

Rules Update 10/4

1/24/26

Spells Heal and Mending

Corrected the descriptions under Spirit Magic to be the same as under Nature Magic.

Warlock Talent Chart Updated

Class Talents

Level 1	<i>Cantrip Study, Watchful Eye</i>
Level 5	<i>Improved Spell Prep, Grave Tongue</i>
Level 10	<i>Improved Shadeling, Dark Sight</i>
Level 15	<i>Shadow Warding, Steady Caster</i>
Level 20	<i>Improved Spell Prep, Dark Bargain</i>
Level 25	<i>Mantel of Night, Mire the Mind</i>
Level 30	<i>Hex Mastery</i>

1/15/2006 V1.4

Difficult Terrain Rework

This effect causes those in the area or those affected to have their movement restricted based on the Tag attached to the call. This effect is negated by Non-Corporeal, <Flavor>Aligned, or Terrain Adaptation<Type>.

- Run- Targets are unable to Run.
- Walk- Targets are unable to move faster than a walk.
- Move- Targets need +Str to move and movement requires a 3 Counted Action each step.

Endure Spell Update

Duration: 1 Hour

Type: Protective

This spell summons up the energy of the Prime and wraps the targets with an invisible field that protects them from the elements. This will protect them from extreme heat/cold, as well as effects like a sandstorm or infection from being exposed to bogs and such. This effect will lower the severity of the Environment Penalties by up to 3. This spell will affect up to 5 targets with a single casting.

Cyclone Style Update

Buffeting Winds- This allows the character to make the call "*Voice All Enemies Difficult Terrain Run*".

Tracking Update

Rank 4: This rank allows the character to Reduce the effects of Difficult Terrain by 1 Tier for a single Encounter once each Module. At this rank the trail can be no older than 1 Week.

Nomad Ability Update

When using the Survival skill certain abilities are empowered; when using the scrounge ability on a Module the character can choose to gain 2 Uncommon components; or they can Reduce the effects of Difficult Terrain by 1 Tier for an Encounter.

Tireless Dance Update

Tempests spend a lifetime training in the art of battle dance ever building their endurance. This Talent makes the character Immune to Exhaustion effects and Reduces all Difficult Terrain effects by 2 Tiers. This also doubles the time it takes for Fatigue to affect the character.

Momentum Update

This Talent allows the character to press the boundaries of their might overcoming the physical obstacles of the terrain. Once each Day and once each Module the character can Reduce the effect of Difficult Terrain by 2 Tiers for an Encounter.

Beast Stride Update

Your characters bond to the power of nature has grown within you. While in Natural Terrains the character Reduces the effects of Difficult Terrain by 1 Tier.

Grasping Earth (Daily) Update

This skill allows the character to call upon the forces of nature to aid them in combat. When used, the player announces, "All enemies in the sound of my voice Difficult Terrain Run".

Wild Growth Update

This allows the character to fire an arrow creating a zone of Difficult Terrain Run at the location of their choosing.

New Rules: Environment Effects: All harsh environments will cause difficulties for those not fully accustomed to living in the area. A Marshal will inform players if they are affected by a hostile Environment, including the Level of the Environment. All hostile environments cause the Fatigue effect, the base time for Fatigue to set in is 60 minutes, each level above level 1 will reduce the time by 5 minutes. The following list is the base penalties for environments though specific environments may have additional negatives.

Environmental Penalties	
Rank	Effect
1	
2	Difficult Terrain Run
3	Encounter Damage- 1 Body/3 Physical
4	Distraction- 50% Increase Counted Action
5	Reduce Flurry by 1
6	Difficult Terrain Walk
7	Encounter Damage- 2 Body/5 Physical
8	Distraction- Cannot use Concentration actions
9	Max Body Reduced by 2 points
10	Difficult Terrain Move

Terrain Mastery Talent Updated (General Talent)

Prerequisite: Cartography Rank 3

This Talent allows a character to become skilled in surviving in specific Terrain Type. When this Talent is taken the player will choose from the following Terrains: Swamps/Marshlands, Desert/Heat, Arctic/Cold, Mountains/Underground. When in the chosen Terrain the character will reduce the Environmental Penalties by up to 3 levels for themselves only.

Tolerance Talent Updated (Heroic Talent)

Prerequisite: Terrain Mastery

This Talent increases the character's resolve when it comes to being overwhelmed by the elements. This lowers the Environmental Penalties for all Terrains by 2 and allows the character to hold their breath for up to 10 minutes (even in combat).

Lightning Reflexes Talent Description Added

Prerequisites: None

This Talent allows the character to react to their surroundings with alarming speed. If the character is affected by an Area effect, like a trap, and they are within 1 step of the edge of the affected Area they can choose to move to the edge and not be affected.

1/10/2026

Rituals Addition

Ritualism Skill Updated

This skill allows the character to work powerful feats of mysticism, weaving the unseen elemental energies and the arcane. Increased proficiency in the skill will grant higher success when casting rituals. Each rank of the skill will grant 1 Ritual Energy by default. You must have this skill to take part in a ritual as a secondary caster.

- Rank 1- This Rank will allow the character to fully comprehend Ritual scrolls and identify Ritual Components.
- Rank 2- *Hasten Ritual*- This Rank allows the character to expend 1 *Ritual Energy* to reduce the casting time of a Ritual they are a caster in by up to 5 minutes, minimum 1 minute.
- Rank 3- This Rank allows the character to train in a single Rank 1 *Ritual*, into their memory; this allows them to cast that *Ritual* without need of a scroll.
- Rank 4- *Substitution Mastery*- This Rank allows the character to substitute *Universal* components without the normal penalty.
- Rank 5- This Rank allows the character to train in a single *Ritual* (up to Rank 3), into their memory; this allows them to cast that *Ritual* without need of a scroll.

Ritual Adept Heroic Talent Updated

Prerequisite: *Ritualism*

This Talent allows the character to tap into the most ancient of arts when casting Rituals. First the character gains an additional 2 *Ritual Energy* each Day; Second casting time is not increased when their ritual is Contested; and finally they choose one of the component types as their favored, when casting rituals with that as the Primary they lower the Base Difficulty by 1.

Spell Weaving Skill Update for Sorcerer and Warlock

You have learned through trial and error how to focus your magic into a more potent form, like sharpening a blade. When casting *Damaging Circle* spells each Rank of this skill will affect the outcome.

Rank 1	Increases the damage of your spells by 1 point
Rank 2	Reduces casting <i>Charge Time</i> by 1 Count for damage spells.
Rank 3	Increases the damage of your spells by 2 points
Rank 4	Reduces casting <i>Charge Time</i> by 1 Count for non-damage spells.
Rank 5	Increases the damage of your spells by 3 points

Cantrip Skill update

Focused study has its advantages. Each rank of this skill will improve the characters abilities with casting Cantrips.

Rank 1	Cast 1 Additional Cantrip per Encounter (2 Total)
Rank 2	Cast 1 Additional Cantrip per Encounter (3 Total)
Rank 3	<i>Critical Modifier</i>
Rank 4	Cast 1 Additional Cantrip per Encounter (4 Total)
Rank 5	<i>Forked Cantrip</i>

- *Critical Modifier*- This skill allows the character to add the *Critical Modifier* to a single Cantrip each Encounter.
- *Forked*- This skill allows the character to *Fork* one of their Cantrips each Encounter, this allows them to immediately cast the same Cantrip at a different target, without expending a second use of Cantrip.

12/1/25 V1.3

Lineage Talent Updates

Dwarf

Cave Dweller **NEW**

You spent the formative years of your life living, working, and are learning in subterranean dwellings. You receive an additional Assist Bonus on Skill Checks when dealing with or interacting with underground terrain. Additionally, your eyes adjust to the lack of light extremely well, so long as you know

the Language you can Read even in the dark, and duration of Blind effects on you is reduced to 5 seconds from the normal 10.

Family Weapon Updated Verbiage

Among the dwarven traditions the passing down of a family weapon is one that marks the coming of age and a rite of passage. Your character gains an Axe or Hammer weapon, this weapon does not have any special properties of its own, but when in your character's possession the weapon is considered to have the Unshatterable property. The weapon still has a normal duration and must be reworked to maintain the duration.

Master Wright Updated Verbiage

Smithing is more than just a cultural norm for you; it is a gift that just exists within your blood. The player can choose Metal Wright or Wyld Wright to be their focus, from that point on they will receive an additional 2 Production Points for each of the first 3 ranks of that crafting skill. Additionally, they can create 1 additional Epic/Ascendent items each Day.

Prospecting Updated Verbiage

Living deep underground, you gain a special connection to the stone of the deep. When using the Cultivation ability from Mining you gain 10% additional components, minimum 1.

Stone Lore **NEW**

This grants the ability to communicate with stones to learn information about their history or their surroundings. The stones can relay details about who or what has touched them, as well as reveal what is hidden beneath or behind them. It is a type of divination.

Elf

Arcane Lineage **NEW**

The legends of the Elves' deep tie to the Arcane makes manifest in some of their kind still, turning legend into power. The character gains the ability to cast 2 *Cantrips* each Day, the spells they know are 3 *Wind, Shatter, Light, and Repel*.

Eribidae

Lore Seeker **NEW**

Traveling the scars of reality, the Eribidae often uncover hidden lore and mysteries, even uncovering more truths about the mundane. When making Skill Checks on Lore skills the character lowers the Difficulty of their check, Additionally, once each Day the character can attempt a retest on a failed Skill Check.

Predators Pattern **NEW**

Your wings bear patterns that in the right light can fool a would-be aggressor that you are a formidable foe. This allows the character to once each Module use *Gaze Shun*.

Goblin

Shadow Touched **NEW**

Goblins are creatures of the dark, and this goes deeper than just where they dwell. There are stories that the lineage was created ages ago by a powerful warlock to explain their power. Once (1) each *Encounter* the character can unleash a shadowy slash called as "3 *Shadow*".

Sidestep **NEW**

Goblins are small and fast, giving them the ability to move around the battlefield with ease and swiftness. The character can use *Initiative* once (1) each *Module*.

Halfling

Iron Stomach NEW

Halflings are known for their insatiable appetite and willingness to try anything. As such you have developed a natural resistance to poisons. The character can *Resist Poison* twice (1) each Day.

Kitsune

Ability Changed- Gains the *Hide* skill at no cost.

Elusive Nature NEW Removed from base traits

Catching a fox is difficult, catching a Kitsune is even harder; this makes landing some attacks against them challenging. This ability allows the character to use the Evade ability twice (2) each Day.

Innate Arcana Effect Updated

The Kitsune can tap into their magical nature and produce spell-like effects; this allows them to cast Night, Blind, or Roc once each Day as "Magic <Effect>". Additionally, they can cast "Magic 2 Fire" once each encounter.

Kobold

Keen Senses NEW

Your Senses of Sight and Smell are more developed than others of your kind. This allows you to pick up on even minor things others will miss. You can Smell the presence of poison and rot in the area around you, though this might not let you pinpoint the source in an open room, and you now receive an *Assist Bonus* to all *Alertness Skill Checks* and *Tracking*.

Primal Roar NEW

Kobolds are not just skilled at helping others with their intuition and cunning they can also inspire them in combat. Once (1) each module the character can unleash an inspiring roar with the call "Voice Allies Magic Blade".

Mycians

Hardened Fibers NEW

Mycelium comes in hundreds of species, and they all vary in their forms, but they all share a natural resilience. The character gains 1 point of *Natural Armor*, this goes over their class Maximum.

Spore Mastery NEW

Prerequisite: Character Level 8 or higher

As you have aged you have developed advanced spore clusters that can be used to have greater effect on the world around you. Twice (2) each Day you can unleash spores to generate the following: *Animate*: Infect a downed creature, this will return them to life at full health and skills under your control for an *Encounter* at the end of which they will automatically dissipate; *Encapsulate*- infect a living target to alter their metabolism for an *Encounter* during that time they are *Immune to Poison* attacks, *Disease* effects and *Chemistry* effects, *Rapport*- Infect a target allowing you are to communicate with them telepathically for up to an Hour, so long as you are within 5 miles of each other you can communicate Out of Game, this can be done during holds and even via Text Messaging (but keep it discreet for game immersion, this ability can function even if unconscious so you could potentially call for help.

Ogre Roleplay and Traits Reworked

Roleplay

Ah the simple life of the gentle titan, or so one might think; what really goes on in the head of the oversized brutes may never be known. Ogres by nature are not seen as intelligent. While they are not intelligent in the common known ways, they are oddly wise in their own right. There are tales that long ago a powerful curse was placed upon the race of Lumina and the Ogres were created but only kept their physical traits. Now whether this is true or tale we may never know.

They are highly protective of whatever territory they consider “theirs”, and actual ownership is not a question. Ogres are Tribal, in nature, though this is not bound to their own kind, Ogres are often found as part goblin and bugbear clans and have even been found in human cities as “part” of the local “Human clan”. This makes them a very peculiar lineage, while they are deeply tied to their own kind, their sense of clan and family is more about who they claim as theirs.

Ogres are extremely spiritual though from the outside this is often mistaken as simple superstition. In the night sky there is a star that Ogres have named The Great Eye, though not even the goblins they normally reside with know why. This star seems to call them together. As the Great Eye rises, Ogres around the realms seem to vanish, in actuality they travel to a sacred place where they will convene for weeks at a time. It is unknown what happens at these great gatherings or where they take place by all except the Ogres who congregate.

Ogres, while being a hearty race, seem to have an abnormal life span and no one knows why; they never really show any signs of aging and it is hard to tell their true age, since they reach maturity in less than 1 year. The Ogres that have actually been tracked seem to only live for up to 24 years, though this number has only been at best estimated.

Advantages

- *Huge*- Due to your size you naturally have a +2 *Strength* for *Feats of Strength*.
- *Resist Curses*- Ogres receive 1 *Resist* at 1st level and may purchase more.

Disadvantages

- *Make up*- Yellow skin with horns
- The Knowledge skill *Society*, *Arcane*, *History* cost an additional 1XP each Rank.
- *Clumsy*- Big hands make small tasks difficult. You receive a -1 penalty on *Disable Device Skill checks*.

Foreseer NEW

Be it the blessing of the Great Eye or the power of the tie to the “curse” that may have made them, some of the line develop the ability to ‘look ahead’. Once (1) each Day the character can call upon the Great Eye for a glimpse into the near future. This allows the Marshal to give them glimpses of what they may encounter in a Module. Additionally, once (1) each Day they can use the *Danger Sense* ability.

Curse Touched NEW

Prerequisite: Character level 8 or higher

With growth and age your connection to the powers of your line deepens, some see this as a boon, some a bane. The character develops faint bark runes on their arms. The character no longer has a

penalty on *Arcane* and can use their natural resistance to Curses to aid others; they can now use their *Resist Curse* to *Dispel Curses* from allies.

Primordial

Primal Power NEW

Prerequisite: Character level 8 or higher

You have developed a stronger connection to one of the primal energies that courses through your body. The player must choose one of the following:

- Fire- Gains *Gaseous Form* this can be used once (1) per *Module*. *Vulnerable Water*
- Water- Gains *Water Movement*, *Vulnerable Wind*
- Wind- Gains the *Fly* ability, and *Vulnerable Stone*
- Stone- Gains the *Burrow* ability, and *Vulnerable Fire*

Satyrs

Saurok

Talent Rename: Pure Blooded to Awaken Blood

Deepen Connection NEW

Prerequisite: Character level 8 or higher

You have undergone sacred rites after years of focus and inner growth to deepen your connection to the ancients. Characters of Chromatic Flights gain the following: 1XP discount on *Warfare* and once (1) each *Module* can make a packet attack of "*Arcane Fear*"; Characters of Metallic Flights gain the following: 1XP discount on *History* and once (1) each *Module* can "*Resist Fear/Arcane Dispel Fear*".

Overwhelming Presence NEW

The blood of the ancients runs deep within you, and it rises to the surface at the smallest provocation. You can use this to influence others. You can use the Intimidation ability from Persuasion, your effective total for the Skill Check is 3, without having the skill. If the character has the Persuasion skill they receive a +1 Bonus on the check.

Shrouds

Pierce the Veil NEW

You are in tune with the vibrations of life and death allowing you to sometimes almost sense its presence. Twice (2) each *Day* you can use *Deathwatch* as an ability; there is no incant to use this other than the call of "*Are there any Dead in the sound of my voice*".

Vessel NEW

Prerequisite: Character level 8 or higher

Your connection to the realms of the departed is deeper than some of your race, for better or worse. You can open yourself up to the voices of the dead and allow them to speak through you. Once (1) each *Day* you can enter a trance-like state and use *Summon Spirits* as the *Ritual*, with the exception that the spirit temporarily inhabits the characters consciousness. This leaves them helpless and only others can speak with the spirit.

Sylvans

Preening NEW

Your body is extremely resilient and always growing. As part of your daily grooming routine, you can collect a single *Uncommon Primal Component* from yourself. You will collect the components at Logistics.

Tied by Wyld NEW

Prerequisite: Character level 8 or higher

You have spent extensive time far out into the wilds deepening your connection to the spirits of the Wylds. When the character is in the *Wyld* or in an area being heavily influenced by the *Wyld* they gain +2 *Base Body*, +2 *Strength for FoS*, and the *Speed* trait.

Trolls

Intro Reworked

Born from the murk of the Great Swamp, the Trolls have evolved into apex predators, both brutal and cunning. They are known for their lack of any social skills with those outside their own lineage, but often this is due to a difference in how they communicate. To many their barbaric ways are uncouth and even random. Nevertheless, there is much more to this lineage than meets the eye.

Deep within the swamps, in places where few, if any outsiders see and live to talk about, the Trolls thrive in a society full of rituals. Most Trolls worship, on some level, Tak'zukari; a being that the Trolls know as the Blood God. While there are others that they may worship it is around Tak that a majority of the customs are built. Their rituals are not overly complex and typically follow many life milestones and seasonal events. Within each warren of Trolls there will be a Warlord, while this is more of a status than a ruler, whose duty it is to lead the warren in the strengthening of their domain and decide military action should that ever be needed; on the other side is the High Speaker, often the eldest of knowledge in the warren; the Speaker is the spiritual leader and in many ways the most common voice for the people. The Speaker and the Warlord work hand in hand to protect the warren and ensure that they survive.

To those who are not of the blood, the Troll may appear a simple-minded predator, but in truth they have a deep culture that binds the lineage together. While they may not carry on long discussions of past wars, they know what is truly important to them. People will often let their guard down around the Troll, thinking them too dumb to be a threat. However, their cleverness will astound you when you lie defeated, humbled by the ferocious cunning of a Troll.

Blooded by Tak'zukari NEW

Prerequisite: Character Level 8 or Higher

You have come of age and have undergone the rites of passage, undergoing the ritual of blood. When using the *Regeneration* skill, they gain *Clear* as one of the use options; and all uses *Heal 1 Body* point in addition to the normal effect; including *Self-Stabilize*.

Path of the Speaker/Warlord NEW

While few will ever fulfill the role of leader of a Warren it is a path that all follow. All Trolls eventually pick a path they wish to follow to lead the warren through their actions. Those who follow the path of the *Warlord* receive a 1XP discount on *Warfare* and can use the *Motivate Profession* ability once (1) each Day; while those who follow the path of the *Speaker* receive a 1XP discount on *Mystery* and can use the *Augury Profession* ability once (1) each Day.

General Talents

Arcane Sense NEW

Prerequisite: *Arcane* Rank 3

This Talent broadens the characters knowledge with the Arcane granting them heightened insight. This grants an additional use of their *Identify and Analyze* abilities.

Mysterium Insight NEW

Prerequisite: *Mystery* Rank 5

This Talent allows the character to enter a trancelike state and open their mind to the powers of the Divine. The character can use their *Mystery* skill to make a *Skill Check* for a *Lore* they do not possess.

Vicious Mockery NEW

Prerequisite: *Persuasion* Rank 3

This Talent gives the character a keen ability to call out a target's flaws and put them off balance in social interactions. When using the *Persuasion* skill, the *Willpower* difficulty is treated as 1 lower.

Criminal Savvy NEW

Prerequisite: *Society* Rank 3

This Talent reflects the characters' ability to blend in almost any scene in society. When dealing with organizations outside of the Noble structure you can do so without putting a mark on your head so to speak, while there might not be honor among thieves there is a certain amount of respect or fear.

Masterful Tactician NEW

Prerequisite: *Warfare* Rank 5

This Talent allows the character to assess their foes or a potential combat ahead, looking for an advantage. Once (1) each Module the character can change the battlefield. When used the character needs to tell the Marshal in advance so they can adjust the Encounter. This will change the next fight, by either lowering the number of total enemies, or slow NPC recycling time.

Haven NEW

Prerequisites: *Realms* Rank 5

This Talent allows the character to find weak points in the fabric of the realms and use it to create a temporary safe space. When used this allows up to 2 targets to regain an expended *Module/Daily* ability (in the case of a regained *Daily* the skill will expire if not used within the hour). This can be used once (1) each *Module*.

Mithridatism

Prerequisite: *Nature* Rank 4

The character has spent years in the wilds exposing themselves to a variety of poisonous and toxic plants and animals, resulting in a limited tolerance to them. Once (1) each Module the character can *Resist* the effect of a *Carrier Attack* they were struck by, this does not negate the damage of the attack.

Xaelian Method

Prerequisite: *Cartography* Rank 5

This Talent reflects the characters study in the ways of the most advanced navigation, gaining the ability to create detailed maps with insightful survival notations. When used the map will grant up to 5 targets the following benefits for a *Module*; a single (1) use of *Adrenaline Rush*, 2 points of *Temporary*

Armor and once (1) each *Encounter* +1 Damage on *Blitz/Damage Cantrip*. This can be used once (1) each Day and the map is good for a Day.

Eagle Eye

Prerequisite: *Alertness* Rank 4

This Talent reflects the characters extraordinary knack for being aware of their surroundings and knowing what to look for. When making *Alertness Skill Checks* you always treat the difficulty as 1 lower.

Harvesting Skills Update

Rank 1- Cultivation allows the character to gain additional components at Event Check-In and from Nodes, see Appendix: Harvesting for more information.

Rank 2- This skill allows the character to harvest Rare components from Creatures.

Rank 3- Once each module the character can gain 1 additional Uncommon component of the appropriate type, so long as the type is present on the Module.

Rank 4- This skill allows the character to harvest Exceptional components from Creatures.

Rank 5- Once each module the character can gain 1 additional Rare component of the appropriate type, so long as the type is present on the Module.

Cultivation

This ability allows the character to gather components from the world around them. This grants the character a few Components at Event Check In and access special *Nodes* during game to harvest material. A character can only Cultivate from 1 *Node* once each game and the amount they will gather will depend on the Rank of the skill being used.

Nodes

These are a resource for Harvesters to gain additional Components during the game. Nodes can normally be used by 1-3 different skill, and they have a limited number of uses before they are depleted. The numbers on the chart are the upper limits; not all Nodes may contain Rare/Exceptional Components. Each time a node is harvested the remaining number of pulls is reduced by a number equal to the number of ranks used to gather. Each time a node is harvested, after the first time during an event, the number of pulls is reduced by an additional 2 per pull, stacking. Meaning 2nd harvest 2 pull penalty, 3rd harvest 4 pull penalty and so forth.

Harvesting Skill Level	Check In	Common	Uncommon	Rare	Exceptional
Rank 1	2 Common	4	0	0	0
Rank 2	3 Common	6	1	0	0
Rank 3	4 Common	8	2	0	0

Rank 4	5 Common	10	3	1	0
Rank 5	6 Common	12	5	2	1

Guardian Class skill Recovery Replaced with Vanguard

Vanguard

This skill allows the character to fortify their allies with protection and resilience. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Phalanx</i>
Rank 2	Twice Per Day, <i>Fortification</i>
Rank 3	Once per Module, <i>Reinforced</i>
Rank 4	Three times per Day,
Rank 5	Twice per Module, <i>Armor Plating</i>

- *Armor Patching*- When used all allies gain *Fast Linked*, allowing them to *Readjust* their armor in half the normal time.
- *Phalanx*- When used the character grants up to four targets, who are wielding a shield, 1 additional *Base Armor Point*. These points go above the characters' maximum and can be repaired with their normal armor points.
- *Fortification*- When used up to 4 allies gain *Immunity to Body Modifier*.
- *Reinforced*- All allies' armor gains protection from damage, the next time their armor would be reduced to 0 it can be *Readjusted* to full value, not gaining the *Breach* status.

Recovery Talent Added

Rigorous training leads to days of recovery; your body has become hardened by this allowing your body to spring back quickly. You receive 1 additional point of healing from expendable items and 2 points from abilities others use on you. Additionally, when at 0 *Body* points you will wake from *Unconscious* after 5 minutes instead of the normal 10.

Titanblade

Runic Mastery Updated wording

Your control over the power of your runes allows you to extract more from their usage. When you place a Rune on a weapon that weapon gains a single *Resist Shatter/Destruction* during the duration. Additionally, it now only takes you 1 minute to apply Runes to your weapon, and 2 minutes to etch a Rune into an ally's weapon.

Warding New Class skill to replace Recovery

This skill allows the character to weave the power of the realms around them to create powerful wardings. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Seal</i>
Rank 2	Twice Per Day, <i>Erode</i>
Rank 3	Once per Module, <i>Mighty</i>
Rank 4	Three times per Day,
Rank 5	Twice per Module, <i>Repulsion</i>

- Seal- This ability will allow the character to cast an “*Arcane Wall*” that will seal a portal/doorway, which will last for up to an hour or can be ended at the character will. The character will need to place a Blue rope/marker across the portal to be sealed.
- Erode- This ability allows the character to erupt a rune on a surface; this will reduce the targets *Resistance* by up to 2 points or 3 points if it is an object.
- Mighty- This ability allows the character to mark a target with a rune with binds their body granting it immense power. You must place a blue band around their right arm. For the duration the target can be healed while at -1 Body.
- Repulsion- When cast the character chooses a creature type, they must then announce “Voice Bane <Creature>”, this is a *Concentration* skill.

Recovery Added

Rigorous training leads to days of recovery; your body has become hardened by this allowing your body to spring back quickly. You receive 1 additional point of healing from expendable items and 2 points from abilities others use on you. Additionally, when at 0 *Body* points you will wake from *Unconscious* after 5 minutes instead of the normal 10.

Tempest

Tireless Dance Updated Wording

Tempests spend a lifetime training in the art of battle dance ever building their endurance. This Talent makes the character *Immune to Exhaustion* and *Difficult Terrain* and doubles the time it takes for *Fatigue* to affect the character.

Alchemist

Feint (Technique) Updated

This skill allows the character to add the *Body* Modifier to their next 1 melee weapon swings, hit or miss.

Mutagens Updated

Fortify	Imbiber gains 1 Base body +1 per Odd rank
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Monstrosity	Imbiber gains 1 Strike/Encounter (Damage is 2+1 per Even rank)
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Mutagen Chart Updated

Rank 1	Can Create 2 Mutagens each Day
Rank 2	Can Create 1 Mutagen each Module
Rank 3	Can Create 1 Mutagens each Day (3 total)
Rank 4	Can Create 2 Mutagens each Module
Rank 5	Can Create 1 Mutagens each Day (4 total)

Scroll Casting Rule Added

A character can use Scrolls for their path of magic; they need not have the Spell in their Memory nor have the Circle Magic available. The player must follow all the normal Spell Casting Rules and they must have the Scroll in Hand to cast.

Willpower Definition Added

This is a trait that is only had by NPCs. It measures how resistant they are to coercion and intimidation by players. There are skills and abilities that allow players to interact with a NPC's *Willpower*. An NPC's *Willpower* sets the difficulty for any related *Skill Check* that a player might need to make.

Mender

Spirit Manipulation **NEW Class Skill** replacing Resurrection

This skill represents the characters' control over the power of spirits and their energy. The skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time.

Rank 1	Once Per Day, <i>Hearten</i>
Rank 2	Twice Per Day, <i>Wrack Spirit</i>
Rank 3	Once per Module, <i>Hold Spirit</i>
Rank 4	Three times per Day
Rank 5	Twice per Module, <i>Transfer Lifeforce</i>

- *Hearten*- This ability allows the user to help a character who has just failed a *Skill Check*, to immediately attempt the check again and take the new result. Melee Weapon Range.

- **Transfer Lifeorce-** This ability allows the character to remove a negative effect from a willing target by moving it to themselves so their power can destroy it. Once the effect has been moved to the caster, they will suffer the effect, and the caster will make a *120 Counted Action* (this is more of a timer and will happen even if the caster is helpless) at the end of the time the effect will fade from the caster. This can also be used to allow the caster to move a negative effect from themselves to a willing target, so long as they are conscious. The new target will suffer the effect, and the duration is doubled. Range of Touch.
- **Wrack Spirit-** This ability allows the character to *Stun Non-Corporeal/Spirit* Creatures delivered as "*Arcane Stun Spirit*", additionally if used on a target that is *Possessed* the *Possessing* creature will be *Stunned* and ejected from the target. Packet Delivered.
- **Hold Spirit-** This ability allows the character to strengthen a spirit's ability to cling to life, this will cause a *Dead* character's *Death Count* to be extended by up to 4 minutes. Range Voice.

Ranger Class Skill Update

Marksmanship

This skill reflects the characters extensive training in the mastery of ranged combat. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Elemental Shot</i>
Rank 2	Twice Per Day, <i>Deny Cover</i>
Rank 3	Once per Module, <i>Anti-Venom</i>
Rank 4	Three Times Per Day,
Rank 5	Twice per Module, <i>Seeking Shot</i>

- **Anti-Venom-** This ability allows the character to "*Dispel Toxin*" on an ally.
- **Elemental Shot-** This ability grants the character a short burst of Elementally aligned arrows. When used their next 3 attacks gain a *Flavor* (Fire, Water, Wind, and Stone)
- **Deny Cover-** This ability allows the character to notice abnormalities in the surroundings that might indicate a hidden creature. This is delivered as "*Voice Dispel Hidden*".
- **Seeking Shot-** This ability allows the character to deliver an attack by "*Voice*" so long as they have seen the target during the current encounter. This attack does not require *Line of Sight* but there must be an unobstructed path to the target.

Shaman Call Skill Update

Primal Tap

This skill allows the character to further harness the living power of nature's might. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Control Winds</i>
Rank 2	Twice Per Day, <i>Leaf Shield</i>
Rank 3	Once per Module, <i>Empower Companion</i>
Rank 4	Three times per Day
Rank 5	Twice per Module, <i>Beast Infusion</i>

- *Beast Infusion*- This ability allows the caster to channel the power of the wild beasts into an ally. The target gains +1 Damage with their *Blitz* or *Damage Cantrip*, and 2 Temporary Body Points.
- *Leaf Shield*- This ability allows the caster to summon a torrent of leaves to surround a target granting them *Displacement* x2.
- *Empower Companion*- This ability will bolster the casters companion, granting a few new abilities; gains a *Blitz* attack, the damage is 2+1 for each Rank of *Circle Magic 4* and a single *Resist Elemental*.
- *Control Winds*- This ability allows the caster to take control of the air itself and manipulate it in a limited amount; this duplicates the *Distant Hand* spell.

Society Skill Rework

This skill reflects the characters' knowledge of the working of societies, be it their political structures or their cultures. They have the ability to work within the lines of a society even if it is not their own.

- Rank 1- This skill allows the character to *Identify*: A Noble house based on colors and symbols or the political nature of a Community/City.
- Rank 2- This skill allows the character to *Analyze*: a known family line and recall significance and history if any of note or the actual power within a Community/City.
- Rank 3- This skill allows the character to *Identify*: Individuals that could be intimidated by using accurate/false noble name dropping or to gain access to locations that might be limited to the public.
- Rank 4- This skill allows the character to use their *Analyze* ability to gain audience with a Tier 1-2 Noble or to arrange for a lesser punishment to a crime, save for Treason/Murder.
- Rank 5- This skill allows the character to break the normal rules of social decorum. On a success the character can push through red tape and force their way into meeting with the powers that be. The character must be aware of the person or the organization and be in the location where they are present. This could be used on local officials up to Tier 3 Nobility or leaders of an organization such as a gang of bandits or secretive society.

Warfare Skill Updated

- Rank 1- *Identify*- known military colors of standing armies, including war-bands; can find weak spots on humanoid foes, and can assess the relative threat level of a humanoid foe.

- Rank 2- This skill can *Analyze*- to find weak spots on creatures other than humanoids, can assess the relative threat level of a non-humanoid foe, or can stall the effects of a *Shatter* until the end of the *Encounter*.
- Rank 3- This skill can *Identify* weak spots of an encampment/fortress allowing the character to find a path of least resistance. The Marshal will address the outcome.
- Rank 4- This skill can *Analyze* – a suit of *Destroyed/Breeched* armor to find missing links and piece it back together, as *Repair*, or can leave false clues to mislead foes. (Negates any lesser use of Warfare against you or adds 2 Negatives to a tracking roll against you).
- Rank 5- Give battle commands- Once (1) each Day the character can grant the *Heroism* effect to 5 allies.

10/22/25

Mystic Classes Correction

Spell Casting: When a character learns the 1st Rank of each level of Circle Magic (after Character Creation), they will automatically gain a single new spell of that level into their Memory. All other spells will need to be learned by memorizing the spell from a Scroll, In-Game. A character can only know a maximum of 4 Spells of each level.

Mender Talent Correction

Improved Spell Preparation

This Talent allows the character to access more magical power each day. The character has 1 additional spell of each Circle level (1 First Level, 1 Second Level, 1 Third Level) that they can cast each Day.

10/16/25

Background: Field Medic Healing Touch Rules Correction-

When performing *First Aid*, on a dying target, the count is reduced to 30 seconds from the normal 1-minute count; additionally, they can choose to heal the target for "Heal 2 Font" or *Stabilize* them.

Skills

Circle Magic Wording Updated

Each rank of this skill unlocks the magical potential of the character. This skill is purchased separately for each of the four *Circles* (Levels) of magic and determines how many spells of those levels they can cast. The maximum rank of the *Circle 2* through *Circle 4* skills is equal to the maximum purchased rank of the lesser skill in the tree.

Combat Action Wording Updated

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Practitioner Updated

This skill improves upon the character's ability in Healing Arts. The skill expands on the character's skill; they can now tend to up to 3 targets at once and will additionally remove *Curses* afflicting them. Like Healing Arts the user can choose to spend only 5 minutes but will generate only one of the effects instead of all. Additionally, the character can work with a single target to identify and even temporarily suppress one of a character's Afflictions for up to 6 hours.

Realms Skill Defined

Realms

This skill reflects study into the Realms that exist and how they function and interact with each other

- Rank 1- This skill allows the character to *Identify* a target learning if they are natural to Wraithvale, and for creatures can determine their natural environment.
- Rank 2- This rank allows the character to *Analyze* a target and learn their weakness, vulnerabilities. This can also be used to study a terrain they are currently in to learn valuable info. The character can grant the *Assist Bonus* on *Cartography and Tracking Skill Checks*.
- Rank 3- This rank allows the character to *Identify* the presence of other realms intersecting with Wraithvale. They can uncover how long the occurrence may exist and what might be able to pass through.
- Rank 4- This skill allows the character to use *Analyze* to *Detect* the presence of realm energy from outside of their current realm. When used a marshal will be able to answer if such exists within range.
- Rank 5- This skill allows the character to use *Identify* to *Seal or Unseal* an intersection of realms. *Sealing* an intersection will prevent energy and creatures from crossing over. *Unseal* will open the door so to speak making travel across possible, via the Wayfinder abilities.

Classes

Shaman Update

Class Armor Changed to 3

Sorcerer Transmutation Fixed missing ability

Transmutation

This skill represents the characters' deep understanding and control over magic in the world. The skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time.

Rank 1	Once per Day, <i>Augment</i>
Rank 2	Twice per Day, <i>Suppress</i>
Rank 3	Three Times per Day, <i>Extend</i>
Rank 4	Four Times per Day

Rank 5	<i>Cancel Magic</i>
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- **Augment-** The ability allows the character to alter the power of their magic within limits. This allows them to expend a higher-level *Circle Magic Slot* to generate a lower-level effect.

Sorcerer Skill Fire Shield Updated

Number of charges reduced from 3 to 2, Cost reduced from 4XP to 3XP

Sorcerer Talent Updated

Improved Familiar

This Talent allows the character to manifest a more powerful Familiar. Granting them +1 damage on their damaging spells of the same Flavor as the familiar.

- **Fire-** Grants the character "*Arcane Aura 5 Fire*" once (1) each Day.

Artificer Update

Weapon Proficiencies: Artificers additionally gain Proficiency Long Weapons and Guns.

Combat Related

Blocking Rule Updated

When fighting with weapons, you may use your weapons to block incoming melee weapon blows. Shields can also be used to block melee attacks as well as block ranged Physical attacks from Bows, Guns, and Thrown. Neither weapons nor shields may be used to block attacks with a *Delivery Type*, meaning that these will take effect if blocked by weapon or shield. Further, due to safety concerns, shields may not be used to attack with.

Spell Casting and Magic- Rules for Shields added

Shields and Spell Casting

Weaving the power of magic is complex and requires the caster to use their hands to manipulate the Arcane forces. While wielding a shield does not make spell casting impossible it does create restrictions.

Small Shield- Does not impair the casting of *Cantrips* or Non-Offensive Spells but does increase *Spell Charge* time by 2 counts for Offensive Spells.

Medium Shield- Will cause *Cantrips* to have a *Spell Charge* count of 5, Non-Offensive Spells to have a *Spell Charge* count of 2, and increases counts for Offensive Spells by 5, with a minimum of a 5 count.

Touch Casting- Wording Updated

When casting spells that can affect multiple allies there are a few extra mechanics. First they must all be within arm's reach of the caster at the time of the spells casting, and second the caster touches each with a packet and announces the effect name for each target.

Readjusting& Breaching wording update

As armor takes damage from combat, it loses effectiveness. If a suit takes some damage but not enough to reduce it to 0, it can be *Refitted* with a 30 counted action returning it to its maximum value; however, if the armor does take enough damage to reduce it to 0, it is considered *Breached*. Armor that

has been *Breached*, is considered *Broken*, it can be *Refitted* with a 1 minute counted action, but its value is reduced to 50% of its maximum, until *Repaired or Rebuilt*, (the appropriate time limits for each of these effects still take priority). This is a visible action.

Out of Game Terms Rule added

Treasure: Like many games this one has a treasure system that comes in a few forms; the most common 2 are Tags and Sticks. **Tags** will be a paper tag that will have the items Name, Expiration, and possibly Effects listed on them. Items that are a single use should be turned into a marshal/disposed of after use. **Sticks are** wooden craft sticks that have a label clarifying the type. In Game coins will be on a white label and have the type of coin listed, (Royals, Crowns, Dukes, and Sovereigns) each coin type is worth 10 times the coin that proceeds it, save for Royals being the lowest value. and Components will be on colored labels based on their type and have a marking on the end for rarity (Green for Uncommon, Blue for Rare, and Gold for Exceptional). For more information on Components please read the Harvesting Appendix.

Professions

Merchant Rank 4 Updated

Networking

You have a knack for making connections everywhere you go, and not just when it comes to other merchants. Your connection might not even know you directly, more like a friend of a friend. Once per Day on a Module where you are in a city of reasonable size you can find a connection who can help you. It might not be free depending on the help needed.

Navigator Rank 3 Updated

Avast

Plotting a course is only part of the job and quite often the least important one. The most important part is planning the escape route, as the life of an adventure is rarely devoid of trouble. Once each Day the character can use *Evacuate* to allow their allies to escape from combat.

Lineage

Kitsune Talents

Dreamweave- damage from Awaken reduced to 2 points of damage.

Glossary Effect Added

Evacuate: This skill allows the character to escape combat, with their allies, as per *Flee*. When used this is called "*All Allies Flee*".

10/5/2025

Wayfinder Profession Updated

Open Passage- Wording updated- You can weave a pattern that will open a Passage, allowing those who walk through it to travel to a location up to 10 miles away, on the same Realm that you have chosen to be the exit point. Once the ability is activated, the effect will only last while you maintain Concentration, up to 5 minutes max, the effect will also end once you pass through to the termination point. Once you have

chosen the termination point it is locked in and cannot be moved. These abilities cannot be used to bypass Magical Barriers, like Wizard Lock, Proscribe, ect. This ability costs 2 Weave points to activate and 5 minutes of concentration.

Portal Mastery- Wording updated- You have been trained in ways of Weaving and interacting with Portal Stones, to increase the distances you can travel. Using this ability in the presence of a Portal Stone will allow you to create a doorway with an exit point up to 100 miles away (Plus an additional 25 Miles for each Rank of Cartography) or terminate at a Portal Stone you know of on the same Realm. This ability costs 2 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes.

Realm Walking- Reworked- Manipulating the Weave you have found ways to stretch the limits of how far you can travel. This training has also taught you how to 'bend' the rules of travel by removing the need for a portal stone, but it is still a powerful resource. Using this ability in the presence of a Portal Stone will allow you to create a doorway with an exit point up to 200 miles away (Plus an additional 50 Miles for each Rank of Cartography) or without a Portal Stone you can still travel up to half the distance. This ability costs 4 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes.

Waystone- Wording Updated

Gateway- Wording updated- You have unlocked full mastery of manipulating the Weave to travel. You can now open a Gate to another Realm; this can only terminate into a Teir 1 or 2 location of a Realm. This ability costs 4 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes. Additionally, your Open Passage ability now only takes 1 minute to activate.

Soldier Background

Mess hall- Rework- This ability causes characters with *Soldier* background to gain 2 Base Body Points that will last for an hour, (1 Base Body for all others); after spending at least 10 minutes eating a meal with an Officer. This ability can be used twice (2) each Day.

Keep the Peace- Rework- While it may be seen as intimidation you know how to bring a heated argument to a halt. Using this ability will cause those engaged in a heated argument to stop speaking for 30 seconds as well as *Pacifying* them, they cannot incite combat, though the effects end if they are attacked in any way. This ability can be used once (1) each day and will last for an *Encounter*.

Countermand- Rework- While it may be seen as intimidation you know how to bring a heated argument to a halt. Using this ability will cause those engaged in a heated argument to stop speaking for 30 seconds as well as *Pacifying* them, they cannot incite combat, though the effects end if they are attacked in any way. This ability can be used once (1) each day and will last for an *Encounter*.

Chemistry

Catalyst, Minor

Type: *Elixir*

Duration: *Instant*

This chemical has no effect on its own, however when mixed with a *Heal* potion it will increase the amount healed by 2 points. It takes 1 minute to mix the elixir with the potion, after which the 2 tags must be clipped together, also once mixed they cannot be separated.

Lineage Updates

Saurok- Talent Update

Ancient Scales

Your scales while small and flexible still grant you some protection, granting you 1 point of Armor, these stack above the characters class maximum.

Sylvan- Talent

Wyld Soul

Your connection to the Wyld spirits of nature is undeniable, natural animals will not see you as a threat unless you provoke them. This will allow the character to potentially interact with them. This will also give them *Affinity Wyld Spirits*, while they see you as a kindred spirit that does not mean you are not still prey.

Beast Spirit

All Sylvans have their bestial traits, though some of the lineage have developed stronger ones. Once (1) each *Day* the character can unleash their dormant power, doing so grants them the following: +2 Strength, *Evade* x 1, 2 Points of *Natural Armor* (These points go above the characters maximum). This effect lasts for an *Encounter*.

Shrouds- Talent

Slow Pulse

Being on the edge of life, the Shrouds have more than a few physical abnormalities. This Talent slows the character's pulse and blood flow granting a few advantages. The character's *Bleed Out Count* is doubled to 4 Minutes, additionally once (1) each *Day* a *Dying* character can choose to *Self-Stabilize*.

Satyr- Talent

Warriors Presence

Satyrs are known as some of the fiercest combatants on *Essence*, this is because they are cunning advisors not just tireless troops. Off the battlefield their renown is still felt and respected. Once (1) each *Day* the character can exert their presence, drawing attention to them, and putting NPCs at a disadvantage. All NPCs in the *Encounter* have their *Willpower* lowered by 1. Additionally, they can grant the *Assist* bonus to *Society Skill Checks*.

Mycian- Talent

Hyphae

Being a creature that is born of the Fae but so tied to the natural plant life they have the ability to tap into the local root network of plants and communicate with them. This communication is in many ways far superior to other forms as it allows them to have full interaction. This allows the plants to communicate more deeply than with the *Tongue of the Land*.

Ogre- Talent

Giant Kin

Long ago the Ogres shared a close familial line with what is known today at Giants, and some still develop some of that power. This Talent allows the character to tap into that power briefly unleashing almost unstoppable strikes. Twice (2) each *Module* the character can add the *Massive* Modifier to their attacks.

Talent Addition

Quick Hands

Prerequisites: None

This Talent grants the character the *Speed* trait on *Counted Actions* when not in *Combat* and involves the character's hands. This reduces the count by 25% of the base time.

Companion

Prerequisite: None

Pet Type	Talent Bonus Options
Arcane	Grants 1 Circle 1 Spell each <i>Day</i> or grants <i>Assist Item Bonus</i> when casting <i>Rituals</i> .
Cunning	Grants <i>Assist Item Bonus</i> to <i>Tracking Skill Checks</i> ; or 1 use of <i>Danger Sense</i> each <i>Day</i> .
Dexterity	<i>Quickness</i> once each reset or <i>Assist Item Bonus</i> to <i>Disable Device Skill Checks</i> .
Intellect	Grants a 25% Reduction in <i>Non-Combat Counted Actions</i> . or <i>Assist Item Bonus</i> on <i>Knowledge Skill Checks</i> .
Stamina	Grants 1 Base Body or grants +2 Strength for FoS.

Heroic Talent Addition

Multi-Class

Prerequisite: None

You have spent some of your valuable time seeking out training in another calling, while you have picked up a few tricks of the trade there is only so much you can access. A character can only cross train to a class grouping they are not a part of (Fighter, Devoted, Mystic, Rogue). Once chosen the character will gain the following abilities based on the class group.

Fighter

- Gain 1 *Blitz* per *Encounter* (deals “3 Normal”) or if the character already has a *Blitz* skill instead their damage is increased by 1 point.
- Increases Armor maximum limit by 1 point.

Devoted

- Grants *Barrier* once (1) each *Day*
- The character gains a Level 1 Talent from one of the Devoted Classes.

Mystic

- Gain 1 *Cantrip* per *Encounter* can know 2 *Cantrips* (cannot have both *Damage* and *Stabilize*).
- Gain 1 *Circle 1 Spell per Day*, can know 1 *Spell*.

Rogue

- Grants the *Hide* skill (at no cost)
- Grants *Move Silent*, this can be used once (1) each *Module*.
- Grants *Roll* once (1) each *Encounter*.