details on these change.

School of Magic, Spell Slot, Universal Magic, and Ritual Magic

These Skill has undergone significant changes, please see the section on magical combat for details.

Changes to individual Spells are listed in the Spell Addendum.

Scroll Make

This Skill has undergone significant changes see the Production Addendum for details on these change.

# Production Skills

Each of these Skills allows Items to be Produced during Logistics by someone trained in the appropriate Production Skill. At each Skill Level, a character gains 3 Production Points (PPs) that can be used to Produce these Items. A character may only Produce Items available at their Level of Skill or lower. Producing an Item requires a number of PP equal to the Level at which it is available as well as the amount of money listed under the Cost to Produce column. All Items now only require a single Logistics to Produce unless stated otherwise. Once the Item is Produced, the player will receive an Item Card or Popsicle stick with the name of the Item, an expiration date, and a signature on it. The Item is then valid to be used until the end of the month in which it expires. The standard duration for a Produced Item is 3 months. Once the Producer reaches Level 3 in their Skill the duration can be extended to 6 months. Once the Producer reaches Level 6 in their Skill the duration can be extended to 1 year. Once the Producer reaches Level 9 in their Skill the duration can be extended to 2 years. Armor, Shields, and Weapons automatically have a duration of 2 years. Many of the Items listed below are reusable, however if an Item is destroyed or otherwise no longer usable the Item Card or Popsicle stick should be returned to a Marshall.

**Alchemy** – This Skill is divided into three main categories. Alchemicals. Poisons, and Potions.

- Alchemicals can be used by any character, even if they do not have the Alchemy Skill. They are applied to the surface of an object in order to product their effect. Alchemicals require a 5 second count to apply. Alchemicals have a default duration of 5 minutes
- Poisons can only be used by a character trained in at least Level 1 Alchemy. Most Poisons are applied to a Weapon, which requires a 5 second count to apply, but some have differing uses as noted in their individual descriptions below. Poisons inflicted by an attack have no effect unless the target’s health is damaged by the attack in the process. Thus Armor will prevent a Poison from affecting a character until the Armor has no remaining Points. Poisons applied to a Weapon only remain effective for the next 5 swings of that Weapon.
- Potions can be used by any character, even if they do not have the Alchemy Skill. Potions are beneficial substances that must be ingested to have an effect. A Potion requires five seconds to “drink” after which time its effect is in place.

Skill Level	Alchemicals	Poisons	Potions	Cost to Produce
Level 1	Oil of Illumination	Acid 5	Cure 5	1 copper
Level 2	Armor Polish 5	Acid 10	Toughen 10	4 copper
Level 3	Oil of Sharpness 2	Skill Poison	Cure 15	9 copper
Level 4	Quicksilver	Paralysis	Potency 2	1 silver, 6 copper
Level 5	Oil of Sharpness 3	Acid 25	Cure Full	2 silver, 5 copper
Level 6	Armor Polish 15	Fool’s Gas	Rejuvenation	3 silver, 6 copper
Level 7	Oil of Sharpness 4	Sleep Poison	AntiPoison	4 silver, 9 copper
Level 8	Food Purity	Blood Poison	Poison Shield	6 silver, 4 copper
Level 9	Element Protection	Death Poison	Revival	8 silver, 1 copper
Level 10	Magicsheen	Necreather	Bloodfire	1 gold + component

- The number of uses or time durations on Alchemy do NOT stack, however they do reset. Thus someone affected by Paralysis has been paralyzed for 15 seconds, if they are struck again for Paralysis the total time resets to the original 30, it does not add on to the remaining 15 seconds. Likewise if someone has two swings of Oil of Sharpness 3 remaining on their Weapon they may not apply another to exceed the allowed 5 total swings.
- In addition to the items that can be Produced with Alchemy, a character with this Skill gains the following abilities.
  - Identify Alchemy – By spending 30 seconds examining any standard Alchemical item, a character trained in Alchemy can determine exactly what the substance is, what it will do and what components were used to make it.
  - Use Alchemy- A character trained in Alchemy is able to apply, throw, or otherwise use Poisons which non-trained characters can not.

Acid – This Poison may be thrown or ingested from a drink. It may NOT be applied to a Weapon or ingested from food. If used as a thrown attack, the wielder may use up to 10 total packets which must be thrown all at once. It is then called “X Acid.” X is the number listed on the Poison when it is used, either 5, 10 or 25 as on the list above. Damage caused by Acid

bypasses Armor.

AntiPoison – This Potion must be ingested to be effective. Using this Potion immediately counteracts the effects of any Poison currently affecting the character with the exception of Necreather, Blood Poison, or Death Poison.

Armor Polish X – This Alchemical must be applied directly onto the character's Armor or Shield to be effective. The effects of this Alchemical last until used or until the next Logistics, whichever is shorter. This Alchemical grants the user's Armor or Shield X temporary Armor or Shield Points which are added to their current Armor or Shield Point total. These additional Points will exceed the maximum granted for normal Armor or a normal Shield, however they will not allow Armor to exceed a maximum total bonus of +20 or a Shield to exceed a maximum total bonus of +10. These Armor or Shield Points are used first when the character takes damage and can NOT be repaired or mended once they are lost. The effects of this Alchemical do NOT stack with other Alchemicals of the same kind. If another Alchemical of the same kind is used, only the higher rating is applied. This Alchemical has no bonus when applied to Armor or a Shield with 0 remaining Points.

Blood Poison – This Poison may be ingested from food/drink or applied to a Weapon. Once a character is affected by this Poison they fall immediately into their Bleed Count. This Poison only takes effect once, after which the affected character may be healed normally without falling back into their Bleed Count unless they are afflicted again.

Bloodfire – This Potion must be ingested to be effective. Using this Potion allows the user to become completely immune to Poisons for the next 5 minutes. This even includes Necreather. Ingesting this Potion does NOT have any effect on Poisons already affecting the user. This Potion requires Dragon Blood as a component during its Production.

Cure X – This Potion must be ingested to be effective. Using this Potion allows the user to immediately regain the number of lost health Points listed as X on the Potion, either 5, 15 or Full health as on the list above.

Death Poison - This Poison may be ingested from food/drink or applied to a Weapon. Once a character is affected by this Poison they fall immediately into their Death Count. This Poison only takes effect once, after which the affected character may be healed normally without falling back into their Death Count unless they are afflicted again.

Element Protection – This Alchemical must be applied directly onto the character or their Armor to be effective. Once in place the effects of this Alchemical last until used or until the next Logistics, whichever is shorter. This Alchemical allows the user to call "Resist" against up to 3 Elemental type attacks or Spells, thereby preventing the damage caused by those attacks. This Alchemical does NOT protect against Force Level effects or Spells.

Food Purity – This Alchemical must be applied to food/drink to be effective. One application is enough for a single drink and a single plate of food. By using this Alchemical the food/drink it has been applied to is instantly purged of any Poisons except Necreather. Use of this Alchemical does NOT allow the user to determine if any Poisons were in evidence or to identify any existing Poisons.

Fool's Gas – This Poison may only be thrown. It may NOT be ingested or applied to a Weapon. Use of this Poison immediately discharges a single Poison defense that a character currently has in place from Alchemy or Spell. It does NOT affect Bloodfire or any Force Level Spell defenses.

Magicsheen – This Alchemical must be applied to a Weapon to be effective. By using this Alchemical on a Weapon, the damage type of the Weapon becomes 'Magic' rather than its current damage type. This Alchemical lasts for 5 minutes. This Alchemical requires Fairy Dust as a component during its Production.

Necreather – This Poison may be thrown or ingested from food/drink. It may NOT be applied to a Weapon. The effects of this Poison last for 5 minutes. Once a character is affected by this Poison they no longer retain their free will. They must obey ANY command given by the user to the best of their ability. The character must continue to obey a given directive until the duration ends, the order is completed or they are given another directive by the user. If the character is not given another directive upon completion of a task they remain immobile and inert until the user gives another order or the duration of the effect lapses. A character under the effects of this Poison may NOT speak unless directed to do so by the user. Once the character is no longer affected by the Poison they retain no memory of what occurred while they were affected unless specifically directed to remember it by the user. This Poison requires Charred Sufly Leaf and an Enslave You scroll as components during its Production. NOTE: This is a very powerful item so take care not to abuse the Family Game rule through its use.

For Example: You may say "Act like you are not under the effects of anything until I tell you otherwise." If you do this, the

target must do their best to keep up the act that nothing has happened, but does not have to assume anything else- such as fighting for the defense of the one who Necreathered, however once under the effect of Necreather, the target will never harm the one who targeted them. If the target is commanded to "Do everything you think I would want you to do to help me" it has NO EFFECT. Instructions must be more specific, such as "What is the best way to break into your master's room and gain as much treasure and knowledge as possible." The target does not need to start using all of their items, Spells, secrets, etc to assist the one who Necreathered them unless directed. But, if you are targeted and told to "Protect me," you would definitely use your Spells, items etc to your best ability to protect them (but don't have to offer your items or secrets to them unless specifically directed to do so."

Oil of Illumination – This Alchemical must be applied to Armor or a Weapon. By doing so this allows the wearer to activate Illuminate Us as the Spell but only for personal use. They may not throw or otherwise use this for any combat purposes. This Alchemical lasts for 5 minutes (flashlight) or until it wears off (glowstick).

Oil of Sharpness X - This Alchemical must be applied to a bladed melee Weapon to be effective. By using this Alchemical on a Weapon, the damage of the Weapon is temporarily increased by X. The effects of this Alchemical do NOT stack with other Alchemicals of the same kind. If another Alchemical of the same kind is utilized, only the higher rating is used. This Alchemical lasts for 5 minutes.

Paralysis – This Poison may be thrown, ingested from food/drink, or applied to a Weapon. The effects of this Poison last for 30 seconds. Once a character is affected by this Poison they become unable to move. The character may not move or speak except for comfort/safety purposes. They may not use any items or Skills, including those provided by items, The character's position can NOT be changed although the character as a whole can be moved by someone with sufficient Strength to do so. It requires Strength 1 to pick a character up and move them. A character affected by this may be searched and items may be removed from their pockets etc. The character even retains their position if they enter their Bleed or Death Count, although they will fall once the Poison's duration lapses.

Poison Shield – This Potion must be ingested to be effective. The effects of this Potion last for a single use, or until the next Logistics. This Potion allows the user to call "Poison Shield" while being affected by any Poison except Necreather. By doing so the effects of that Poison are countered. The defense must be used immediately upon being affected by the Poison or else it is not valid.

Potency X - This Potion must be ingested to be effective. The effects of this Potion last for 5 minutes. Using this Potion increases the user's Strength by X. This Potion is even effective if the user has no Strength to start with. The effects of this Potion do NOT stack with other Potions of the same kind. If another Potion of the same kind is consumed, only the higher rating is used.

Quicksilver - This Alchemical must be applied to a Weapon to be effective. By using this Alchemical on a Weapon, the Primary damage type of the Weapon becomes 'Silver' rather than its current Primary damage type. This Alchemical lasts for 5 minutes.

Rejuvenation - This Potion must be ingested to be effective. The effects of this Potion last for a single use, or until next Logistics. This Potion allows the user to automatically revert to full health at the end of their Bleed Count. If the character is healed in some other manner before the end of their Bleed Count then the effects of this Potion are not used.

Revival - This Potion must be ingested to be effective. The effects of this Potion last for a single use, or until next Logistics. This Potion allows the user to automatically revert to full health at the end of their Death Count. If the character is healed in some other manner before the end of their Death Count then the effects of this Potion are not used.

Skill Poison - This Poison may be thrown, ingested from food/drink, or applied to a Weapon. The effects of this Poison last for 30 seconds. Once a character is affected by this Poison they are unable to use any Skills for 30 seconds, even those provided by items. They may not use any items that require a Skill to activate or that utilize a Skill in their activation.

Sleep Poison - This Poison may be thrown, ingested from food/drink, or applied to a Weapon. The effects of this Poison last for 5 minutes. Once a character is affected by this Poison they immediately fall into a deep sleep. The character remains asleep until the duration lapses or they are revived by another effect. They are unable to speak or move except for comfort/safety purposes. They are unable to use any Skills or items.

**Toughen X** – This Potion must be ingested to be effective. The effects of this Potion last until used or until the next Logistics, whichever is shorter. This Potion grants the user X temporary health Points which are added to their current health total. These health Points are used first when the character takes damage and can NOT be healed or restored once they are lost. The effects of this Potion do NOT stack with other Potions of the same kind. If another Potion of the same kind is consumed, only the higher rating is used.

**Armorsmith** – This Skill is divided into three main categories. Protection, Temper, and Toughness.

- Protection is the amount of protection a given suit of Armor or a Shield can provide. The Protection column represents additional Armor Points that can be added to a suit of Armor or a Shield that exceed its base value.
- Temper is a suit of Armor or Shield’s ability to turn the attacks directed at it. This is represented by its ability to resist certain Spell attacks that are directed at the wearer.
- Toughness is the ability of a suit of Armor or Shield to withstand the force striking it. This is represented by its ability to resist certain Physical attacks or at least a portion of those attacks that are directed at the wearer.

Skill Level	Protection	Temper	Toughness	Cost to Produce
Level 1	+2 Armor/+1 Shield			1 copper
Level 2	+4 Armor/+2 Shield	Resist Elements 1/day		4 copper
Level 3	+6 Armor/+3 Shield			9 copper
Level 4	+8 Armor/+4 Shield		Resist Maim X 1/day	1 silver, 6 copper
Level 5	+10 Armor/+5 Shield	Resist Elements 2/day		2 silver, 5 copper
Level 6	+12 Armor/+6 Shield		Resist Slay X 1/day	3 silver, 6 copper
Level 7	+14 Armor/+7 Shield	Resist Magic 1/day (Shield only)	1 Point Slide (Armor only)	4 silver, 9 copper
Level 8	+16 Armor/+8 Shield	Resist Elements 3/day	Resist Maim X 2/day	6 silver, 4 copper
Level 9	+18 Armor/+9 Shield			8 silver, 1 copper
Level 10	+20 Armor/+10 Shield	Reflect Magic 1/day (Shield only)	2 Point Slide (Armor only)	1 gold + component

- A Produced suit of Armor or Shield may only have one selection from each column above, so choose wisely. Once a standard suit of Armor or a standard Shield has been modified, they are no longer able to be improved upon, a new base suit of Armor or Shield must be used instead. Producing the Item requires that the Armorsmith pay the Cost to Produce for each selection they make. The whole Cost to Produce must be provided at the Logistics during which the Item is Produced. The Armorsmith is NOT required to select something from each column.
- An Item Card for a Produced Shield or Suit of Armor merely lists the type that it is. Leather, Chain, or Plate in the case of Armor, or Small and Large in the case of Shields. Shields have a base number of Points for their type. Armor also has a base number of Points for its type, but the total varies depending on how much the character is wearing. As a result the Protection modifier must be listed on the Item Card, however the base is not because the amount of Armor the character wears may change.
- In addition to the Items that can be Produced with Armorsmith, a character with this Skill gains the following abilities.
  - **Armor Work** – By spending 5 minutes an Armorsmith may repair a suit of Armor or Shield of damage that it has suffered. Each time this is done it restores the Armor Point total to its full potential, but it reduces the maximum Armor Point total of the Armor or Shield by 1 until the Armor or Shield is repaired at a Forge or magically Mended. During the 5 minute time the Armorsmith may not do anything else except for comfort or safety purposes. If the Armor or Shield being repaired is struck for damage during these repairs the work is lost and the Armorsmith must start over. If the 5 minute count is interrupted, the Armorsmith may return and begin where they left off provided the Armor or Shield was not damaged during the time they were away. Armor or a Shield must be removed from the wearer in order to be repaired in normal time. If it is kept on the repair time is increased by 2 minutes. An Armorsmith may also spend 30 seconds reviewing a suit of Armor or Shield in order to discover its mundane properties. This ability does not reveal any magical properties the Item may have although it will reveal whether magical properties are present.

**Armor Smithing Tools** – In order to work on a suit of Armor or a Shield, the Armorsmith must be in possession of a set of Armor Smithing Tools. Standard Armor Smithing Tools may be Produced at Logistics for 2 PP and 5 Copper. Without these a Smith can NOT perform any Repairs on a suit of Armor

or a Shield.

Armor/Shield – The Protection column provides the basic tenant for making an improved suit of Armor. The number of Points listed in this column allow the smith to expend the Cost to Produce for the desired Level and in so doing, add the listed number of additional Points to the number of Armor Points a particular suit of Armor or Shield provides. Additional Armor Points can NOT be added to Armor or a Shield that has already been modified. They must be added to a new suit of Armor or Shield. Armor with a +20 modifier or a Shield with a +10 modifier requires that Adamantine be used as a component in their Production.

Reflect Magic – The ability to Reflect Magic can be built into a Shield but not Armor. This ability allows the wearer to reflect a single Spell back upon its caster by calling “Force Reflect” when the Spell would normally affect them. This works even against Force Level Spell effects. Adding the ability to Reflect Magic to a Shield requires that Red Ruby Dust be used as a component in the Production of the Shield.

Resist Elements – This ability allows the wearer to negate a single Non-Force Level Elemental Spell by calling “Resist” when the Spell would normally affect them.

Resist Magic - The ability to Resist Magic can be built into a Shield but not Armor. This ability allows the wearer to negate a single Non-Force Level Spell by calling “Resist” when the Spell would normally affect them.

Resist Maim X – This ability works exactly as described in the Maim Skill, however it is only a Resist Maim and can NOT be used offensively. X is equal to the Skill Level of the Armorsmith that Produced the Armor.

Resist Slay X – This ability works exactly as described in the Slay Skill, however it is only a Resist Slay and can NOT be used offensively. X is equal to the Skill Level of the Armorsmith that Produced the Armor.

Slide – A Slide can be built into a suit of Armor but not into a Shield. Its effect is to reduce the amount of damage the wearer takes from physical attacks by the number of the Slide. Every physical attack the wearer receives is reduced by the number of the Slide as long as they are wearing the Armor, even if the Armor Points of the Armor are reduced to 0. Adding a 2 Point Slide to Armor requires that Black Ruby Dust be used as a component in its Production.

**Lock Smith** – This Skill is divided into three main categories. Locking Mechanisms, Keys, and Tools.

- Locking Mechanisms include both Locks and Bars. Locks can be used to Lock a door, a chest, a set of Manacles, and many other things to keep trespassers out. Bars are usually only able to be used on doors although other situations can present themselves. A Bar is used as additional protection in addition to a Lock already in place. A Lock requires a Key to open normally and a character in possession of the necessary Key can Lock or unLock a door on a 5 count. A Bar requires an additional 5 count to open or close. A Bar can only be opened or closed normally from the inside of the Locked door. Anyone can use a Lock if they have the Key. Anyone can use a Bar and no Key is required.
- Keys are used in combination with Locks in order to keep trespassers out while granting efficient access to the character in possession of the Key. Any Lock automatically comes with two Keys for that Lock when it is made, after which time the others must be made at additional cost if the character wants more. Unlike Locks, Bars and Tools, a Key is often given a Popsicle stick rather than an Item Card. Keys should be labeled with the name, type, location, and number (i.e. Mort’s House Key, or Mort’s Chest Key Copy #3).
- Tools include both the Tools that a Lock Smith uses to Produce and work on Locks, as well as Manacles which are a form of restraint that can be used to keep another person bound. Lock Tools are required to work on a Lock in any way other than those for which a Key may be used. Lock Tools can include a bonus which is applied to the Lock Smith’s Skill Level in regards to what they can work on. This bonus does not provide any of the additional benefits gained at those Levels, only the ability to work on Locks of that Level. Manacles come with a Strength rating which is the amount of Strength required to break loose from the Manacles without a Key.

Skill Level	Locking Mechanisms	Keys	Tools	Cost to Produce
Level 1	Produce Lock 1	Spare Key	Produce Standard Lock Tools	1 copper
Level 2	Produce Lock 2 Produce Bar 1		+2 Manacles	4 copper
Level 3	Produce Lock 3	Copy Key		9 copper
Level 4	Produce Lock 4, Produce Bar 2		+3 Manacles	1 silver, 6 copper

Level 5	Produce Lock 5, Blueprint			2 silver, 5 copper
Level 6	Produce Lock 6, Produce Bar 3		+4 Manacles	3 silver, 6 copper
Level 7	Produce Lock 7	Key Print	+1 Lock Tools	4 silver, 9 copper
Level 8	Produce Lock 8, Produce Bar 4		+5 Manacles	6 silver, 4 copper
Level 9	Produce Lock 9, Keyless Lock	Master Key		8 silver, 1 copper
Level 10	Produce Lock 10, Produce Bar 5		+2 Lock Tools	1 gold + component

Blueprint – A Lock Smith may Produce a Blueprint of a Lock that they are Producing, thus enabling them to make a duplicate Lock at a later time. The duplicate Lock may be Produced at the same Cost to Produce and PPs as the original Lock or as the Blueprint, whichever is cheaper. The Blueprint must be Produced at the time the original Lock is being Produced. With the Blueprint for a Lock, the Lock Smith is also able to Install, Uninstall or Pick the Lock in ½ time and may automatically bypass any Traps that were built into the Lock. Any Traps added after the Lock was Installed can still be triggered.

Copy Key – By using this ability the Lock Smith may make duplicates of a Key provided they have an original Key to work with. A Copy can NOT be made using another Copy. The Cost to Produce and PPs for the new Key are the same as the original Lock or as the Copy Key, whichever is cheaper. The Lock Smith must have the same Skill Level as the Key being Copied in order to make the copy.

Produce Bar – A Lock Smith may Produce a Bar to install on a door with a Lock. They may Produce the Bar at half their current Skill Level rounded down. A standard Bar may NOT have a rating of higher than 5. A Level 5 Bar requires Adamantine as a component during its Production.

Produce Lock - A Lock Smith may Produce a Lock to install on a door, chest, Manacles, etc. They may Produce the Lock at their current Skill Level. A standard Lock may NOT have a rating of higher than 10. A newly Produced Lock automatically includes 1 Key. A Level 10 Lock requires Adamantine as a component during its Production.

Key Print – By using this ability the Lock Smith may make a Key Print, which allows them to take a print of a Key by examining the Key for 30 seconds, or by examining an existing Lock for 5 minutes. By doing so they may later make a duplicate Key for the Lock at the Level of Key Print or the Level of the Lock, whichever is higher. Doing so requires that the Lock Smith write down the name of the Lock or Key they wish to Key Print on a Key Print Item Card and have the card signed by a Marshall. The Item Card may then be turned in during a Logistics as the component to Produce the Key. Doing so destroys the Key Print. Both the Key Print itself and the Key Produced afterward are paid for separately in PPs and Cost to Produce. A character does NOT need the same Level of the Key being printed to make a Key Print, however if the Key Print is being taken from the Lock then the character does need to have a high enough Skill Level to work with that Lock.

Keyless Lock – A Lock Smith may Produce a Lock that does not utilize a standard Key. Most commonly this is done with a panel Switch but any number of ways exist to do so. The Switch must be written on an Item Card which clearly describes how the Switch operates and the Item Card must be placed with the Switch when it is Installed. A Keyless Lock must be in the same room as its Switch or within twenty feet, whichever is greater. A Switch can be Concealed if the Lock Smith Installing it also has the Conceal Skill. Suggestions for possible Switches include a section of wall panel or floor clearly marked with masking tape, a rope that can be pulled, a wall decoration that can be adjusted, a book that can be moved, etc.

Lock Tools – A Lock Smith must be in possession of their Lock Tools in order to perform any work on a Lock, Bar, etc. Without these Tools they are unable to manipulate components correctly to perform the necessary work. Standard Lock Tools provide no mechanical benefit other than allowing the Lock Smith to use the Skill. Tools may be Produced with a +1 and +2 bonus which increases a Lock Smith's effective Level for working on Locks. This bonus does not provide any of the additional benefits gained at those Levels, only the ability to work on Locks of that Level. +2 Lock Tools require Adamantine as a component during their Production.

Manacles – This Item is used to restrain a character in some fashion. It is usually bound around their wrists to keep them from being able to attack but other methods can be used provided it does not impair a player's safety. Manacles are constructed with a specific bonus which is the Strength rating required to break free of them without the assistance of a Key or Lockpick.

**Master Key** – Lock Smiths may Produce a Master Key which can be used to open multiple doors, chests, etc. The Locks and Keys must be labeled similarly such as the same location or same person (i.e. Mort’s Basement Key #2 and Mort’s Attic Key would have Mort’s Master House Key or Prison Manacles A Key and Prison Manacles C Key would have Prison Manacles Master Key).

**Spare Key** – By using this ability the Lock Smith is able to Produce additional Keys to a Lock during its Production. A newly Produced Lock automatically includes 2 Keys. This ability allows extras to be made at very low cost, however it must be used at the time the Lock is being Produced. Keys Produced in this manner are also considered original and are not Copies.

- In addition to the Items that can be Produced with Lock Smith, a character with this Skill gains the following abilities.

Skill Level	Granted Ability
Level 1	Lock Work
Level 5	Trap Work

**Lock Work** – This ability affords a Lock Smith a number opportunities with a Lock. They are able to appraise a Lock and Bar to determine its Skill Level. This requires that the Lock Smith study the Lock for 30 seconds. They can NOT determine if the Lock contains a Trap at this Skill Level. The Lock Smith is able to Install or Uninstall a Lock at their Skill Level in 5 minutes per Level of the Lock. The Lock Smith is able to Install or Uninstall a Bar at half their Skill Level in 1 minute per Level of the Bar. A Lock must be Unlocked before it can be Uninstalled and a Bar must be unbarred before it can be Uninstalled. A Lock Smith may also Pick a Lock and Bar by spending 30 seconds per combined Level of the Lock and Bar. Both a Lock and a Bar may be Picked open but may NOT be Picked closed.

**Trap Work** – This ability affords a Lock Smith a number opportunities with a Lock Trap. They are able to appraise a Lock to determine if it contains a Trap and may appraise the Trap to determine its Skill Level. The Lock Smith is able to Install or Uninstall a Lock Trap at half their Skill Level in 5 minutes. NOTE: A Lock Smith can NOT disarm the Trap without benefit of the Trapsmith Skill and an active Trap can NOT be Uninstalled.

**Medicine** – This Skill is divided into three main categories. Administration, Examination, and Talents, although it does include some Potential for the Production of Salves as well.

- Administration refers to the Medic’s ability to administer aid. Unless otherwise specified in the individual ability, Administering to a character requires 1 minute.
- Examination refers to the Medic’s ability to investigate and diagnose the condition a companion is suffering from. An Examination requires 30 seconds to perform. The individual benefits of the Examination are listed below.
- Talents are abilities that the Medic has acquired which enhance their own health or their ability to heal others.

Skill Level	Administration	Examination	Talents
Level 1	Stabilize	Status	Bandaging
Level 2		Screening	
Level 3	Force Feed		Quick Stabilize
Level 4	2 Subjects		
Level 5		Evaluation	Quick Examine
Level 6	Self Medicate		Quick Salve
Level 7			
Level 8	3 Subjects	Medical History	Resist Poison/Disease 1/day
Level 9			
Level 10	Revive	Misdiagnose	+5 Health

**# Subjects** – This ability shows that a Medic has become Skilled enough to Administer aid to more than 1 subject at a time without increasing the time taken to do so. The number indicated is the number of people the Medic may work on at the same time. This ability can only be used when Bandaging or Salving subjects. It can be used in conjunction with Self Medicate once the Medic reaches the necessary Skill Level to do so. This Skill does not apply to Examinations or any other abilities the Medic may have.

Bandaging – The staple ability of a Medic is the Skill to Bandage those who have been injured. In order to use this ability the Medic must be in possession of a Health Kit. As long as they have this Item, the Medic may Bandage a subject, thereby restoring 1 Health Point every minute per Skill Level the Medic possesses. To do so, a Medic merely needs to say “Bandaging” and touch the subject to be Bandaged. As long as they remain touching, the Medic and the subject being Bandaged may move at a slow walk without impacting the return of the lost Health Points. If the Bandaging is interrupted at any Point, the subject retains any Health they were able to regain during the time they were being Bandaged, but the count must begin anew to continue Bandaging at a later time. Neither the subject nor the Medic can engage in any activity other than walking or speaking while the Bandaging is taking place or the process is ruined and must start again. A Medic may NOT Bandage themselves.

Evaluation – This ability works like Screening except that it also allows the Medic to determine what (if any) Potions, Poisons, or Diseases are currently affecting the subject.

Force Feed – This ability allows the Medic to give an unconscious or sleeping subject a Potion by spending 5 seconds to do so. Without this ability the subject must normally be awake to ingest a Potion.

Health – At the peak of Medicine Skill, the Medic has become so attuned to the ways of healthy living that they gain 5 Health Points which are permanently added to their Health total. These are not Skill Levels in the Health Skill, just additional Base Health toward the character’s total Health.

Medical History – This ability works like Evaluation except that it also allows the Medic to determine what (if any) Spells are currently affecting the subject as well as their maximum natural Health total and natural Strength Skill Level. It does NOT indicate whether or not the subject has Supernatural Strength or anything else that is currently modifying their Strength or Health unless they are modified by a Potion or Spell.

Misdiagnose – This ability allows the Medic to disguise a patient’s condition. They may cause the subject to appear as though they are perfectly healthy or as though they are wasting away from some horrible condition. Using this ability requires that the Medic spend 5 minutes altering the patient’s apparent condition. They may hide the appearance of any Poison, Potion, Disease, or Spell that is currently affecting the subject, or may instead make the subject appear as though they are afflicted by any Poison, Potion, Disease, or Spell. This ability can also disguise a subject’s life signs, making them seem Living, Undead, or Mixed if the Medic so wishes. This ability may affect no more than 3 conditions at a time (i.e. 1 Poison and 1 Spell are hidden, and the subject is made to look Undead would be 3 conditions). Another Medic with Skill Level 10 in Medicine can Examine the subject and treat them as normal as they are not fooled by this clever deception. This Skill does NOT in any way Disguise the character themselves. Misdiagnose requires that the Medic use a Poison Purge Salve and destroy a Health Kit to use the ability.

Quick Examine – This Talent allows a Medic to complete any Examination other than Misdiagnose in 5 seconds rather than 30 seconds.

Quick Salve – This ability allows the Medic to apply a Salve to a subject in 5 seconds rather than the usual 1 minute.

Quick Stabilize – This Talent allows a Medic to Stabilize a subject in 5 seconds rather than the usual 1 minute. This ability can NOT be used on multiple subjects at a time.

Resist Poison/Disease – At Level 8 in Medicine proficiency, a character is able to ‘Resist’ a Poison or Disease effect once per day. This can be used against any Poison except Necreather or any Disease and is simply called “Resist” when the Poison or Disease would normally take effect. By doing so the effects of the Poison or Disease are countered.

Revive – This ability allows the Medic to return a subject in their Death Count to Full Health. In order to use this ability, the Medic must spend 1 minute applying a Raise Dead Salve to the subject. Unless the Medic spends the full 1 minute applying the Salve, it only has the normal effect and returns the subject to 1 Health instead of Full. As such the Medic can NOT use this ability and the Inject ability at the same time.

Screening – By using this ability, a Medic is able to spend 30 seconds Examining a subject and learn what kind of condition they are in. In order to use this Skill the Medic must touch the subject and say “Medicine X, Examining.” After 30 seconds the Medic is able to determine how much Health the subject is missing (if any) or how much time has elapsed on their Bleed or Death Count. X is the Skill Level of Medicine the Medic has when they are Examining the subject.

Self Medicate – Once a Medic has reached this Level of Skill they are now able to Bandage or apply a Salve to themselves

as though they were the normal subject of the ability. This may be combined with the ability to Administer to multiple subjects, so a Medic can Administer to just themselves or they may be included with the others they are Administering to.

Stabilize – This ability allows a Medic to Stabilize a Bleeding subject. By touching a subject and saying “Stabilizing” the Medic may spend 1 minute Administering to a Bleeding subject. During this count the subject’s Bleed Count is suspended and resumes if the Medic stops Administering for any reason other than for safety or comfort purposes. At the end of that 1 minute the subject is returned to 1 Health Point. The Medic must have a Health Kit to utilize this ability and they may not move away from the Bleeding subject during the time they are Stabilizing them. The Medic may NOT use this ability on more than one subject at a time. This ability has no effect on characters that are in their Death Count when the Stabilizing begins.

Status – This ability allows a Medic to determine if a subject is injured, Bleeding, or Dying. To use the ability the Medic must touch the subject and say “Status.” This ability does not tell them by how much the subject is injured, Bleeding or Dying, only that they are.

- In addition to the abilities gained through Medicine, a character with this Skill may also Produce the following Items.

Skill Level	Production	Cost to Produce
Level 1	Health Kit, First Aid Salve	1 copper
Level 2	Smelling Salts	4 copper
Level 3		9 copper
Level 4	Restore Limb Salve	1 silver, 6 copper
Level 5		2 silver, 5 copper
Level 6		3 silver, 6 copper
Level 7	Poison Purge Salve	4 silver, 9 copper
Level 8		6 silver, 4 copper
Level 9	Restoration Salve	8 silver, 1 copper
Level 10	Raise Dead Salve	1 gold + component

- A Salve can be used by anyone, even without the benefit of the Medicine Skill. It requires 1 minute to apply a Salve. The application must be continuous for the Salve to work. If the process is interrupted then the Salve has no effect and is wasted. The character applying the Salve must be touching the subject they are applying it to for the entire minute. A character may NOT apply a Salve to themselves but they may certainly have someone else do it for them. A Salve is applied to the outside of the body and is usually rubbed into the skin, so drinking a Salve does not help.
- A Health Kit Item Card may be kept until it is somehow destroyed or until it expires at which Point it should be given to a Marshall.

First Aid Salve – This Item can be used to bring a Bleeding character back to 1 Health Point. Once a character begins applying the Salve the subject’s Bleed Count is suspended and resumes if the one using the Salve is prevented from completing the application. This Item has no effect on a subject in their Death Count. It requires 1 minute to apply a Salve.

Health Kit – This Item is required for a Medic to be able Administer or Examine a subject in any way. They may still apply Salves but they may NOT use the Quick Salve ability earned later without possession of their Health Kit either. There is no need for the Medic to actually use the Health Kit in any way. So long as they retain possession of the Health Kit Item Card the Medic can use their granted abilities as normal.

Poison Purge Salve – This Item will completely rid a subject of any Poisons they are currently afflicted with except for Necreather. It has no other effect, so if a subject is Bleeding or Dying as the result of a Poison they must still be healed separately. It requires 1 minute to apply a Salve.

Raise Dead Salve – This Item can be used to bring a Dying character back to 1 Health Point. Once a character begins applying the Salve the subject’s Death Count is suspended and resumes if the one using the Salve is prevented from completing the application. A Raise Dead Salve requires a Heal Full Scroll to be used as a component in its Production. It requires 1 minute to apply a Salve.

Restoration Salve – This Item can be used to remove most negative conditions a subject is likely to be afflicted with. It cures all normal Diseases, Damage and Poisons except for Necreather, including Maimed Limbs, Sleep or Unconsciousness, etc. It will also bring a Bleeding subject back to Full Health. This does NOT have any effect on Mind Effects such as Charm or Enslave and does NOT have any effect on a subject in their Death Count. It requires 1 minute to apply a Salve.

Restore Limb Salve – This Item can be used to cure a Maimed or otherwise damaged Limb so that it may be used as normal. It does NOT heal any damage or other effects. It requires 1 minute to apply a Salve.

Smelling Salts – This Item can be used to awaken a Sleeping or Unconscious subject. Doing so to a subject who was at 0 Health will bring them to 1 Health. Otherwise it has no healing properties. This Item can also be used to cure Memory Poison if applied within the Poison’s 5 minute effect period. Unlike other Salves this need not be applied to the skin but can simply be held in front of the subject’s nose for the required 1 minute application time. As a result the user and the subject do not need to be physically touching for this to have an effect. This Item can NOT simply be left in front of a Sleeping or Unconscious character, it must be held by the user for 30 seconds to have the desired effect.

**Scrollmaking** – While still a Production Skill Scrollmaking does not follow the same patten in items that may be Produced as most other Production Skills. The Scrollmaker is able to Produce scrolls based on the following table. A Scrollmaker can Produce scrolls from any School of Magic they possess up to the highest Level at which they have a Spell Slot. A standard scroll is usable only by anyone who can normally use it. In addition, the Scrollmaker may add any of the Optional Modifications they wish to a scroll they are Producing for the additional Cost to Produce and PPs that particular level requires. This Cost must be paid in full at the time the scroll is being made.

Skill Level	Spell to Scroll	Optional Modifications	Cost to Produce
Level 1	Level 1		1 copper
Level 2	Level 2	Usable by School	4 copper
Level 3	Level 3		9 copper
Level 4	Level 4	Usable by Producer	1 silver, 6 copper
Level 5	Level 5		2 silver, 5 copper
Level 6	Level 6		3 silver, 6 copper
Level 7	Level 7	Usable by Read/Write	4 silver, 9 copper
Level 8	Level 8		6 silver, 4 copper
Level 9	Level 9		8 silver, 1 copper
Level 10		Usable by Any	1 gold

Usable by Any – This allows the Scrollmaker to Produce a scroll that can be used by anyone, whether they can normally cast magic or not and regardless of their ability to read and write.

Usable by Producer – This allows the Scrollmaker to Produce scrolls that are usable only by themselves. A Scrollmaker with Disguise can specify that a scroll is usable by a specific Disguise instead if they wish to do so.

Usable by Read/Write – This allows the Scrollmaker to Produce scrolls that are usable by any character that has the Read/Write Skill.

Usable by School – This allows the Scrollmaker to Produce scrolls that are usable by any character possessing the School of Magic from which the Spell usually comes. The user is NOT required to have the same level of the Spell to use the scroll.

**Trap Smith** – This Skill is divided into three main categories: Traps, Pits, and Tools.

- Traps are actually divided into 3 subcategories. Lock Traps, Wire Traps, and Pressure Plate Traps. Each of these types of Traps has a unique use which is described below. They are all insidious and most often lethal. All Traps have a few things in common. Because “tripping” a Trap is caused by the character, no standard Skill Defense is allowed. Some Classes and Spells offer possible defenses against them, but they are few and far between. The damage caused by a Trap is dealt directly to a character’s health and as such they are not protected by Armor either. Also, because the damage is dealt directly, it affects all creatures that are not ethereal or otherwise protected against

physical damage, even if they are immune to “Normal” damage. See below for more details on individual Trap types.

- Pits are a different kind of Trap that is somewhat easier to avoid but often more lethal for those who don't. Since they are much larger than other types of traps they are often easier to spot and someone affected by a Pit may use the Sidestep Skill to avoid it, although they must also move out of the affected area or else the Sidestep is wasted and the Pit still has its effect. See below for more details on individual Pit types.
- Tools refer to the tools that a Trapsmith uses to Produce and work on Traps. Trap Tools are required to work on a Trap in any way. Trap Tools can include a bonus which is applied to the Trapsmith's Skill Level in regards to what they can work on. This bonus does not provide any of the additional benefits gained at those levels, only the ability to work on Traps of that level.

Skill Level	Traps	Pits	Tools	Cost to Produce
Level 1	Lock Trap		Produce Standard Trap Tools	1 copper
Level 2	Trip Wire Trap			4 copper
Level 3	Pressure Plate Trap			9 copper
Level 4	Snap Wire Trap	Open Pit Trap		1 silver, 6 copper
Level 5				2 silver, 5 copper
Level 6				3 silver, 6 copper
Level 7			+1 Trap Tools	4 silver, 9 copper
Level 8		Spiked Pit Trap		6 silver, 4 copper
Level 9	Prepared Wire Trap			8 silver, 1 copper
Level 10	Death Trap	Acid Pit Trap	+2 Trap Tools	1 gold + component

- In addition to the items that can be Produced with Lock Smith, a character with this Skill gains the following abilities.
  - Set/Disarm Traps – At Level 1 in Trapsmith proficiency, the Trapsmith gains the ability to Set Traps at their Skill Level by spending 1 minute per Trap Level to install it. The Trapsmith also gains the ability to Set Pits at their Skill Level by spending 30 minutes to install it. Once Set, the Trap or Pit is active and follows its description above. A Trapsmith can NOT Set a Trap or Pit that is beyond their Skill Level. The Trapsmith is also able to Disarm or otherwise bypass Traps and Pits by spending 30 seconds per Trap Level or 1 minute per Pit Level. Attempting to Disarm a Trap or Pit that is beyond the Trapsmith's Skill Level causes the Trap or Pit to activate against the Trapsmith. Disarming a Trap also destroys any component used in its making. A Trapsmith is able to spend 30 seconds examining a Trap or Pit to determine its Trap Level but they are only able to determine its function if they have an equal or higher Skill Level than the Level of the Trap or Pit.
  - Reset/Remove Traps – At Level 2 in Trapsmith proficiency, the Trapsmith gains the ability to Reset Traps that have already been activated. Some Traps and all Pits do NOT require Resetting. The Trapsmith may spend 30 seconds per Level of the Trap Resetting it but may only Reset Traps with a Trap Level equal to or lower than the character's Skill Level in Trapsmith. If the Trap being Reset requires a Poison or Spell component, the Trapsmith must be able to provide a Poison or Scroll to Reset the Trap, otherwise it is merely Reset as a standard Trap of its type. The Trapsmith is also able to Remove a Trap that has already been Disarmed or otherwise inactivated. Any attempt to Remove a Trap that has not been Disarmed triggers the Trap on the character. A Pit can NOT be Removed. Any Trap that a Trapsmith Removes may be kept for later use, however the Disarming process destroys any component involved in its making, thus causing the Trap to revert to whatever the standard form is for its type. It takes 1 minute per Trap Level to Remove a Trap.

Acid Pit – A Trapsmith may Produce a Pit which incorporates Acid into its design. A character activates the Acid Pit by stepping onto its surface. If they are unable to defend against it, the character immediately falls into their Death Count and can NOT be healed or revived in ANY way until they are removed from the Acid Pit. Another character may remove the victim if they have at least 1 Skill Level in Strength, however they suffer 10 Points of Acid damage doing so. This damage bypasses Armor as usual for Acid. A character who falls into their Bleed Count from this damage does NOT fall into the Acid Pit with the other victim. A character who falls victim to an Acid Pit that is for whatever reason immune to Acid or Alchemy still suffers 40 Points of damage as a usual Open Pit. A character who has survived this ordeal may remove themselves from the Acid Pit if they have at least 2 Skill Levels in Strength.

An Acid Pit may only be placed on a floor space. The Pit consists of a piece of bubble wrap or similarly safe but noisy material no less than 3 feet and no greater than 5 feet on a side. The surface must be securely taped or otherwise held in

place to prevent sliding or safety issues. An Acid Pit must be marked with Green Marker or Green Tape so that it is clearly identifiable. An Acid Pit may be concealed using the Concealment Skill. Doing so requires that the Acid Pit be clearly marked with a piece of white tape or paper with the word 'Conceal' and the Level of Concealment used clearly marked on it.

An Acid Pit requires 50 Points of Acid as a component during its Production. The Acid used may be in any increments that add up to 50. standard alchemy includes Acid 5 and Acid 10.

An Acid Pit requires 30 minutes to Set and can NOT be removed.

An Acid Pit is always active so does not need to be reset.

An Acid Pit requires 10 minutes to bypass(Disarm).

Produce Trap Tools - A Trapsmith must be in possession of their Trap Tools in order to perform any work on a Trap. Without these Tools they are unable to manipulate components correctly to perform the necessary work. Standard Trap Tools provide no mechanical benefit other than allowing the Trapsmith to use the Skill. Tools may be Produced with a +1 and +2 bonus which increases a Trapsmith's effective level for working on Traps. This bonus does not provide any of the additional benefits gained at those levels, only the ability to work on Traps of that level. +2 Trap Tools require Adamantine as a component during their Production.

Death Trap – The most frightening of all Traps, the Death Trap may only be installed into a Lock. It combines both Poison and Magic into an extremely lethal mixture. As with any Lock Trap, a Death Trap is triggered by attempting to open the door or object to which it is attached, or attempting to manipulate the Lock to which it is attached without first Disarming the Trap. Once triggered, a Death Trap automatically puts the character that 'tripped' it into their Death Count. As with a regular Lock Trap, a Death Trap only requires an Item Card to be attached to the Lock Item Card that it is included with. A Death Trap that is Removed becomes merely a Level 10 Lock Trap and can NOT be remade into a Death Trap.

A Death Trap requires a Force Obliterate You Scroll and a Death Poison as components during its Production.

A Death Trap requires 10 minutes to Set/Remove. A Death Trap can NOT be Quick Installed.

A Death Trap automatically resets and requires 5 minutes to Disarm.

Lock Trap – The simplest of Trapsmith Productions, a Lock Trap may only be installed into a Lock. A Lock Trap is triggered by attempting to open the door or object to which it is attached, or attempting to manipulate the Lock to which it is attached without first Disarming the Trap. Once triggered, a Lock Trap automatically deals 10 x Trap Level in damage directly to the character's Health. If the Lock Trap is a Poison or Spell Lock Trap, it instead affects the character with the listed Poison or Spell. After it has been triggered, a Lock Trap is no longer active unless it is Reset at a later time.

A Lock Trap requires 1 minute per Trap Level to Set/Remove.

A Lock Trap requires 30 seconds per Trap Level to Disarm/Reset.

Open Pit – A Trapsmith may Produce a Pit into which unwary travelers may stumble. A character activates the Open Pit by stepping onto its surface. If they are unable to defend against it, the character immediately suffers 40 Points of damage directly to their Health. Another character may remove the victim if they have at least 1 Skill Level in Strength. A character who has survived this ordeal may remove themselves from the Open Pit if they have at least 2 Skill Levels in Strength. An Open Pit may only be placed on a floor space. The Pit consists of a piece of bubble wrap or similarly safe but noisy material no less than 3 feet and no greater than 5 feet on a side. The surface must be securely taped or otherwise held in place to prevent sliding or safety issues. An Open Pit must be marked with Black Marker or Black Tape so that it is clearly identifiable. An Open Pit may be concealed using the Concealment Skill. Doing so requires that the Open Pit be clearly marked with a piece of white tape or paper with the word 'Conceal' and the Level of Concealment used clearly marked on it.

An Open Pit requires 30 minutes to Set and can NOT be removed.

An Open Pit is always active so does not need to be reset.

An Open Pit requires 4 minutes to bypass (Disarm).

Prepared Wire Trap – This Trap is an additional type that can be applied to a Trip Wire or Snap Wire Trap. The Cost in PPs and Cost to Produce includes both the Prepared Wire Trap and the type of Wire Trap being Produced. By Producing such a Trap, the Trapsmith has made a Wire Trap using such a simple design that another character without the Trapsmith Skill may set the Trap. In all other ways the Prepared Wire Trap is the same as the type of Wire Trap it was Produced as.

A Prepared Wire Trap requires 5 minutes to Set by a character without the Trapsmith Skill or may be Set at its normal level by a character that does have the Trapsmith Skill.

A Prepared Wire Trap is Disarmed and Removed at its normal level and can NOT be Disarmed or Removed without the Trapsmith Skill.

A Prepared Wire Trap can NOT be Reset.

**Pressure Plate Trap** - Another type of Trapsmith Production, the Pressure Plate Trap may be installed into floor or wall. A Pressure Plate Trap is triggered by placing pressure on the surface of the Trap. Once triggered, a Pressure Plate Trap automatically deals 30 Points of damage directly to the character's Health. If the Pressure Plate Trap is a Poison or Spell Pressure Plate Trap, it instead affects the character with the listed Poison or Spell. After it has been triggered, a Pressure Plate Trap is no longer active unless it is Reset at a later time.

The Trap consists of a piece of bubble wrap or similarly safe but noisy material no less than 6 inches and no greater than 2 feet on a side. The surface must be securely taped or otherwise held in place to prevent sliding or safety issues. A Pressure Plate Trap must be marked with Black Marker or Black Tape so that it is clearly identifiable. A Pressure Plate Trap may be concealed using the Concealment Skill. Doing so requires that the Pressure Plate Trap be clearly marked with a piece white tape or paper with the word 'Conceal' and the Level of Concealment used clearly marked on it.

A Pressure Plate Trap requires 1 minute per Trap Level to Set/Remove.

A Pressure Plate Trap requires 30 seconds per Trap Level to Disarm/Reset.

**Snap Wire Trap** - One of the more impressive types of Trap a Trapsmith may Produce, the Snap Wire Trap can be strung across a hallway or similarly narrow area. It must be strung loosely for safety purposes and must be between 6 and 18 inches off the ground. A Snap Wire Trap consists of a string connected to a low gauge mouse trap attached to one wall where it won't injure a player. The mouse trap is then attached to a string which is then connected to the opposing wall in the narrow area. The string can be no longer than 5 feet. A Snap Wire Trap may not be set in doorways. A character that runs into the string will cause the Trap to "snap." The mouse trap Produces a loud noise which allows others to identify that a Trap has been sprung. A Snap Wire Trap automatically deals 40 Points of damage straight to the character's Health.

A Snap Wire Trap requires 4 minutes to Set/Remove.

A Snap Wire Trap requires 2 minutes to Disarm/Reset.

**Spiked Pit** - A Trapsmith may Produce a Pit into which unwary travelers may stumble. A character activates the Spiked Pit by stepping onto its surface. If they are unable to defend against it, the character immediately suffers 80 Points of damage directly to their Health. Another character may remove the victim if they have at least 2 Skill Levels in Strength. A character who has survived this ordeal may remove themselves from the Spiked Pit if they have at least 3 Skill Levels in Strength. A Spiked Pit may only be placed on a floor space. The Pit consists of a piece of bubble wrap or similarly safe but noisy material no less than 3 feet and no greater than 5 feet on a side. The surface must be securely taped or otherwise held in place to prevent sliding or safety issues. A Spiked Pit must be marked with Red Marker or Red Tape so that it is clearly identifiable. A Spiked Pit may be concealed using the Concealment Skill. Doing so requires that the Spiked Pit be clearly marked with a piece of white tape or paper with the word 'Conceal' and the Level of Concealment used clearly marked on it.

A Spiked Pit requires 30 minutes to Set and can NOT be removed.

A Spiked Pit is always active so does not need to be reset.

A Spiked Pit requires 8 minutes to bypass (Disarm).

**Trip Wire Trap** - One of the mildest types of Trap a Trapsmith may Produce, the Trip Wire Trap can be strung across a hallway or similarly narrow area. It must be strung loosely for safety purposes and must be between 6 and 18 inches off the ground. A Trip Wire Trap consists of a series of bells attached to a string which is then connected between one wall and another in the narrow area. The string can be no longer than 5 feet. A Trip Wire Trap may not be set in doorways. A character that runs into the string will cause the Trap to "ring." The bells Produce a loud noise which allows others to identify that a Trap has been sprung. A Trip Wire Trap automatically deals 20 Points of damage straight to the character's Health.

A Trip Wire Trap requires 2 minutes to Set/Remove.

A Trip Wire Trap requires 1 minute to Disarm/Reset.

**Weaponsmith** - This Skill is divided into three main categories. Balance, Edge, and Make.

- Balance is the amount of Skill a Weapon can lend when helping a character to defend themselves. The Balance column represents additional Skills that can be added to a Weapon for the character's later use.
- Edge is Weapon's ability to inflict damage beyond what another of its kind might be able to. This is represented by its ability to Strike for large amounts of damage in a single attack or to inflict lower amounts of damage consistently.
- Make accounts for the material from which a Weapon is made. A Weapon may be made of Silver or strong steel which makes it Unshatterable, or it can even be forged with the aid of Magic.

Skill Level	Balance	Edge	Make	Cost to Produce
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Level 1	Parry 1/day			1 copper
Level 2		Strike 1/day		4 copper
Level 3	Parry 2/day			9 copper
Level 4	Resist Disarm X 1/day			1 silver, 6 copper
Level 5	Parry 3/day	Strike 2/day		2 silver, 5 copper
Level 6			Silver	3 silver, 6 copper
Level 7	Parry 4/day	+1 Damage		4 silver, 9 copper
Level 8	Resist Disarm X 2/day	Strike 3/day	Unshatterable	6 silver, 4 copper
Level 9	Parry 1/battle			8 silver, 1 copper
Level 10		+2 Damage	Magic	1 gold + component

- A Produced Weapon may only have one selection from each column above, so choose wisely. Once a standard Weapon has been modified, it is no longer able to be improved upon, a new base Weapon must be used instead. Producing the Item requires that the Smith pay the Cost to Produce for each selection they make. The whole Cost to Produce must be provided at the Logistics during which the Item is Produced. The Smith is NOT required to select something from each column.
- **Smithing Tools** – In order to work on a Weapon, the Weaponsmith must be in possession of a set of Smithing Tools. Standard Smithing Tools may be Produced at Logistics for 2 PP and 5 Copper. Without these a Smith can NOT perform any Repairs on a Weapon.
- In addition to the Items that can be Produced with Weaponsmith, a character with this Skill gains the following abilities.
  - Weapon Work – By spending 5 minutes working on it a Weaponsmith may repair a Weapon that has been broken. Each time this is done it restores the Weapon to functionality, but it reduces the Base Damage of the Weapon by 1 until the Weapon is repaired at a Forge or magically Mended. A Weapon that reaches a base of 0 is broken and may not be used until fully repaired at a Forge or magically Mended. During the 5 minute time the Weaponsmith may not do anything else except for comfort or safety purposes. If the Weapon being repaired is struck or used during these repairs the work is lost and the Weaponsmith must start over. If the 5 minute count is interrupted, the Weaponsmith may return and begin where they left off provided the Weapon was struck or used during the time they were away. Weapons must be in the Weaponsmith's hands in order to be repaired. A Weaponsmith may also spend 30 seconds reviewing a Weapon in order to discover its mundane properties. This ability does not reveal any magical properties the Item may have although it will reveal whether magical properties are present.

Damage – A Weaponsmith may forge a Weapon to be able to inflict additional damage as a constant ability. By modifying the Weapon with +1 or +2 Damage, the Weaponsmith increases the Base Damage of the Weapon by that number. This extra Damage is always active. To modify a Weapon with +2 Damage the Weaponsmith must use Dragon Dust as a component in its Production.

Magic - By imbuing a Weapon with Magic, the Weaponsmith causes that Weapon to swing with a Damage Type of 'Magic' rather than 'Normal.' This ability also makes the Weapon Unshatterable. Making a Weapon Magic requires Fairy Dust, Dragon Blood, and Adamantine to be used as components in its Production.

Parry – This ability is provided by the Weapon, but in all other ways functions exactly like the Parry Skill.

Resist Disarm X – This ability works exactly as described in the Disarm Skill, however it is only a Resist Disarm and can NOT be used offensively. X is equal to the Skill Level of the Weaponsmith that Produced the Weapon, or the user of the Weapon which ever is better.

Silver – By making a Weapon from Silver, the Weaponsmith causes that Weapon to swing with a Damage Type of 'Silver' rather than 'Normal.'

Strike – This ability allows the wielder of the Weapon to deal extra damage during a single attack. Instead of their usual damage, the wielder may call "Strike" before their usual damage call and deal double the normal amount of damage with that single attack. Even if the attack misses the Strike is still used. This doubled damage is not subject to cap, though the damage it doubles is (i.e. A character who swings at their cap of 5 may not place a flame sheath 9 on their Weapon to strike for 28 normal flame, but a character who strikes while Raging or using Backstab multiplies that damage.)

## Spells

All existing Spells function as they did in the rulebook with the following exceptions

All Spells are 1 packet with the exception of the following Force Level Spells; Renew, Entropy, Hurricane, Fortress, Earthquake, and Freeze 50.

The Spell Phase Walk is identical to Phase in all respects except that the caster may move.

The Spell Silence You is identical to the Spell suppress magic, with the addition of the restriction that the target may not speak for the duration, but may use Innate Spells.

<b>School</b>	<b>Arcane</b>	<b>Elemental</b>	<b>Mystic/Necromancy</b>	<b>Universal</b>
<i>Level 1</i>	Repel You Grant Scales	<Element> 5 Freeze Foot	Heal/Drain 5 Detect Poison	Detect Magic
<i>Level 2</i>	Mend 5 Protect You	<Element> 10 <Element> Sheath +3	Heal/Drain 10 Fear "X+50"	Illuminate Us
<i>Level 3</i>	Phase Bestow Courage	<Element> 15 Restrain You	Heal/Drain 15 Negate Ethereal	Identify
<i>Level 4</i>	Detect Charm Free Paralysis, 2pkt	<Element> 20 <Element> Sheath +5	Heal/Drain 20 Shadow Form	Grant True Vision 5
<i>Level 5</i>	Mend Full Phase Walk	<Element> 25 Shatter Weapon	Heal/Drain 25 Free Your Spirit	Invisibility 5
<i>Level 6</i>	Grant Free Will Absorption 3	<Element> 30 <Element> Sheath +7	Heal/Drain 30 Immobilize you	Magic Blade +0
<i>Level 7</i>	Resist Poison 3 Anticipate Blow	<Element> 35 Silence You	Heal/Drain Full Banish You	Reveal Reality
<i>Level 8</i>	Shield Magic Create Planar Transendence	<Element> 40 <Element> Sheath +9	Grant Well Being Enslave You	Invisibility 30
<i>Level 9</i>	Force Ward this Structure Fortress Force Mend 15...	Earthquake, Force Stone 40 Force Freeze 50 (2 Pkt) Force Holocaust X Hurricane, Force Shock 15	Force Renew Force Restore Your Spirit Force Entropy Force Obliterate You	Force Identify Ritual Force Negate Magic

This rules document is the working draft of the rules, minor changes based on player input and ease of play will be made during the month of June 2008, and a final rules revision will be issued in the first weeks of July 2008. Any comments or concerns may be brought up to James, Tom, Drew, Dave H, and or Zach M. Any concerns may also be brought up on the Rules War forum.