

APPENDIX 1: LEARNABLE SKILLS

Skills are listed under the following format:

Skill name (CP cost) *Description of skill.*

Skills whose CP cost include a plus-sign (+) after the number are single-use.

All single-use skills increase in CP cost by 1
after 5 purchases unless explicitly stated otherwise.

OPEN

Quick Death (2+) *Instead of counting "Death strike 1, death strike 2, death strike 3," you may instead call "Quick Death" in any situation you might otherwise have applied a death strike. Countered only by Thick-blooded.*

Unstoppable (2x cost of attached skill) *Cannot be resisted by any means other than an immunity ("No effect"); applies only to offensive skills. Only usable once per skill per event. Call "Unstoppable [skill name]."*

PHYSICAL

Adrenaline (2) *Once per day, after falling to 0 vitality and unconsciousness, regenerate 1 vitality and regain consciousness.*

Berserk (3) *Become immune ("No effect") to all damage and/or effects for 1 minute, during which you must actively engage in combat. You have access to all your current skills and abilities, but, at the end of the minute you die and go immediately sublimate and go to the Black God.*

Blaze of Glory (2) *Prerequisite: Berserk. Become immune to all damage and/or effects, fully refresh your skill list and gain unlimited uses of all single use skills you have learned for 5 minutes; then final, regardless of how many life stones you have left.*

Destroy (3+) *A melee strike rendering a target's weapon, buckler/shield, or piece of armor completely useless until repaired. Call "Destroy" while striking the appropriate target.*

Grapple (2+) *Prerequisite: Fists Physically restrain a target by placing **both boffer phys reps** on their upper arms; you must be empty-handed and have no maimed limbs. The target is unable to move as long as you keep both hands on their arms. Call "Grapple."*

Grapple, improved (2) *Prerequisite: Grapple. Restrain a target for 1 minute, then call "Knockout."*

Hard-Headed (2) *Once per day, resist 1 subdue or knockout.*

Intuition (3) *Once per event, resist 1 stealth-based attack (Disable, Subdue or Assassinate).*

Maim (3+) *A melee strike breaking a target's limb, rendering it completely unusable until Tended. Call "Maim."*

Muscle, improved (1) *Prerequisite: Muscle. You may run while carrying two unconscious people.*

Poison Tolerance (2) *Once per event, resist 1 toxin or poison.*

Shield (3) *Prerequisite: Buckler. You can use a shield. You may strap a shield to your arm, but if struck with Disarm or Fumble, you must let go of the shield, and it must remain on your arm of its own accord. Members of the military may display the crest of their unit on their shield and fighters sworn to a noble may display their liege-lord's crest.*

Set limb (2) *Once per limb, per day, role-play popping a Crippled or Maimed limb back into place for 3 seconds; then ignore the effect for 1 minute; afterwards take the effect of an Unstoppable weaken. Call "Set limb."*

Slaughter (5+) *Prerequisite: Slay. A melee strike causing the target to lose all armor points and all remaining vitality, to fall unconscious, and to bleed to death after 1 minute. The target will "No effect" any healing and must be Stabilized to stop their bleed-out. Call "Slaughter."*

Strength of Will (4+) *Sacrifice 3 max vitality for the remainder of the event, and take an Unstoppable Pain to resist any 1 magic, thaumaturgy or dexterity attack. Call "Resist."*

Thick-blooded (3) *Once per event, silently resist 1 completed death-strike.*

Tough Fists (1) *Your fists take no vitality damage from normal melee strikes, you must be holding your physical representatives.*

Tough Fists, improved (1) *Prerequisite: Tough Fists. Resist all skill calls which strike your fists. Additionally, attach any physical melee skills costing 2 cp or less to fist attacks.*

DEXTERITY

Assassinate (4+) *A stealth-based melee strike delivered to a target's torso that causes them to take 1 damage and immediately die. You may not deliver this call while running. Call "Assassinate."*

Blind (2+) *A component-based skill that causes the target to close their eyes for 3 seconds, as though they were temporarily blinded. During this time, the target may not deliver weapon blows, but may resist calls (please use your common sense in staying safe). The target is also susceptible to all stealth-based skills. Call "Blind."*

Bracers (2) *Resist all vitality damage from melee strikes which hit your bracers or arm guards; Maim or destroy smashes a bracer, which must be repaired with 2 crafted rings. Calls still take effect; for instance, Takedown still knocks you over. Bracers do not count as weapons when Resisting calls.*

Catch Thrown Weapon (2) *You may catch or deflect thrown weapons - with the exception of arrows*

- with your hands; "No effect" any damage and/or attached skills.

Combat Poison (2) *Prerequisite: Poison. Choose when to activate a blade poison.*

Detect Poison (2) *Detect the presence of ingested and inhalation poisons.*

Disable (2+) *A stealth-based melee strike delivered to a target's torso that restricts the targets use of skills such that no skills may be delivered offensively, however skill uses may still be spent to resist. The effect lasts for 1 minute.*

Disengage (2+) *Prerequisite: Knockback. A melee call causing all targets within a 5-foot radius to back away 5 full steps. Call "Disengage" while carefully twirling your weapon above your head.*

Dispel Magic (4+) *A melee strike immediately negating all magical armor and buffs, expending 1 use of all runic sentences on a target, and reduces all magical items on a target(including imbued gems, runes, etc) to slag. Call "Dispel Magic."*

Dodge (3) *Once per day, take 1 full step in any direction and spin 360-degrees to resist any 1 spell, including "All within the sound of my voice" spells*

Flee (3) *Once per event, "No effect" all skills, calls, and damage for 10 seconds while disengaging completely from combat.*

Lock-picking, improved (2) *Prerequisite: Lock-picking. Your skill with lock-picks allow you to use lock-picks up to "Jack."*

Lock-picking, mastered (2) *Prerequisite: Improved lock-picking. Your skill with lock-picks allow you to use any lock-picks.*

Pick-pocket (1+) *Pick a target's pocket by affixing a clothespin to their pouch or pocket without being detected. Targets noticing a clothespin should report immediately to staff center. Successful pick-pockets should report to staff center at their convenience to pick up their gains. Uncounterable.*

Pin (1+) *A melee strike attached to a thrown weapon pinning a target's arm to a wall or other substantial fixed object, or their foot to the ground, for 1 minute. The target may choose to role-play struggling for 3 seconds, then free themselves by taking 1 damage and an unstoppable pain. Call "Pin."*

Venom Base (3) *Prerequisite: Poison. Apply 2 vials of poison to 1 blade.*

Weaken (3+) *A melee strike causing a target to enter a weakened state for 1 minute, regardless of current vitality count or Toughness. Call "Weaken."*

MAGIC

"All within the sound of my voice" (4+) *Use your voice to affect everyone without earshot with any 1 magic-focus spell costing 2 cp or less. In the case of Drain vitality, Heal vitality, or Magical vitality,*

you may apply up to 3 points. Call "By the magic within, all within the sound of my voice, [spell name]."

Aura of Protection, improved (4+) *A spell granting yourself and up to 2 others the effects of Aura of Protection by standing so that your planted feet are touching. As soon as any 1 person breaks the effect, the spell is broken. Broken by Dispel Magic. Call "By the magic within, Improved Aura of protection."*

Bestow (1+) *A component-based spell draining 1 use of a single-use skill from the caster's skill list for the duration of the event to temporarily give it to a target. Bestowed skills are treated as though they were part of a target's normal skill list and refresh via cp restoration or death as usual. Call "By the magic within, Bestow [skill name]."*

Curse (5) *Once per event, point to a target and state, "By the magic within, I curse your spirit." Cursed targets should report to staff center immediately. Uncounterable.*

Death (5) *A component-based spell causing a target to immediately die. Call "By the magic within, Death." Can be used once per day.*

Dominate (4+) *A component- or touch-based spell causing a target to follow your commands to the best of their ability for 1 minute. Additionally, the target cannot harm you or reveal they have been dominated while under this effect. May not be used to force a target to reveal a secret. Call "By the magic within, Dominate."*

Drain (1+) *A component- or touch-based spell draining 1 use of a per-purchase skill from a **willing** target's skill list for the duration of the event and adding it to the caster's skill list. Call "By the magic within, Drain [skill name]."*

Implant Trigger (4) *Maintain physical contact with a target for 1 minute; then state, "By the magic within, Implant trigger." Both the trigger and the resulting action must be clear and well-defined, and reasonable to complete from an OOG perspective. No target may have more than 1 trigger in play at a time (call resist if you already have a trigger); and triggers only work once. Triggered persons must attempt the specified action immediately upon experiencing the proper trigger, and do not remember having been affected by the caster or skill. The trigger, once activated, is in effect for one day, and an activated trigger is removed upon death.*

Instant Tend (2+) *A component or touch-based spell instantly restoring a target to consciousness; and, if applicable, either healing a single Crippled or Maimed limb of the target's choice, or the Silence effect. Call "By the magic within, Instant Tend."*

Knockout (3+) *A component-based spell rendering a target unconscious. Call "By the magic within, Knockout."*

Heal Vitality (2+) *Gain 2 healing points per purchase. A touch-based spell healing 1 vitality to a target per 1 healing point used. Healing does not heal maimed limbs, wake someone to consciousness, or stabilize someone who has been poisoned or slaughtered. Call "By the magic within, Heal [number]."*

Restore Life (5+) *A touch-based spell requiring one minute of roleplay that restores a dead body (not spirit) to life and consciousness. A target may only be restored to life once per event by this skill.*

Call "By the magic within, Restore life."

Restore Vitality (4+) *Prerequisite: Heal vitality. A touch-based spell instantly restoring a target's vitality count to its full value. Call "By the magic within, Restore vitality."*

Spirit Sight (2) *See spirits as they travel. You may also inspect any living person to determine whether or not they have died within the past 24 hours.*

Speak with Dead (1+) *A touch-based spell allowing you to speak in whispers to a dead, corporeal target for up to 1 minute. If you have Spirit Sight, speak to incorporeal targets as well. Call "By the magic within, Speak with dead."*

Spellstrike (3) *Attach any starting magic calls costing 3 cp or less (with the exception of Darts) to melee strikes. Call "Spellstruck [spell name]."*

Stabilize (4+) *Prerequisite: Instant Tend. A component- or touch-based spell instantly preventing a target from bleeding out and restoring them to consciousness; and, if applicable, healing all Maimed limbs and the Silence effect. Call "By the magic within, Stabilize."*

Suppress Curse (3+) *A touch-based spell negating the effects of a curse for the duration of the day on which this spell is cast. Call "By the magic within, Suppress curse."*

THAUMATURGY

EARTH

Adrenaline (2) *Once per day, after falling to 0 vitality and unconsciousness, regenerate 1 vitality and regain consciousness.*

Dispel Magic (4+) *A melee strike immediately negating all magical armor and buffs, expending 1 use of all runic sentences on a target, and reduces all magical items on a target(including imbued gems, runes, etc) to slag. Call "Dispel Magic."*

Earthquake (4+) *Prerequisite: Mastery of Earth. Call "All enemies within the sound of my voice, Takedown," 5 times at 5 second intervals, even if you are knocked unconscious, silenced, or killed in the middle of the effect. Your focus de-attunes at the end of the effect and you may not move or take any non-defensive actions while conjuring this effect. Countered by Acrobatics only.*

Encumber (2+) *A component-based charm preventing a target from holding anything or lifting their arms from their sides for 1 minute. Call "I call forth earth, Encumber." This effect may be removed by Tend.*

Mastery of Earth (4) *Prerequisite: 2 learnable Earth skills. You may now wield a mynacite-forged buckler that must be obtained and attuned in-game. "No effect" Destroy; Dispel Magic immediately de-attunes the focus. Attune via 5 minutes of uninterrupted meditative role-play in the element's specific hours of power, or between events. Once per your element's time of day, resist any 1 skill, spell,*

or thaumaturgical effect. Additionally, you may now pursue learning 1 additional element.

Petrify (4+) *Prerequisite: Mastery of Earth. A component- or touch-based charm paralyzing a target for 1 minute. The target has 5 seconds after being struck to assume a comfortable, sustainable, and safe position; then cannot move, use any abilities, or speak until the charm has worn off. Call "I call forth earth, Petrify."*

FIRE

Charmstrike (3). *Attach any starting fire charms (except Darts) to melee strikes on your lightning rod focus, as per Spellstrike. Call "Spellstruck [charm name]."*

Firestorm (3+) *Prerequisite: Flame Dart. Over a period of 1 minute, all your Darts become unstoppable (shields do not block unstoppable Darts) this may not be used during or before an inferno (you can not activate a Firestorm and then an Inferno).*

Inferno (4) *Prerequisite: Flame Dart & Mastery of Fire. Resist all damage and/or effects for 1 minute, during which you may evoke as many Darts as you are physically able to throw or charmstrike; After the effect ends, you suffer an unstoppable Fumble for your lightning rod focus, and it becomes de-attuned. Call "I call forth fire, Inferno."*

Lightning storm (3+) *Prerequisite: Fire Cleave. Sacrifice one use of fire cleave to gain 5 instances of "I call forth Fire, Cleave" via component. These abilities may only be delivered to a single target once per use of lightning storm. Call "I call forth fire, Lightning Storm"*

Mastery of Fire (3) *Prerequisite: 2 learnable Fire skills. You may now wield a mynacite-forged lightning rod that must be obtained and attuned in-game. "No effect" Destroy; Dispel Magic immediately de-attunes the focus. Attune via 5 minutes of uninterrupted meditative role-play in the element's specific hours of power, or between events. Once per your element's time of day, you may attach an unstoppable tag to 1 Fire Thaumaturgy skill that you have. Additionally, you may now pursue learning 1 additional element.*

Solar Slay (4+) *Prerequisite Master of Fire. A component-based charm with the Slay effect. Call "I call forth fire, Slay."*

METAL

Body of Steel (4) *Prerequisite: Mastery of Metal. A charm granting a target resistance to normal melee damage plus all skills delivered via melee weapon for 1 minute, after which time your focus de-attunes. Call "I call forth metal, Body of steel."*

Destroy (3+) *A component-based charm rendering a target's weapon, buckler/shield, or piece of armor completely useless until repaired. You must specify the target of the effect and upon hitting the opponent, the targeted item is destroyed. Call "I call forth Metal, Destroy [Target]."*

Mastery of Metal (3) *Prerequisite: 2 learnable Metal skills. You may now wield a mynacite-forged scepter that must be obtained and attuned in-game. "No effect" Destroy; Dispel Magic immediately de-attunes the focus. Attune via 5 minutes of uninterrupted meditative role-play in the element's specific hours of power, or between events. Once per your element's time of day, instantly and fully*

repair every piece of armor, weapons, and/or buckler or shield that a single target is wearing or holding. The target may not wear extraneous duplicates of armor pieces, hold more weapons than they can actually wield, or bear more than 2 sheathed weapons. Call "I call forth metal, Mend armor to full." Additionally, you may now pursue learning 1 additional element.

Overload (3) *Prerequisite: Mastery of Metal. Sacrifice all armor you are wearing to no-effect a single call. All sacrificed armor cannot be repaired for the remainder of the event. You must be wearing a minimum of a metal or augmented chestpiece, may be used once per day. Call "No Effect, Overload"*

Reflect (3+) *A touch-based charm enabling a target, when they resist or no-effect a skill (through any means), to redirect the skill to any other target of their choosing within 3 seconds via the same delivery method. Reflect does not stack. Call "I call forth metal, Reflect" to grant it to the target.*

Statue (2+) *A touch-based charm allowing a target to resist all incoming damage and/or effects for as long as a target remains standing with their head straight and facing forward, both arms down at their sides, and any weapons in their hands pointing down toward the ground; may not speak, make noise, or otherwise act. Negated by Dispel Magic. Call "I call forth metal, Statue."*

WATER

False Memory (2+) *A touch-based charm inserting a short memory into a target's mind. The memory must be a simple fact or objective description of a brief event; it cannot contain suggestions, commands, or triggers, nor can it alter or supplant an existing memory. Context may be given if desired. False memories naturally fade after 2 days but the target is unaware of having been affected by the skill. Negated by Dispel Magic. Call "I call forth water, False memory."*

Hallucinate (4+) *Prerequisite: Mastery of Water. A touch-based charm creating in a target a hallucination lasting 1 minute. The target is unaware of having been affected by the skill. Negated by Dispel Magic. Call "I call forth water, Hallucinate."*

Knockout (3+) *A component-based spell rendering a target unconscious. Call "By the magic within, Knockout."*

Mastery of Water (3) *Prerequisite: 2 learnable Water skills. You may now wield mynacite-forged cup that must be obtained and attuned in-game. Once per time of day you may drink from you cup and restore 3 CP worth of skills. "No effect" Destroy; Dispel Magic immediately de-attunes the focus. Attune via 5 minutes of uninterrupted meditative role-play in the element's specific hours of power, or between events. Once per your element's time of day, you gain the ability to poison 1 weapon without consuming any materials. Additionally, you may now pursue learning 1 additional element.*

Poison (2) *Apply toxins or poisons to any bladed weapon. Poison causes a target to go unconscious after 3 seconds and die after 1 minute. **Only characters with this skill may successfully apply toxins or poisons to weapons without poisoning themselves.** Additionally, receive 2 randomly selected poisons at check-in the event after purchasing. Poisons bypass armor. Countered by Purify. Call "Poison" as per the vial's label.*

Vanish (4) *Prerequisite: Mastery of Water. A charm causing everyone within the sound of your voice*

to stop noticing you and forget your presence for up to 1 minute, during which time you may not attack, cast, evoke, or interact with any person or object other than doors, or the vanish ends immediately upon interaction. Your focus de-attunes at the end of the effect. Signify your status by using the out-of-game person gesture, but note that you are still affected by All Within the Sound of My Voice calls. Targets are unaware of having been affected by the skill. Call "I call forth water, all within the sound of my voice, Vanish."

WOOD

Mastery of Wood (3) *Prerequisite: 2 learnable wood skills. You may now wield a small branch of Sterwood in the form of a cudgel, that must be obtained and attuned in-game. "No effect" Destroy; Dispel Magic immediately de-attunes the focus. Attune via 5 minutes of uninterrupted meditative role-play in the element's specific hours of power, or between events. Immediately doubles all past purchases of Heal Vitality. The cost of Heal Vitality in the future never goes up for you. Additionally, you may now pursue learning 1 additional element.*

Plant Monster Form (4+) *Prerequisite: Mastery of wood. Transform into a plant monster for 5 minutes. While transformed, you must wear an appropriately styled mask and lose the ability to speak, cast, evoke, run, use skills, or use normal weapons or armor. You gain 2 cudgels as your weapons, 25 vitality, regenerate 1 plant monster vitality every 10 seconds, may not resist skills as in your normal form, but become immune ("No effect") to Assassinate, Bind, Cripple, Death, Disarm, Fumble, Knockout, Knockback, Maim, Slay, Slaughter, Sleep, Subdue, and Takedown. Poison effects are delayed until you revert to your normal form. Unconsciousness and death carries over from plant to human forms. Negated by Dispel Magic. Call "I call forth wood to assume plant monster form."*

Purify Afflictions (3+) *A component- or touch-based charm instantly curing a target of all addictions, diseases, and poisons, and awakening them to consciousness. Call "I call forth wood, Purify afflictions."*

Woodland Restore (4) *Prerequisite: Mastery of Wood A touch-based spell requiring one minute of roleplay that restores a dead body (not spirit) to life and consciousness. Your focus de-attunes at the end of the effect Woodland restore allows a person to be restored regardless if they have been restored. Call "I call forth Wood, restore life."*

Soothe Injury (3+) *A touch-based spell negating the effects of an injury for the duration of the event in which this spell is cast. Call "By the magic within, soothe injury."*

Woodland Resolve (2+) *Sacrifice the ability to cast, evoke, speak, or interact with anyone or anything around you in order to establish a specific, injured or unconscious person within your eyesight as your destination; then walk at normal speed directly to that person, resisting all damage or skills which strike you on the way. As soon as you reach your destination, you must evoke 1 wood skill within 5 seconds, and then the effect ends. Call "I call forth wood, Woodland Resolve."*