



Rulebook
Numen 4 2017

Credits

Game Design

Brian Bors
Arjen-Wander Hiemstra

Writing

Brian Bors
Arjen-Wander Hiemstra

Visual Design

Roos Schultheiss

In addition, thanks to all other contributors.

Copyright 2009-2017 Heimr and Contributors.

Permission is granted to copy, distribute and/or modify the contents of this site under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is available in Appendix A.

Contents

- 1 Introduction 6**
 - 1.1 About this document 6

- 2 Core Rules 7**
 - 2.1 Introduction 7
 - 2.2 Safety 7
 - 2.3 Game Progression 9
 - 2.4 Characters 10
 - 2.5 Combat 12
 - 2.6 Health 14
 - 2.7 Items 15

- 3 Creating a Character 19**
 - 3.1 Character races 19
 - 3.2 Domains 19
 - 3.3 Skills and Conditions 20
 - 3.4 Items and Money 20

- 4 Races 21**
 - 4.1 Asgardians 21
 - 4.2 Midgardians 22
 - 4.3 Utgardians 23
 - 4.4 Other Races 24

- 5 Defence 27**
 - 5.1 Armour 27
 - 5.2 Shield 31
 - 5.3 Shield Skills 34
 - 5.4 Defensive Skills 35

6	Armed Combat	39
6.1	Weapons	39
6.2	Melee weapon skills	47
6.3	Ranged Weapon Skills	51
7	Battlefield Surgery	54
7.1	Stitching And Bandaging	54
7.2	Stabilizing Patients	56
7.3	Medical conditions	63
8	The Marketplace	66
8.1	Craft and repair skills	66
8.2	Crafting custom made items	69
8.3	Crafting equipment and patterns	71
8.4	Home management and monthly salary	76
8.5	Money Lending	79
8.6	Service Skills	81
8.7	Stimulants	83
8.8	Temporary reinforcement	85
8.9	Trade skills	86
8.10	Travel and transport	87
9	Divine Magic	90
9.1	Priest skills and conditions	90
9.2	Crusaders skills	97
9.3	Ceremony components	98
9.4	Blessings	110
9.5	Items	127
9.6	Divine Conditions	130
10	Alchemy	135
10.1	Alchemy equipment	137
10.2	Alchemy skills	139
10.3	Preservation substances	143
10.4	Testing substances	145
10.5	Pre-made potions	165

11 Primordial Magic	170
11.1 Automata	170
11.2 Glyphs	173
11.3 Stability and Radiation	182
11.4 Components	183
11.5 Skills and Conditions	185
11.6 Items	188
11.7 Particle Types and Units	193
12 Downtime Periods	197
12.1 Resources	197
12.2 Cost of living	197
12.3 Dayjob	198
12.4 Practicing skills you already have	198
12.5 Training new skills	198
12.6 Retraining dormant skills	198
12.7 Other things to spend resources on	198
12.8 Items	199

1 Introduction

Welcome to the Heimr LARP rulebook. This booklet contains all the rules as used in the Heimr Larps. It consists of the core rules (that everybody should know by heart), the character creation rules and the various character domains that include all the skills, conditions and items you character can gain.

Only the core rules should be read by everybody and are therefore made as small as possible.

1.1 About this document

This document is written for people familiar with the basic concepts of Role Playing and Live Action Role Playing. You can read more about this on our website www.heimr.nl. No previous knowledge about Heimr is required to read this document.

The latest version of this document as well as other documents about the heimr rule-set can be found at www.heimr.nl/game_rules/.

2 Core Rules

2.1 Introduction

In the Heimr LARP Core you will find rules which are common to all characters in a Heimr LARP. Players should know all of the rules in this chapter before attending a Heimr LARP based on this rule set. Any character specific abilities are documented in the rest of the document. These do not require memorising.

The Heimr LARP is designed to create a highly immersive game environment, in which players can bring their characters to life. Because players are required to know all the core rules, this chapter has been designed to be as short as possible, given the complexity of the LARP for which it is written.

2.2 Safety

Safety is one of the most important things to consider for live roleplaying events. Since there are a multitude of dangers involved, there are several rules covering safety during an event.

General

First and foremost, follow any directions given to you by a game master. They have the final say concerning the safety at an event. Ignoring any safety instructions from a Game Master may lead to your removal from an event. Apart from that, try to use common sense when confronted with dangerous situations. When in doubt, try to choose the safest option. Finally, whenever any party indicates they do not want to continue, you should stop whatever you are doing and check to make sure everyone is fine.

Physical Contact

Live roleplaying is a game that usually involves a certain level of physical contact. For ex-

ample, combat involves fighting and hitting with mock weaponry. Therefore, light physical contact is always allowed as long as it is appropriate. You should be aware other players can also initiate this contact at any moment, including when you do not expect it.

Other than the afore mentioned light contact, other things are not allowed. This includes, but is not limited to, grabbing someone, wrestling and .pulling or pushing. Should you agree with someone before combat starts you are allowed to take things further.

You should never actually bind someone's legs, hands or other body parts. Instead, place something over the body part you want to bind and state to the person you have bound that he is bound.

Safety Calls

There are two safety-related calls that you should know by heart. These are **Man Down** and **No Play** .

You should call **Man Down** if you or another player require immediate medical attention. When this happens the game is stopped so that medical personnel can attend the injured player. If you are near the injured player you should keep shouting Man down! and wave your arm until medical personnel knows where to go.

If you hear somebody call Man down! you should stop playing and sit down. Do not repeat the man down call otherwise confusion may arise as to the actual location of the injured person. You are only allowed to move if you are in the way of medical personnel. The game will resume after medical personnel have given the 'all clear'.

No Play should be called when a player has trouble coping with the mental or emotional stress of the game. Live roleplay events can be tough on a person. Your character is likely to go through stressful experiences which can effect a player personally. If a player calls **No Play** this means they are out of character and require some space. You may continue the game without this character, or pause the game temporarily.

Combat

The primary element regarding combat safety are the weapons. All melee weapons used during the event should LARP-safe weapons made of foam with a glass fibre core and latex coating. All weapons should be checked by a Game Master before the event. If a Game Master deems a weapon unsafe, you are not allowed to use the weapon.

During combat, you should pay attention not to target the head, crotch or other sensi-

tive parts of your opponent. Never thrust with your weapon unless it has a special thrusting head. Do not put your full force behind your attacks, but instead pull them back slightly before hitting. Finally, try and be aware of your environment during combat and try to prevent anyone from tripping or falling onto tree stumps, tent lines or other harmful objects.

Should you feel someone is fighting in an unsafe way, feel free to inform a game master of this. They can discuss this with the other person.

Ranged Weapons

Throwing weapons should consist of a soft foam coated with latex. Most importantly, they should not have a rigid core. For bows and crossbows, you can use anything with a strength of up to 30 pounds. Arrows should be LARP-safe with a soft head.

Shields and Armour

Shields should consist of a foam core with a latex coating. Shields with a wood core are explicitly not allowed.

While most armour will be fine when fighting, you should pay attention to avoid dangerous protrusions like spikes or sharp edges on your armour. Should you wish to have such features on your armour, create them from foam and latex or in another combat safe method.

2.3 Game Progression

LARP games should progress smoothly, without big interruptions. This chapter explains the mechanisms used in Heimr to prevent the game from stalling.

Game Masters

Game Masters are the directors of the game. They make sure the story progresses as it should and direct the NPCs to that end. Game masters are also there to help you if you are unsure about the rules and to referee when players have a conflict. You should follow the instructions the Game Master gives.

If you do not agree with a ruling you may make one, and only one, appeal to the Game master. If he or she is not convinced by your argument, the ruling is final and the game continues. You may discuss the issue after the game.

Time Calls

There are four time calls. These calls can only be made by a Game master:

- **Time Freeze** : The game stops and every player must close his or her eyes while humming to drown out any noise
- **Time Stop** : The game stops. The calling Game Master usually has some instructions for you after this.
- **Time In** : The game restarts
- **Time Out** : The game stops completely

Raised Hand

A raised hand indicates that this person is out of character and should be ignored. You may only do this with permission of a game master.

2.4 Characters

There are four things that make up a character: Hit points, Willpower, Skills and Conditions. These things will be explained in this chapter. Which and how many a character has depends on things such as race and equipment. Instructions on how to create a character can be found in the Character Guide at www.heimr.nl/game_rules/.

Hit Points

Hit points (HP) represent the likelihood of a character surviving an attack. They are **not** "health points" and do **not** represent the physical health of your character. Things that increase your chance of survival, such as armour or a strong body, can increase your hit points. When a character is hit by an attack, they (usually) lose 1 HP. If a character

reaches 0 or fewer hit points, **only then** he or she becomes truly injured. As long as you have more than 0 HP you are not injured (Although you might have sore spots, scraps, small cuts, old wounds, etc) Uninjured characters can restore hit points by taking a "short rest". For more information about HP, short rest and dying see the "health" section.

Willpower

Willpower (WP) is a character's way of pushing through tough situations or achieving extraordinary things. It represents your mental, emotional and physical stamina all in one. When your character is losing WP he or she is probably going through something emotional. When your character is spending WP on skills he or she is doing the best they can.

Characters with high WP are usually motivated and in high spirits, whereas characters with low WP might be more inclined to give up and surrender to the situation. Once per day you can regain 1 WP by doing something you enjoy (see your racial condition). Other characters might have skills that will help you feel better and regain WP. Or you can buy items for this purpose.

You are free to roleplay your WP (or lack thereof) as you see fit and realistic.

Divine charge

Every character gains 2 divine charge (DC) at dawn up to a maximum of 2. This represents the energy your soul generates that religious leaders can use during ceremonies. Such religious leaders usually ask you to join in such ceremonies every day. You will receive cards provided by the event organization to represent these DC.

Skills

Skills let you fight better, help others, create items, etc. Players must carry skill cards for every skill they have. These are provided by the event organization. Do not use the skill if you do not have the card. A description of the skill is provided on the skill card. You can only use one skill at a time. Using a skill may cost one or more WP. A skill can override rules in this rule-book for individual characters.

Conditions

A condition is a character's state of being. This may be physical, mental or social state. The event organization will provide cards for all conditions. Players must carry all condition cards of their character. Conditions include such things as race, social disorders, disfigurement and contacts. A condition can override rules in this rule-book for individual characters.

Counters on cards

For some skill, condition and item cards you have to keep a counter. This is simply a number that it put on the corresponding card with pen or pencil. If the card become unreadable ask for a replacement from a GM.

2.5 Combat

Effects

Effects are ways in which a character is influenced by the game. Effects can be called by characters or by a Game master. Effects have a default number. If a number is called with the effect, use this number instead of the default. With **Hit** the number indicates how much hp you lose and with **Break** the number indicates how strong the **break** effect was. These have a default of 1. With all other effects the number following the effect is the number of seconds it lasts (default 2).

For example **Stumble 4** is a **stumble** effect that lasts 4 seconds and **hit 2** is a **hit** effect that causes you to lose 2 HP.

An effect always works when it is called. Players are thus not allowed to call an effect when they are not sure all the requirements needed to call it are met.

Weapons

In Heimr LARP any character can wield any weapon, as long as he has an item card and physrep for it. When you are hit by a weapon you lose 1 HP unless an effect is called

Effect	Default	Description
Hit	1	You lose 1 hit point (HP).
Break	1	This effect can be called on items. If the break effect is strong enough the item is destroyed. (See Toughness)
Fall	2	You fall to the ground. After two seconds you can stand up again.
Drop	2	You let go of the item in the hand, it drops to the ground, after two seconds you can pick it up again.
Stumble	2	You stumble about two meters away from the opponent for two seconds while you regain balance. This is the default effect of getting hit by a throwing weapon. No call will be made.
Daze	2	You are disorientated for two seconds. You cannot attack, defend, use a skill or run.
Charm	2	For two seconds you cannot attack or otherwise bodily harm the source of the effect.
Fear	2	You cannot willingly move closer to the source of the effect for two seconds.
Bind	2	You cannot move or be moved from your current position for two seconds.
Weaken	2	Your character feels ill for two seconds. During combat, skills cost one willpower (WP) in addition to the normal cost of the skill.
Resist	all	The effect and/or HP loss of an attack was negated/blocked/resisted or reduced by the number called.

while you are hit with the weapon. So the effect replaces this 1 HP damage if an effect is called.

Movement and Restraint

Some characters can not move, or do not want to be moved. Do not go tugging or pushing people. To keep it friendly the following rules apply:

- One character can move a willing character with a leg injury
- Two characters can move an character unable to stand and resist

- Three characters can move an unwilling bound character
- Four characters can move an unwilling character

2.6 Health

A character's health is of critical importance. This chapter explains what you can do to stay healthy, and what will happen if you do not. Skills for healing can be found in the various domains.

Short Rests

By taking a short rest, characters who have **more** than 0 HP can restore all their HP. Characters who are injured (0 or less HP) can **not** take a short rest. The short rest must be uninterrupted for at least five minutes. During this time a character may not use skills, engage in combat, do physically straining activities such as running, get upset or angry. Any player that is not very active will find themselves meeting the conditions of being **at rest** most of the time.

Injury effects

When a character is hit with an attack that causes the HP to become 0 or lower the character becomes injured. When a character becomes injured they receive an effect based on what body part got hit by the attack. The effect lasts as long as the character is injured. Characters can have additional effects from injuries, if they are hit on multiple body parts while injured. The effects are as followed:

Location	Effect
Either arm	<i>Drop item</i>
Leg(s)	<i>Fall</i>
Torso	<i>Daze</i>

Injuries

There are three levels of injury, depending on how low your HP is. The three levels are:

HP		Resulting injury
Bloodied	0	This injury requires treatment but is not life threatening.
Mangled	-1	The character is bleeding to death. After 5 minutes you lose another HP.
Mutilated	-2	The character falls unconscious instantly and dies after 5 minutes.

Unconsciousness

When a character becomes unconscious for a longer time (because he is in trance, sleeping or coma), the player might at some point want to leave. You can leave your unconscious character behind. To do so, leave an article of clothing of roughly the length of your body, in the place where your character lays. Leave behind all your item cards, money and your racial condition. Items can be stolen by taking the item cards. You can kill an unconscious character that has no player present, by ripping their racial condition.

Dying

If your character dies you should remain lying on the spot for as long as necessary for people to finish interacting with your remains. Always leave behind all your item cards and money. After this you should go see a game master to create a new character or help the team by becoming an DC (directed character).

2.7 Items

Items are things of value which characters own in the game. They range from weapons to magical devices and everything in between. Most items are represented by a physical representation and an item card.

Item Card

Item cards describe the in-game properties of an item. On an item card you can find the item's name, its price and other details like the effect given to the wielder. The item card must be carried by the player that is in possession of the item. Any object that does not have an item card does not have any special in-game properties and can be used for decoration only, apart from weapon physics which are not allowed in the game area without an item card.

Item cards can have "markers" on them. These are small stickers attached to the item card to indicate certain special things that happened to an item. For example, a broken sword has a "broken" marker attached to the item card to indicate its broken state.

Market Price

Each item card has a market price. The market price is the price of the item when buying it during downtime. For details about buying and selling items, see the *Downtime Periods* rules. Some items will have a market price of "Var", these have special rules governing their market price that will be described in the item's description.

Large Items

Large items are those that are too heavy or unwieldy to easily carry around. These items will be marked with "Large" on the item card.

Toughness

Many items have a toughness value on their item card. This number indicates how difficult it is to break that item in such a way that it becomes useless. If an item has a toughness of 0, any character can destroy it simply by smashing it. Any item with a toughness of 1 or higher can only be destroyed by the **break** effect. If the **break** is equal to or stronger than the item's toughness, it is destroyed. For example a sword with toughness 2 can only be broken with a **break 2** or higher effect.

When an item is destroyed you must mark its item card with a "broken" marker and can no longer use the item until it is repaired.

Consumables

Certain items will be marked as "consumable" on their item cards. These items are considered consumables and will generally provide a single benefit after which they are consumed. Consumed items cannot be used again, you should mark the item card with a "consumed" marker. You can then give the item card back to a GM.

Physical Representation

A physical representation or "physrep" for short, is an object that looks like the item it represents in the game. Every item, unless otherwise noted in the item's description, requires a physrep. For most items, you are free to choose a physrep that resembles the item as closely as possible, although the item's description may contain a suggestion. However, some items will be marked as having special physrep requirements. These requirements will be specified in the item's extended description in the rule book. Note that you cannot use the same physrep for multiple items.

You are allowed to carry one item for which you have no physrep. This is a concealed item. If a player searches you for concealed items you must show the item card from the concealed item. A Large item may not be concealed, this will be marked on the item card.

One large item can be carried in your hands without a physrep. You should indicate you are carrying an item by holding your hands out in front of you, with the card resting on your palms. You should take this item to a concealed location as soon as possible and leave it there until you acquire a suitable physrep.

Trading and Stealing Items

Stealing, looting or exchanging items should be done by exchanging the item card. Do not take another player's physreps without their permission. If you steal an item you must take the item card and attach it to your own physrep. Because most items can be concealed (no physrep), you can steal something without having the physrep with you.

If a physrep is on the player's body you must remove the physrep before you can take the item card. For example if you want to steal someone's chain mail you should actually get him out of it, before you can take the item card. Difficult to remove items (like a chain mail) can only be removed from unconscious or willing characters. The unconscious character's player must help removing the item. Alternatively, spend a few minutes tug-

ging and moving things on an unconscious character to indicate you are removing the item, without actually removing the physrep.

Carrying Capacity

Generally, you are allowed to carry as many items as you can carry physreps for. For large items, consider that while your physrep may not be very heavy, the item it represents something heavy or unwieldy, so try to limit how many large items you carry. As a rule of thumb, carry one extra large item in addition to those you actively use.

When travelling to or from an event, you can carry up to 50 items. Any item marked as "Large" takes the place of 8 items.

3 Creating a Character

To create a new character, you must go through the following steps:

- Pick the race of your character
- Choose skills and conditions from the domains (20 points)
- Buy items for your character (500 copper)

3.1 Character races

Every character must start by choosing a race. All racial conditions for Heimr are listed in the Character Card chapter. For some races, more than one racial condition is available. This gives players more diversity in portraying characters of the same race. When you've chosen a racial condition, move on to selecting domains.

3.2 Domains

A domain is a collection of skills, items, conditions and down time options. Every domain has its own theme and challenges players in a different way. You can choose skills from as many domains as you like. We recommend using 1 to 3 domains for a character. To get an idea of what the domains are about, read their introduction. Some domains may suite you better than others. Currently, the following domains are available:

- Defence (Armour, defences against effects, shields)
- Armed Combat (Weapons, offensive skills)
- Battlefield Surgery (Saving dying people and binding wounds)
- Divine Magic (Priests who can take the power of worship and transform them into blessings and other miracles)
- The marketplace (Traders, craftsmen, money lenders, etc)
- Alchemy (Scientists and potion brewers that use ingredients to create substances to influence people)
- Primordial magic (Mages who can manipulate the very matter of reality by weaving

rune powered automata)

3.3 Skills and Conditions

From the domains you've selected you can start picking skills and conditions. Most characters start with 20 points which they can spend on skills and conditions. You can convert up to 5 of these points to extra money for your character. For every point you get 100 copper.

Some skills and conditions are divided into multiple levels. The higher the level the more powerful and expensive the skill. You can not choose skills or conditions more than once. This includes skills and conditions of different levels.

3.4 Items and Money

Characters have 500 copper to buy items for their new character. You can choose items from any domain, though you probably won't have much use for items from domains you don't have skills or conditions from except for Armed combat, since most characters will at least buy some kind of weapon and armour. Unlike many role playing games you do not require skills to use weapons or armour. Every character has basic training in every weapon and armour type.

Every item has a market price. The market price is the price of an item when you buy it from a store during character creation.

You can use any copper you haven't spend as starting capital for your character.

4 Races

There are the fifteen races of Heimr. All of these can be picked freely during character creation. Your race determines your maximum HP, WP and gives you the ability to regain WP through an indulgence. Apart from these things all races also come with extra abilities detailed on the race cards below. If you want to know more about these races you can read up about them on the online lore wiki on the Heimr website.

4.1 Asgardians

Race	Elf
HP	1
WP	7
Downtime Rule	In character creation, spend 14 extra points on dormant skills.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Fae
HP	1
WP	6
Unique Rule	Spend 2 WP to enter a frenzy: While uninjured, for the next 15 minutes you must stay focused on 1 activity. During this time gain 4 temporary WP
Downtime Rule	You have the Spark condition
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

4.2 Midgardians

Race	Human
-------------	--------------

HP	1
-----------	---

WP	8
-----------	---

Downtime Rule Retraining dormant skills costs 5 Ɔ per point

Shared Rule Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Gnome
-------------	--------------

HP	1
-----------	---

WP	7
-----------	---

Downtime Rule Once per month you can reduce the cost of training a skill with 7 Ɔ

Shared Rule Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Halfling
-------------	-----------------

HP	1
-----------	---

WP	7
-----------	---

Downtime Rule You have an additional 6 Ɔ each month.

Shared Rule Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Slemmering
-------------	-------------------

HP	1
-----------	---

WP	6
-----------	---

Downtime Rule You have 5 Ɔ additional each month.

Unique Rule Extra indulgence: Three times per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

4.3 Utgardians

Race	Ogre
HP	2
WP	6
Downtime Rule	Your recovering wounds heal faster. Divide their \mathfrak{R} cost by 2
Unique Rule	When you become Infected you can spend 1 WP, if you do you lose that infection.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Orc
HP	1
WP	7
Unique Rule	Once per day you can perform an armed combat skill or defensive skill without paying its willpower cost.
Unique Rule	While you are uninjured you can spend 2 WP, if you do you regain 2 HP.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Troll
HP	1
WP	8
Unique Rule	If you sleep 6 uninterrupted hours in a day you regain 1 WP
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

4.4 Other Races

Race	Tellurian
HP	2
WP	6
Unique Rule	If you have 2 or more Tellurian companions nearby (same event) you have 7WP.
Downtime Rule	You gain the <i>Firm Stance 1</i> skill and it costs 2 ⌘ less to maintain
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Nymph
HP	1
WP	7
Unique Rule	While your romantic partner is nearby (same event), you have 8 WP. If he or she dies you lose 4 WP.
Unique Rule	Spend 10 minutes romancing your partner in private and spend 1 WP, if you do they regain 1WP.
Unique Rule	Three times per day, romancing your partner costs no WP.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Shanata
HP	1
WP	7
Downtime Rule	In character creation, spend 3pt on dormant skills
Unique Rule	Animalistic rage: If you choose to rage you instantly gain +1 HP (can go above your maximum). If you do not attack anyone for 10 seconds you are weakened for the rest of the day and you fall back to your maximum HP if you are above it.
Downtime Rule	Lose 4 months downtime (Tree regeneration): Lose all conditions, all skills go dormant. After this, spend 18 points regaining conditions lost this way and retraining dormant skills. You can only do this once.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Merfolk
HP	1
WP	7
Unique Rule	You cannot run.
Unique Rule	Once per day you can extract poison from your gills to apply to a weapon, spend 2 WP: If you hit with this weapon within the next 15 minutes, call Daze
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Lizardman
HP	1
WP	7
Unique Rule	You can consciously stop blood flow to a limb. After 2 minutes the limb dies: You have -1 HP, lose 2 WP and gain an Amputated Arm or Leg condition.
Downtime Rule	When you enter downtime with an Amputation you spend 30 ₳ to regrow the lost limb. Lose the Amputation condition.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Feyfolk (Explorer)
HP	1
WP	8
Downtime Rule	Spend 40 ₳ during downtime (Transform): Choose a different 'Feyfolk' Character card. You cannot transform for the next 3 months.
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

Race	Feyfolk (Destroyer)
HP	2
WP	6
Unique Rule	You gain the <i>Breaking Strike 1</i> skill and it costs 4 ₳ less to maintain
Downtime Rule	Spend 40 ₳ during downtime (Transform): Choose a different 'Feyfolk' Character card. You cannot transform for the next 3 months
Shared Rule	Once per day, do something you enjoy for 5 min (Indulgence): Regain 1 WP

5 Defence

*Nobody plans to come into contact with the weapons of the enemy. But every smart person plans **for** it.* - Galfog, gnome mercenary.

The defence domain contains skills items and conditions that defend you from attack from different characters. The most common examples are armours and skills that give you extra HP or that negate effects.

5.1 Armour

Most characters faced with combat will wear some sort of armour. Each armour item starts with 3 counters on it. These represent the integrity of the armour. Every time you become **injured** (0 HP or lower), the armour is damaged and you must remove one counter. When all the counters are removed, the armour is damaged to such an extent that it no longer gives you extra HP. During downtime, you can have your armour repaired by paying the restore price. This restores all its 3 counters. You can only equip one armour item at a time.

Physrep Requirements

Light Armour

A fully covering armour of leather or hides.

Medium Armour

A fully covering armour of boiled leather, ring armour or several layers of leather.

Medium/Heavy Armour

A fully covering armour of boiled leather or ring armour, with a chain mail or scale mail vest or haubergeon that protects the torso.

Heavy Armour

A gambeson with a chain mail or scale mail hauberk protecting the torso, arms and upper legs. With plate greaves protecting the lower legs.

Massive/Heavy Armour

A gambeson with a chain mail or scale mail hauberk protecting the torso, arms and upper legs, with a breast plate on top. With plate greaves protecting the lower legs and a helmet to protect the head.

Massive Armour

A fully covering plate armour, including a helmet, a gorget, pauldrons, couters, vambraces, gauntlets, a cuirass with a fauld, tassets and a culet, a mail skirt, cuisses, poleyns, greaves, and sabatons.

Armour type	Market price	Restore price	HP Bonus	Special
Light	200ç	200ç	1	None
Medium	500ç	400ç	2	None
Medium/Heavy	700ç	500ç	2	Ignore 1 stumble per day.
Heavy	1100ç	600ç	3	Ignore 1 stumble per day.
Heavy/massive	1600ç	700ç	3	Ignore 1 stumble per short rest.
Massive	2100ç	800ç	4	Ignore 1 stumble per short rest.

Armour	Light Armour
Market price	200ç
Restore price	200ç
Unique Rule	When wearing this, you have +1 HP.
Large	This item is large.
Shared Rule	When you drop to 0 HP or lower, add 1 counter.
Shared Rule	When this item has 3 counters it is broken and cannot be worn.
Shared Rule	This item has special Physrep requirements.

Armour	Medium Armour
Market price	500ç
Restore price	400ç
Unique Rule	When wearing this, you have +2 HP.
Large	This item is large.
Shared Rule	When you drop to 0 HP or lower, add 1 counter.
Shared Rule	When this item has 3 counters it is broken and cannot be worn.
Shared Rule	This item has special Physrep requirements.

Armour	Heavy/Medium Armour
Market price	700ç
Restore price	500ç
Unique Rule	When wearing this, you have +2 HP.
Unique Rule	Once per day call resist against a stumble effect.
Large	This item is large.
Shared Rule	When you drop to 0 HP or lower, add 1 counter.
Shared Rule	When this item has 3 counters it is broken and cannot be worn.
Shared Rule	This item has special Physrep requirements.

Armour	Heavy Armour
Market price	1100ç
Restore price	600ç
Unique Rule	When wearing this, you have +3 HP.
Unique Rule	Once per day call resist against a stumble effect.
Large	This item is large.
Shared Rule	When you drop to 0 HP or lower, add 1 counter.
Shared Rule	When this item has 3 counters it is broken and cannot be worn.

Armour	Massive/Heavy Armour
Market price	1600ç
Restore price	700ç
Unique Rule	When wearing this, you have +3 HP.
Unique Rule	Once after every short rest you can call resist against a stumble effect.
Large	This item is large.
Shared Rule	When you drop to 0 HP or lower, add 1 counter.
Shared Rule	When this item has 3 counters it is broken and cannot be worn.
Shared Rule	This item has special Physrep requirements.

Armour	Massive Armour
Market price	2100ç
Restore price	800ç
Unique Rule	When wearing this, you have +4 HP.
Unique Rule	Once after every short rest you can call resist against a stumble effect.
Unique Rule	This armour only fits the original owner. Pay the restore price to refit the item.
Large	This item is large.
Shared Rule	When you drop to 0 HP or lower, add 1 counter.
Shared Rule	When this item has 3 counters it is broken and cannot be worn.
Shared Rule	This item has special Physrep requirements.

5.2 Shield

Shields come in different sizes and with a different toughness. Lastly, superior shields make it easier to use shield skills.

A higher toughness defends against a **break 1** effect the enemy might call. But no shield made by mortal hands can withstand **break 2** effects.

Note that unless otherwise mentioned, the arm and hand used to carry a shield cannot be used to wield a weapon.

Physrep Requirements

Shield	Physrep
Buckler	Maximum diameter 40 cm.
Shield	Maximum diameter 90 cm.
Great Shield	Maximum diameter 125 cm.

Shield	Toughness	Market Price	Special
Buckler	1	200ç	Can be worn on arm
Reinforced Buckler	2	300ç	Can be worn on arm
Shield	1	400ç	None
Reinforced Shield	2	800ç	None
Superior Shield	2	1600ç	1 Free skill per day
Great Shield	1	600ç	None
Reinforced Great Shield	2	1200ç	None
Superior Great Shield	2	2400ç	1 Free skill per day

Item	Buckler
Market price	200ç
Restore price	120ç
Toughness	1
Unique Rule	The hand used to carry a buckler can be used to wield a weapon.
Unique Rule	If this shield is broken while strapped to your arm, you take HP damage when the shield is hit.
Shared Rule	This item has special physrep requirements.

Item	Reinforced Buckler
Market price	300ç
Restore price	210ç
Toughness	2
Unique Rule	The hand used to carry a buckler can be used to wield a weapon.
Unique Rule	If this shield is broken while strapped to your arm, you take HP damage when the shield is hit.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Shield
Market price	400ç
Restore price	240ç
Toughness	1
Shared Rule	This item has special physrep requirements.

Item	Reinforced Shield
Market price	800ç
Restore price	560ç
Toughness	2
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Shield
Market price	1600ç
Restore price	1120ç
Toughness	2
Unique Rule	If you had this shield at the beginning of the day you can perform a bash skill once without paying its willpower cost this day.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Great Shield
Market price	600ç
Restore price	360ç
Toughness	1
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Reinforced Great Shield
Market price	1200ç
Restore price	840ç
Toughness	2
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Great Shield
Market price	2400ç
Restore price	1680ç
Toughness	2
Unique Rule	If you had this shield at the beginning of the day you can perform a bash skill once without paying its willpower cost this day.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

5.3 Shield Skills

Shield bash skills are used to keep the enemy at bay, floor him, or even daze him for a time in exchange for willpower.

Skill	Shield Bash 1
Points	4
WP	1
Unique Rule	Lightly tap the enemy with your shield and spend 1 WP then call Stumble .
Shared Rule	You cannot use this skill with a buckler.
Details	<i>The shield can be used offensively in the hands of a proficient soldier.</i>
Level	Upgrade to Level 2 by training 6 points

Skill	Shield Bash 2
Points	10
WP	1
Unique Rule	Lightly tap the enemy with your shield and spend 1 WP then call Fall or Stumble .
Shared Rule	You cannot use this skill with a buckler.
Details	<i>With sufficient force the enemy is swept off his feet.</i>

5.4 Defensive Skills

Combat mobility simply gives you more HP.

Skill	Combat Mobility 1
Points	8
Unique Rule	You have +1 HP.
Unique Rule	This skill doesn't work when you are wearing heavy armour or better.
Details	<i>It won't stall death forever, but moving along with the blows of your enemy might give you enough time to finish him of.</i>
Level	Upgrade to Level 2 by training 8 points

Skill	Combat Mobility 2
Points	16
Unique Rule	You have +2 HP.
Unique Rule	This skill doesn't work when you are wearing heavy armour or better.
Details	<i>You have reached the pinnacle of moving out of harms way.</i>

Sturdy stance defends against the **stumble** , **fall** or **bind** effect in exchange for willpower.

Skill	Sturdy Stance 1
Points	3
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a Stumble effect.
Details	<i>Digging your heels in the sand, you keep standing where you are.</i>
Level	Upgrade to Level 2 by training 4 points

Sturdy hands defends against the **drop weapon** effect in exchange for willpower.

Clear head defends against the **fear** , **daze** and **charm** effects in exchange for willpower.

Skill	Sturdy stance 2
Points	7
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a Stumble or fall effect.
Details	<i>You don't fall down so easily. They will have to work for that.</i>
Level	Upgrade to Level 3 by training 5 points

Skill	Sturdy stance 3
Points	12
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a Stumble , fall or bind effect.
Unique Rule	You can perform this skill once without spending WP after every short rest.
Details	<i>Your legs tend to be strong enough to resist most magical barriers.</i>

Skill	Sturdy hands 1
Points	4
WP	2
Unique Rule	If you spend 2 WP you can call Resist against a drop weapon effect.
Details	<i>Bashing a weapon from your hands is harder than they think.</i>
Level	Upgrade to Level 2 by training 4 points

Skill	Sturdy hands 2
Points	8
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a drop weapon effect.
Details	<i>A light grasp not a clingy one. It is all in the wrist.</i>
Level	Upgrade to Level 3 by training 5 points

Skill	Sturdy hands 3
Points	11
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a drop weapon effect.
Unique Rule	You can perform this skill once without spending WP after every short rest.
Details	<i>Your weapon is your life. Rarely do you drop it.</i>

Skill	Clear head 1
Points	4
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a fear effect.
Details	<i>You are not distracted by fear that easily.</i>
Level	Upgrade to Level 2 by training 4 points

Skill	Clear head 2
Points	8
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a fear or daze effect.
Details	<i>It is really hard to stun you. Even spellcasters might be surprised.</i>
Level	Upgrade to Level 3 by training 5 points

Skill	Clear head 3
Points	11
WP	1
Unique Rule	If you spend 1 WP you can call Resist against a fear , daze or charm effect.
Unique Rule	You can perform this skill once without spending WP after every short rest.
Details	<i>You have seen it all. Nothing distracts you from the battle at hand.</i>

6 Armed Combat

She had performed the move thousands of times in the training yard. It gave her only a slight edge over her opponent, but that was all she needed. The blade fell from her enemies hands and was followed up by a wounding trust. She smiled slightly. She never used it before in actual battle, for battle was fortunately rare in her life. But she was sure it had saved her life just now.

Armed combat is the domain that gives characters the offensive items and skills used on the medieval battlefield. These give you the prerequisites your character needs in an attack, such as a weapon, shield and armour. But only by training in the use of your weapons can you hope to survive.

Some skills in this domain require you to hit an opponent on a specific part of the body. Disarming strike for example let's you call **Drop Weapon** after hitting an opponent on the arm.

6.1 Weapons

Most armed combat skills are done with a weapon but even if you don't have such skills it might be wise to carry a weapon for basic protection.

The toughness of weapons you choose is important. Some opponents may be able to cause a **break** effect. Having a weapon that's tough enough to withstand the **break** effect may just save your life. Bows and crossbows come with sufficient ammunition for normal circumstances. So you don't have to worry about running out unless a game master indicates otherwise.

Physrep Requirements

Weapon	Physrep
Throwing Weapon	Throwing Weapon.
Light Weapon	Weapons with a length of 30 cm to 60 cm.
Medium Weapon	Weapons with a length of 60 cm to 110 cm.
Great Weapon	Two-handed weapons with a length of 110 cm to 150 cm.
Pole Weapon	Staff-like weapons with a length of more than 150 cm.
Thrusting Weapon	Two-handed stabbing weapon with a length of more than 150 cm.
Bow and Arrows	Bow (max. 35 pound), quiver and arrows.
Crossbow and Bolts	Crossbow (max. 35 pound), quiver and arrows.

Weapon	Toughness	Market Price	Special
Throwing Weapon	1	15ç	Only does stumble (but you can use ranged skills to do damage)
Superior Throwing Weapon	1	30ç	Only does stumble, Skills cost less to perform.
Crude Light weapon	1	100ç	Skills cost extra to perform
Light weapon	2	200ç	Skills cost extra to perform
Superior Light weapon	2	400ç	None
Crude Medium weapon	1	250ç	None
Medium weapon	2	300ç	None
Superior Medium weapon	3	600ç	Skills cost less to perform
Great weapon	2	400ç	Skills cost less to perform, you can stumble people away.
Superior Great weapon	3	800ç	Skills cost less to perform, you can stumble people away.
Pole Weapon	2	400ç	None
Superior Pole Weapon	3	800ç	Skills cost less to perform
Thrusting Weapon	1	400ç	None
Superior Thrusting Weapon	2	800ç	Skills cost less to perform
Bow and Arrows		60ç	None
Superior Bow and Arrows		120ç	Skills cost less to perform
Crossbow and Bolts		120ç	None
Superior Crossbow and Bolts		240ç	Skills cost less to perform

Item	Throwing Weapon
Market price	15¢
Restore price	8¢
Toughness	1
Unique Rule	When you hit somebody call Stumble .
Shared Rule	You can reuse throwing weapons.
Shared Rule	Throwing weapons can only be used for throwing attacks.
Shared Rule	This item has special physrep requirements.

Item	Superior Throwing Weapon
Market price	30¢
Restore price	15¢
Toughness	1
Unique Rule	When you hit somebody call Stumble .
Unique Rule	If you had this weapon at the beginning of the day you can perform a throw skill once without paying its willpower cost this day.
Shared Rule	You can reuse throwing weapons.
Shared Rule	Throwing weapons can only be used for throwing attacks.
Shared Rule	This item has special physrep requirements.

Item	Crude Light Weapon
Market price	100¢
Restore price	50¢
Toughness	1
Unique Rule	Skills cost 1 WP extra to perform with this weapon.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Light Weapon
Market price	200ç
Restore price	100ç
Toughness	2
Unique Rule	Skills cost 1 WP extra to perform with this weapon.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Light Weapon
Market price	400ç
Restore price	200ç
Toughness	2
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Crude Medium Weapon
Market price	250ç
Restore price	125ç
Toughness	1
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Medium Weapon
Market price	300ç
Restore price	150ç
Toughness	2
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Medium Weapon
Market price	600ç
Restore price	300ç
Toughness	3
Unique Rule	If you had this weapon at the beginning of the day you can perform a strike skill once without paying its WP cost this day.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Great Weapon
Market price	400ç
Restore price	200ç
Toughness	2
Unique Rule	If you had this weapon at the beginning of the day you can perform a strike skill once without paying its WP cost this day.
Unique Rule	Once per day call stumble on a person too close to hit with this weapon.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Great weapon
Market price	800ç
Restore price	400ç
Toughness	3
Unique Rule	If you had this weapon at the beginning of the day you can perform a strike skill twice without paying its WP cost this day.
Unique Rule	Twice per day call stumble on a person too close to hit with this weapon.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Pole Weapon
Market price	400ç
Restore price	200ç
Toughness	2
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Pole Weapon
Market price	800ç
Restore price	400ç
Toughness	3
Unique Rule	If you had this weapon at the beginning of the day you can perform a strike skill twice without paying its WP cost this day.
Unique Rule	Once per day call stumble on a person too close to hit with this weapon.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Thrusting Weapon
Market price	400ç
Restore price	200ç
Toughness	1
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item Superior Thrusting Weapon	
Market price	800ç
Restore price	400ç
Toughness	2
Unique Rule	If you had this weapon at the beginning of the day you can perform a strike skill once without paying its willpower cost this day.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item Bow and Arrows	
Market price	60ç
Restore price	30ç
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item Superior Bow and Arrows	
Market price	120ç
Restore price	60ç
Unique Rule	If you had this weapon at the beginning of the day you can perform a shot skill once without paying its WP cost this day.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item Crossbow and Bolts	
Market price	120ç
Restore price	60ç
Large	This item is large.
Shared Rule	This item has special physrep requirements.

Item	Superior Crossbow and Bolts
Market price	240ç
Restore price	120ç
Unique Rule	If you had this weapon at the beginning of the day you can perform a shot skill once without paying its WP cost this day.
Large	This item is large.
Shared Rule	This item has special physrep requirements.

6.2 Melee weapon skills

The focused strike is simply used to deal more damage in exchange for willpower.

Skill	Focused Strike 1
Points	4
WP	2
Unique Rule	If you hit an opponent and spend 2 WP you can call Hit 2
Shared Rule	Use a large melee weapon for this skill
Details	<i>This skill heightens the chance that your blow will injure the enemy.</i>
Level	Upgrade to Level 2 by training 4 points

Skill	Focused Strike 2
Points	8
WP	2
Unique Rule	If you hit an opponent and spend 2 WP you can call Hit 3
Shared Rule	Use a large melee weapon for this skill
Details	<i>You might even be able to disable an armoured enemy with a single blow.</i>
Level	Upgrade to Level 3 by training 4 points

Skill	Focused Strike 3
Points	12
WP	2
Unique Rule	If you hit an opponent and spend 2 WP you can call Hit 4
Shared Rule	Use a large melee weapon for this skill
Details	<i>Precision and superior force enable you to drop most armoured combatants with ease.</i>

The Breaking strike is used to break shields and weaker weapons in exchange for willpower.

Skill	Breaking Strike 1
Points	4
WP	2
Unique Rule	If you intentionally strike an opponent's weapon or shield and spend 2 WP you can call Break 1 but your weapon also receives this effect.
Shared Rule	Use a large melee weapon for this skill
Details	<i>Breaking shields or bending enemy weapons is a handy skill. It reduces the value of your loot, but at least you survive the combat. It is extremely potent against most shields or bad quality weapons.</i>
Level	Upgrade to Level 2 by training 6 points

Skill	Breaking Strike 2
Points	10
WP	2
Unique Rule	If you intentionally strike an opponent's weapon or shield and spend 2 WP you can call Break 1 or Break 2 but your weapon also receives this effect.
Shared Rule	Use a large melee weapon for this skill
Details	<i>You will be able to break the toughest of shields and most weapons.</i>
Level	Upgrade to Level 3 by training 6 points

Skill	Breaking Strike 3
Points	16
WP	1
Unique Rule	If you intentionally strike an opponent's weapon or shield and spend 1 WP you can call Break 1 or Break 2 but your weapon also receives this effect.
Shared Rule	Use a large melee weapon for this skill
Details	<i>Breaking stuff doesn't tire you as much as it used to do.</i>

The Shoving strike is used to shove away enemies that get to close to hit in exchange for willpower. It is usually used by people with long weapons (like two handed weapons, polearms and spears) to keep the enemy at bay.

Skill	Shoving Strike
Points	4
WP	1
Unique Rule	If you grab the tip of your weapon with your off-hand, move the weapon towards your opponent and spend 1WP you can call Stumble .
Shared Rule	Use a large melee weapon for this skill.
Details	<i>Especially useful against multiple enemies or enemies with shorter weapons than you.</i>

The Tackling strike is used to floor the enemy by paying willpower and hitting the enemy on the leg.

The disarming strike is used to disarm the enemy by paying willpower and hitting the enemy on the arm.

Skill	Tackling strike 1
Point	6
WP	2
Unique Rule	If you hit an opponent on a leg and spend 2WP you can call Hit 1 and Fall .
Shared Rule	Use a large melee weapon for this skill
Details	<i>Hitting knees or sweeping feet away might cause your enemy to drop to the ground.</i>
Level	Upgrade to Level 2 by training 4 points

Skill	Tackling strike 2
Point	10
WP	1
Unique Rule	If you hit an opponent on a leg and spend 1WP you can call Hit 1 and Fall .
Shared Rule	Use a large melee weapon for this skill
Details	<i>You have gotten much more proficient hitting low.</i>

Skill	Disarming strike 1
Point	6
WP	2
Unique Rule	If you hit an opponent on the arm where they hold a weapon twice and spend 2WP you can call Hit 1 and Drop Weapon .
Shared Rule	Use a large melee weapon for this skill
Details	<i>After hammering your opponent's weapon arm, a clumsy and tired fighter will surely drop it.</i>
Level	Upgrade to Level 2 by training 4 points

Skill	Disarming strike 2
Point	10
WP	2
Unique Rule	If you hit an opponent on the arm where they hold a weapon and spend 2WP you can call Hit 1 and Drop Weapon .
Shared Rule	Use a large melee weapon for this skill
Details	<i>You have gotten much more proficient at disarming somebody.</i>
Level	Upgrade to Level 2 by training 5 points

Skill	Disarming strike 3
Point	15
WP	1
Unique Rule	If you hit an opponent on the arm where they hold a weapon and spend 1WP you can call Hit 1 and Drop Weapon .
Shared Rule	Use a large melee weapon for this skill
Details	<i>Disarming somebody doesn't tire you as much as it used to do.</i>

6.3 Ranged Weapon Skills

Damaging throw is used to actually deal damage with throwing weapons in exchange for willpower. Normally throwing weapons don't do damage, but simply **stumble** the enemy (see the core rules).

Skill	Damaging Throw
Points	4
WP	1
Unique Rule	If you hit an opponent and spend 1 WP you can call Hit 1
Shared Rule	Use a throwing weapon for this skill
Details	<i>To actually hurt somebody with throwing knives or other thrown weapons requires practice.</i>

Focused shot is simply used to deal more damage in exchange for willpower.

Skill	Focused Shot 1
Points	4
WP	2
Unique Rule	If you hit an opponent and spend 2 WP you can call Hit 2
Shared Rule	Use a bow or crossbow for this skill
Details	<i>This skill heightens the chance that your arrow will injure the enemy.</i>
Level	Upgrade to Level 2 by training 4 points

Skill	Focused Shot 2
Points	8
WP	2
Unique Rule	If you hit an opponent and spend 2 WP you can call Hit 3
Shared Rule	Use a bow or crossbow for this skill
Details	<i>You might even be able to disable an armoured enemy with a single shot.</i>
Level	Upgrade to Level 3 by training 4 points

Skill	Focused Shot 3
Points	12
WP	2
Unique Rule	If you hit an opponent and spend 2 WP you can call Hit 4
Shared Rule	Use a bow or crossbow for this skill
Details	<i>Superior aim enables you to drop most armoured combatants with ease.</i>

Pinning shot is used to floor the enemy by paying willpower and shooting his or her leg.

Disarming shot is used to force the enemy to drop their item (usually a weapon or shield) by paying willpower and shooting his or her arm.

Skill	Pinning Shot
Points	3
WP	1
Unique Rule	If you hit an opponent on a leg and spend 1 WP you can call Hit 1 and Fall
Shared Rule	Use a bow or crossbow for this skill
Details	<i>Penetrating the leg of your enemy will stop him or her from running towards you, at least for a while.</i>

Skill	Disarming Shot
Points	3
WP	1
Unique Rule	If you hit an opponent on an arm holding an item and spend 1 WP you can call Hit 1 and Drop item
Shared Rule	Use a bow or crossbow for this skill
Details	<i>Arrows usually cause enough pain and fright to temporarily disable limbs, even if the wound isn't all that lethal.</i>

7 Battlefield Surgery

*A good surgeon is useless during the **first** battle of the war.* - Anonymous general defending his choice of expensive field medics to his colleagues.

Battlefield surgery is the domain focused on treating combat related injuries. After a battle surgeons and their assistants frantically work to save the lives of those who lay dying. Treating injuries on the battlefield is a race against the clock. You will likely encounter situations where there will be more patients than you can treat.

It is up to surgeons and their assistants to quickly decide how to spread their resources. Do you try to save everyone? Should you focus on those most likely to survive? Surgeons and assistants must work coordinated, and you'll likely do it under pressure of the friends of those who's life you're trying to save.

Treating injuries is divided up into two stages. If the injury is life threatening, the first step is to stabilize the patient so they will not bleed to death. You can use the battlefield surgery skill to do this. When the patient is stable you can then stitch and bandage the wound to close it.

In the first stage. The battlefield surgery stage, the surgeon picks a card at random from a deck of cards that they carry with them. This card determines how many willpower the patient loses (affected by the skill of the surgeon and the size of the team working on the patient) and whether or not the patient dies from his or her wounds.

In the second stage. The stitching and bandaging stage, the healer picks a card at random from a different deck of cards and this card determines whether or not the wound gets infected.

After the wound has been stitched and bandaged the slow process of healing actually begins. Unless magic is used, this healing process will not end before the ending of the event and players will need to deal with their various wounds and infections during downtime.

7.1 Stitching And Bandaging

Stitching and bandaging is used to treat already stabilized patients or wounds that are not life threatening. At this stage it is important to properly clean and dress the wound so it does not become infected. Infected wound will cause a fever and will cost resources

(in downtime) to heal. There is about a 1 in 5 chance a wound becomes infected.

This is done with a set of condition cards available at check in. Each time the skill is used, give the top two cards to the patient. Nine out of every ten cards will be blank, the others will be an Infected Wound condition.

Skill	Stitching And Bandaging
Points	2
Unique Rule	Clean, stitch and bandage somebody with 0 HP for 4 minutes. The patient is now at 1 HP (and thus will regain HP normally during his next short rest). The patient also loses 1 WP.
Shared Rule	Use bandages to bind the injury. Metal armour pieces must be removed before using this.
Details	<i>You know how to clean, stitch up and bind a wound. It is painful and messy and there is a large chance of infection.</i>

Hygienic stitching lessens the chance of infections but takes focus and concentration to perform.

Skill	Hygienic stitching
Requires	Stitching And Bandaging
Points	2
WP	1
Unique Rule	You are not allowed to ask whether or not your patient has a minor infection condition.
Unique Rule	If you spend 1 WP while using the stitching and bandaging skill you can remove any minor infection that the patient has gained from the wound you are treating.
Details	<i>You know how to keep your tools and the wound clean. Infection is always a risk in the field, but by concentrating you know how to lower the chance considerably.</i>

The wound washing skill makes sure you only spend willpower on patients that actually have a minor infection.

Skill	Wound washing
Requires	Hygienic stitching
Points	2
Unique Rule	You carefully wash any filth from the wounds for 5 minutes before stitching and bandaging the wound. You are allowed to ask whether or not your patient has a minor infection condition.
Details	<i>By washing the wound carefully and analysing the filth, you know whether or not you need to be extra careful with your equipment.</i>

The nursing skill can be used to help mitigate the willpower loss most patients experience after becoming wounded. It is an especially helpful skill when patients are herded together in an infirmary of sorts.

Skill	Nursing
Points	4
Unique Rule	Attend to the healthcare and mobility needs of a person with an Illness or Wounded condition for 1 hour and spend 1 WP. After you have done this they regain 1 WP.
Unique Rule	You can use this skill 4 times a day without spending willpower.
Unique Rule	You can use this skill simultaneously on up to 4 patients. You can stop and resume this skill at any time without losing the time already spend.
Details	<i>Good bedside manners and a genuine smile go a long way towards healing.</i>

7.2 Stabilizing Patients

The skill Battlefield surgery is used to treat life threatening injuries. This skill requires a deck of cards called the "complication deck". After trying to heal a person you draw a card from the complication deck to see what happens.

All the other skills in this section enhance the use of the battlefield surgery skill above.

Experienced surgery decreasing the willpower the patient loses from complication cards.

Surgeon assistant is a skill that will enable several healers to heal one patient, decreasing the willpower he loses from complication cards even further.

Skill	Battlefield surgery 1
Requires	Stitching And Bandaging
Points	3
Unique Rule	You can try and stabilize dying patients. Draw a card at random for your complication deck and do what it says.
Shared Rule	When you start to work on a patient they do not lose consciousness or die unless a complication card says differently.
Downtime Rule	Higher levels of this skill have a better complication deck.
Details	<i>You know how to stop people from bleeding to death if it isn't all that bad yet but as soon as people slip into unconsciousness you don't know what to do.</i>
Level	Upgrade to Level 2 by training 3 points

Skill	Battlefield surgery 2
Requires	Stitching And Bandaging
Points	6
Unique Rule	You can try and stabilize dying patients. Draw a card at random for your complication deck and do what it says.
Shared Rule	When you start to work on a patient they do not lose consciousness or die unless a complication card says differently.
Downtime Rule	Higher levels of this skill have a better complication deck.
Details	<i>You know how to fix all sorts of battlefield related injuries. Even when people have slipped into unconsciousness you know what to do although it does take considerable strain not to panic.</i>
Level	Upgrade to Level 3 by training 4 points

Helping hands is a skill with which you can make an unskilled person help you with healing a person in much the same way a surgeon assistant would.

Focused surgery reduces willpower the patient loses in exchange for willpower payed by the surgeon. This can even be used to stop the patient from falling to 0 willpower at the last moment.

Amputate is used as a last resort method of saving a patients life in exchange for losing a limb. Instead of dying they lose a limb and another complication card is pulled

Skill	Battlefield surgery 3
Requires	Stitching And Bandaging
Points	10
Unique Rule	You can try and stabilize dying patients. Draw a card at random for your complication deck and do what it says.
Shared Rule	When you start to work on a patient they do not lose consciousness or die unless a complication card says differently.
Downtime Rule	Higher levels of this skill have a better complication deck.
Details	<i>Your expertise knowledge and theoretic keeps your head cool while working on a patient. You only panic slightly when they are already unconscious when you arrive.</i>

Skill	Experienced surgery 1
Points	3
Unique Rule	You are better at performing battlefield surgery: The patient loses 1 less WP from your complication cards (but always loses at least 1).
Details	<i>You have seen some blood and guts in your time. You know how to handle this.</i>
Level	Upgrade to Level 2 by training 3 points

but the next few WP they lose during surgery will be negated (possibly saving their lives entirely).

Skill	Experienced surgery 2
Points	6
Unique Rule	You are better at performing battlefield surgery: The patient loses 2 less WP from your complication cards (but always loses at least 1).
Details	<i>You have seen grown man cry for their mothers and pray to their gods, but you keep pulling them trough.</i>
Level	Upgrade to Level 3 by training 3 points

Skill	Experienced surgery 3
Points	9
Unique Rule	You are better at performing battlefield surgery: The patient loses 3 less WP from your complication cards (but always loses at least 1).
Details	<i>You have lost count of the amount of lives you have saved. Your experience will save some more.</i>

Skill	Surgeon assistant 1
Requires	Stitching And Bandaging (any level)
Points	1
Unique Rule	You can help perform battlefield surgery (you have to be present from beginning to end, only two people can help at maximum) this has the following effect: The patient loses 1 less WP from complication cards (but always loses at least 1).
Details	<i>You know what to hand when the healer asks for it and know where to apply pressure without anyone telling you.</i>
Level	Upgrade to Level 2 by training 3 points

Skill	Surgeon assistant 2
Requires	Stitching And Bandaging (any level)
Points	4
Unique Rule	You can help perform battlefield surgery (you have to be present from beginning to end, only two people can help at maximum) this has the following effect: The patient loses 2 less WP from complication cards (but always loses at least 1).
Details	<i>You can give the needed equipment even before the surgeon asks for it and work on some other wounds he missed on the side.</i>

Skill	Helping hands 1
Requires	Battlefield surgery (Any level)
Points	2
Unique Rule	You can instruct a single person to help you perform battlefield surgery (the person needs to be present from beginning to end) this has the following effect: The patient loses 1 less WP from complication cards (but always loses at least 1).
Details	<i>You can ask any unskilled lowlife on how to hand you certain equipment and how to keep pressure on certain wounds.</i>
Level	Upgrade to Level 2 by training 3 points

Skill	Helping hands 2
Requires	Battlefield surgery (Any level)
Points	5
Unique Rule	You can instruct up to two people to help you perform battlefield surgery (the helpers need to be present from beginning to end) this has the following effect: The patient loses 1 less WP from complication cards per person helping you (but always loses at least 1).
Details	<i>You can keep order and discipline around the surgery table and make sure nobody panics.</i>

Skill	Focused surgery 1
Points	3
WP	2
Unique Rule	Spend 2 WP during the use of battlefield surgery or helping hand: One WP the patient loses is negated. You can use this 1 time during every use of battlefield surgery.
Details	<i>At the expense of your own emotional well being you go beyond the call of duty to help this particular patient.</i>
Level	Upgrade to Level 2 by training 3 points

Skill	Focused surgery 2
Points	6
WP	2
Unique Rule	Spend 2 WP during the use of battlefield surgery or helping hand: One WP the patient loses is negated. You can use this 2 times during every use of battlefield surgery.
Details	<i>At the expense of possibly your own sanity, you pour everything you have into this important patient.</i>
Level	Upgrade to Level 3 by training 3 points

Skill	Focused surgery 3
Points	9
WP	Var
Unique Rule	Spend 1 WP during the use of battlefield surgery or helping hand: One WP the patient loses is negated. You can use this 2 times during every use of battlefield surgery. The second time you use this skill it costs 2 WP.
Details	<i>THIS... ONE... SHALL... NOT... DIE!</i>
Level	Upgrade to Level 4 by training 3 points

Skill	Focused surgery 4
Points	12
WP	Var
Unique Rule	Spend 1 WP during the use of battlefield surgery or helping hand: One WP the patient loses is negated. You can use this 3 times during every use of battlefield surgery. The second and third time you use this skill it costs 2 WP.
Details	<i>You have a saintlike regard for your patients and might have given your own life for them if you could.</i>

Skill	Amputate 1
Points	2
Unique Rule	When a patient would die from a complication card, ignore the card and amputate a wounded limb instead (this only works if the patient isn't injured on the torso). Spend 4 minutes on this.
Unique Rule	Pick another card at random from the complication deck.
Unique Rule	The next 3 WP the patient loses during this surgery are negated.
Shared Rule	Give the patient the amputated limb condition when he survives.
Details	<i>You crudely hack off the wounded limb, scorch the stump and pray.</i>
Level	Upgrade to Level 2 by training 2 points

Skill	Amputate 2
Points	4
Unique Rule	When a patient would die from a complication card, ignore the card and amputate a wounded limb instead (this only works if the patient isn't injured on the torso). Spend 4 minutes on this.
Unique Rule	Pick another card at random from the complication deck.
Unique Rule	The next 4 WP the patient loses during this surgery are negated.
Shared Rule	Give the patient the amputated limb condition when he survives.
Details	<i>You know exactly where to cut to maximize the chance of survival and have some experience in burning wounds closed.</i>
Level	Upgrade to Level 3 by training 2 points

Skill	Amputate 3
Points	6
Unique Rule	When a patient would die from a complication card, ignore the card and amputate a wounded limb instead (this only works if the patient isn't injured on the torso). Spend 4 minutes on this.
Unique Rule	Pick another card at random from the complication deck.
Unique Rule	The next 5 WP the patient loses during this surgery are negated.
Shared Rule	Give the patient the amputated limb condition when he survives.
Details	<i>You have sterilized equipment specifically designed to remove wounded limbs and perform this operation routinely.</i>

7.3 Medical conditions

The following conditions don't provide any benefit. Usually they are gained during the game and characters will try to avoid them. But you are free to start the game with any of these conditions if you want.

You can gain the **infection** conditions during the use of the "battlefield surgery" skill but "hygienic stitching" can negate minor infections.

Condition	Infection
Unique Rule	Two hours after you gain this condition you develop a fever; You are constantly weakened .
Shared Rule	At the end of the event this condition and all like it are replaced by a Recovering wounds condition

Condition	Minor Infection
Unique Rule	Four hours after you gain this condition you develop a fever; You are constantly weakened .
Shared Rule	At the end of the event this condition and all like it are replaced by a Recovering wounds condition

You can gain the **wounded** condition during the use of the "battlefield surgery" skill.

Condition **Wounded**

Unique Rule For one hour: If the wound is on your torso, you are **dazed**, else you can't use the injured limb. You can ignore this effect by spending 2 WP.

Unique Rule If hit on the wounded body part, your HP reduces to -1 automatically.

Shared Rule You shouldn't cover the wound with heavy or higher grade armour. The wound must remain bandaged.

Shared Rule At the end of the event this condition and all like it are replaced by a **Recovering wounds** condition

You gain the **Recovering wounds** condition when you end the event with a wound or infection. The amount of resources it takes to get rid of a **Recovering wounds** condition is determined by the amount of wounds, infections, diseases, WP, cost of living (hygiene) and a random factor.

Condition **Recovering wounds**

Unique Rule At the ending of a event this condition replaces all **wounded** and **infection** conditions.

Unique Rule In your next downtime period you must spend $x \text{ Ɔ}$ to lose this condition.

You can gain the amputation conditions during the use of the "amputate" skill.

Condition **Amputated Arm**

Unique Rule You're missing a hand and part of your arm. You can't carry or hold things that require the use of that arm. You can't use, learn or maintain skills that need two hands (ask a GM when in doubt)

Shared Rule The first downtime period after you've received this condition you must spend 20 Ɔ getting used to the amputation.

You can buy the "wooden leg" and "replacement hand" items in downtime to negate some of the effects of the amputation conditions.

Condition **Amputated Leg**

Unique Rule You can't run. Stumble effects cause you to Fall. You need a crutch or staff to stand and to walk.

Shared Rule The first downtime period after you've received this condition you must spend 20 ⌘ getting used to the amputation.

Item **Wooden Leg**

Market price 40¢

Toughness 1

Unique Rule You can stand and walk without using a crutch or a staff.

Shared Rule You can only use this if you have an Amputated Leg.

Item **Replacement Hand**

Market price 40¢

Toughness 1

Unique Rule Use the replacement hand to hold things that don't require grip. You can use items that can be strapped to the arm such as a shield.

Shared Rule You can only use this if you have an Amputated Arm.

8 The Marketplace

Show me your blade... yes, I thought so. This will crack the moment an evermine weapon hits it right there. You should tell your captain to give this one to his kids and demand that he invest in some real equipment for his soldiers. - Unknown spy sowing discord among the ranks.

This domain will be used for items and services that can be found in medieval or camp-follower marketplaces. It also includes conditions detailing how your character manages its money, household and investments during the optional downtime system.

8.1 Craft and repair skills

People with the crafters skill take raw material and time and turn them into usable items.

Skill	Crafter 1
Points	5
Unique Rule	Spend 1 ⚔ to craft items worth up to 40¢ .
Unique Rule	You can sell items you craft for 61% of the market price during downtime.
Shared Rule	When crafting items spend half the items' worth in material cost.
Shared Rule	You require a pattern for any item you craft.
Details	<i>You are a journeyman level craftsman.</i>
Level	Upgrade to Level 2 by training 5 points.

The Artesian crafter skill is used get extra profit by making the items you create more aesthetically pleasing and marketing them to rich clients.

People with the repairman skill are crafters specialized in making broken items whole again. Some items are so valuable that you don't want to buy a new one every time it breaks. These items should be repaired or reforged instead. This takes time and money and there is a chance it might fail.

Jury rigging is the art of taking a broken item and patching it up in the field in such a manner that it will probably survive the next encounter.

Skill	Crafter 2
Points	10
Unique Rule	Spend 1 ⌘ to craft items worth up to 50ç .
Unique Rule	You can sell items you craft for 62% of the market price during downtime.
Unique Rule	You now spend 500ç per month on your standard of living.
Shared Rule	When crafting items spend half the items' worth in material cost.
Shared Rule	You require a pattern for any item you craft.
Details	<i>You are an Expert level craftsman.</i>
Level	Upgrade to Level 3 by training 6 points.

Skill	Crafter 3
Points	16
Unique Rule	Spend 1 ⌘ to craft items worth up to 60ç .
Unique Rule	You can sell items you craft for 63% of the market price during downtime.
Unique Rule	You now spend 600ç per month on your standard of living.
Shared Rule	When crafting items spend half the items' worth in material cost.
Shared Rule	You require a pattern for any item you craft.
Details	<i>You are a Master level craftsman.</i>

Skill	Artesian Crafter
Points	5
Unique Rule	The price that you can sell items that you craft for is heightened by 1%.
Details	<i>The items that you craft are especially innovative or aesthetically pleasing. This makes them highly valued by certain buyers.</i>

Skill	Repairman
Points	1
Unique Rule	To repair an item, spend half the restore price and 1 ₳ per 20¢ of the amount you spend. There is a 80% chance the item is restored. If not, you can try again.
Shared Rule	You can buy this skill up to 5 times. Every time you buy it again the chance of success is increased by 5%.
Shared Rule	You require the pattern of the item you are repairing.
Details	<i>You can attempt to repair broken items.</i>

Skill	Jury rigging
Points	4
Unique Rule	Spend 5 minutes and 5% of the market price of the item worth of jury rigging material.
Unique Rule	After this a weapon or shield can be used again until its owners next short rest. The first time its toughness is lowered by 1 until it is repaired.
Unique Rule	After this an armour can be used again until its owners next short rest. Every time it provides 1 less HP until it is repaired.
Shared Rule	You require the pattern of the item you are jury rigging
Details	<i>You can take most broken items and make them work for at least one more fight.</i>

Skill	Salvaging
Points	1
Unique Rule	Spend 5 minutes on a single broken item. The broken item is removed from the game and you gain 25% of it's market price worth of jury rigging material.
Shared Rule	You require the pattern of the item you are salvaging
Details	<i>Repairing them and selling them might net you more money, but you need the materials now.</i>

Item	Jury rigging material
Market price	Var
Unique Rule	This item can be used to temporarily repair broken items with the Jury rigging skill.
Shared Rule	Write the worth of the material you currently have on you on this card in ¢
Physrep	Scraps of leather, small pieces of wood or metal, rope, etc.

8.2 Crafting custom made items

With the custom crafter skill you can sit down with another character to design and craft an item specifically for them during the event.

Skill	Custom Crafter
Points	2
WP	1
Unique Rule	Spend 1 WP and at least 20 minutes designing the custom item with the client.
Unique Rule	In the next downtime you can craft an item with the custom modifier(s) if you pay the extra material cost specified. This modifier only has effect if the item is used by the specific client.
Shared Rule	You require a pattern for any item you customize.
Details	<i>You are gifted at making items designed for a specific person. Based on his or her measurements, wishes and tastes.</i>

Example custom modifiers

The following custom modifiers can be added to items for the mentioned price if you have the **Custom Crafter** skill. These are examples, but feel free to involve a DM in the design process of custom items. You can come up with your own modifiers and a DM will give you an estimate of the price. In downtime you will receive the correct price. Also feel free to come up with modifiers for items that are not on this list.

Weapons

- 25: If you had this weapon at the beginning of the day you can perform a throw/strike/shot skill once without paying its willpower cost this day.
- 50*x where x is the level of the skill: If you had this weapon at the beginning of the day you can perform a throw/strike/shot skill once without having learned it this day.
- 100*x where x is the level of the skill: If you had this weapon at the beginning of the day you can perform a throw/strike/shot skill as if you had learned it.
- 25: Replace "Skills cost 1 WP extra to perform with this weapon." with "The first skill you perform with this weapon each day costs 1 WP extra"
- 100: +1 toughness (can't be used to create toughness 4 weapons)
- 10*x: +x amount of throwing weapon fysreps

Shield

- 5*x where x is the amount of cm: The shield is allowed to be x more maximum diameter
- 25: If you had this shield at the beginning of the day you can perform a bash skill once without paying its willpower cost this day.
- 50*x where x is the level of the skill: If you had this shield at the beginning of the day you can perform a bash skill once without having learned it this day.

Armour

- 200: Once per day call resist against a stumble effect.
- 500: Once after each short rest call resist against a stumble effect.
- 300: Once per day call resist against a daze effect.
- 600: Once after each short rest call resist against a daze effect.
- 300: Once per day call resist 1 against a hit 2 (or higher) effect.
- 600: Once after each short rest call resist 1 against a hit 2 (or higher) effect.
- 200: Locked gauntlet: Immune to drop weapon effect after securing your weapon (takes 10 seconds). Also takes 10 seconds to take the weapon from your hand. Can't perform strike skills.

Wooden leg

- 100: stumble no longer causes you to fall.
- 100: you can run.
- 100: +1 toughness

Wooden arm

- 100: You can combine this replacement hand with another item. If you do you can "hold" this item normally. (Which might grant access to more skills that might be otherwise impossible. Check with the DM)
- 200: You can combine this replacement hand with a weapon. Locking the weapon in place or taking it off takes 10 seconds. You can't perform strike skills with this weapon but are immune to drop weapon effects.
- 100: +1 toughness

8.3 Crafting equipment and patterns

If you gain a level in the crafter skill you get 500c worth of patterns and crafting equipment from 1 category for free. (copper that is left after this process is banked and can be used to buy patterns from this category in the future.)

Unless otherwise mentioned below every item has a pattern variation. This pattern is as expensive as the item itself and gives one character the ability to craft the item with the crafter skill.

You cannot sell patterns.

Weaponsmithing

Items in this category are:

- Crude Light weapon
- Light weapon
- Superior Light weapon
- Crude Medium weapon

Item	Membership (Weaponsmithing guild)
------	-----------------------------------

Market price 200ç

Unique Rule You can buy all patterns from this category at half price.

Shared Rule You need a **home** condition to use this item. If your home location chances you lose this item.

- Medium weapon
- Superior Medium weapon
- Great weapon
- Superior Great weapon
- Pole Weapon
- Superior Pole Weapon
- Stabbing weapon
- Superior Stabbing weapon

Carpentry

Item	Membership (Carpentry guild)
------	------------------------------

Market price 200ç

Unique Rule You can buy all patterns from this category at half price.

Shared Rule You need a **home** condition to use this item. If your home location chances you lose this item.

Items in this category are:

- Cart (100ç)
- Buckler (200ç)
- Shield (400ç)
- Great shield (600ç)
- Bow (60ç)
- Superior Bow (120ç)
- Crossbow (120ç)
- Superior Crossbow (240ç)
- Wooden leg (40ç)

- Replacement Hand (40ç)

leathercrafting

Item	Membership (Leathercrafters guild)
------	------------------------------------

Market price 200ç

Unique Rule You can buy all patterns from this category at half price.

Shared Rule You need a **home** condition to use this item. If your home location chances you lose this item.

Items in this category are:

- Light armour (200ç)
- Medium armour (500ç)

armoursmithing

Item	Membership (Armoursmith guild)
------	--------------------------------

Market price 200ç

Unique Rule You can buy all patterns from this category at half price.

Shared Rule You need a **home** condition to use this item. If your home location chances you lose this item.

Items in this category are:

- Heavy/medium armour (700ç)
- Heavy armour (1100ç)
- Massive/heavy armour (1600ç)
- Massive armour (2100ç)
- Reinforced Buckler (300ç)
- Reinforced Shield (800ç)
- Superior Shield (1600ç)
- Reinforced Great Shield (1200ç)

- Superior Great Shield (2400ç)

Brewery

Item	Membership (Brewery guild)
Market price	200ç
Unique Rule	You can buy all patterns from this category at half price.
Shared Rule	You need a home condition to use this item. If your home location chances you lose this item.

Items in this category are:

- Barrel of Ale (200ç) => 100x mug of ale (2ç)
- Barrel of Liquor (600ç) => 100x glass of liquor (6ç)

Chocolatery

Item	Membership (Chocolatery guild)
Market price	200ç
Unique Rule	You can buy all patterns from this category at half price.
Shared Rule	You need a home condition to use this item. If your home location chances you lose this item.

- Box of Sweets (300ç) => 50x sweets(6ç)
- Bottle of drinkable chocolate (180ç) => 10 servings of drinkable chocolate (18ç)

Cultivation

- Barrel of Tabacco (600c) => 100x a portion of tabacco (6ç)
- Box of cigars (500ç) => 25x cigar (20ç)
- A bundle of primordial touched Yarrow (1000ç) => 10x primordial touched Yarrow (100ç)

Item **Membership (Cultivation guild)**

Market price 200ç

Unique Rule You can buy all patterns from this category at half price.

Shared Rule You need a **home** condition to use this item. If your home location chances you lose this item.

- A bottle of Opiate (100ç) => 10x Opiate (10ç)
- Box of hallucinogen (150ç) => 10x Hallucinogen (15ç)

Anointing

Item **Membership (Anointing guild)**

Market price 200ç

Unique Rule You can buy all patterns from this category at half price.

Shared Rule You need a **home** condition to use this item. If your home location chances you lose this item.

- "Worship" ceremony components (Free)
- "Sacrifice" ceremony components (Free)
- "Soul sacrifice" ceremony components (Free)
- "Vow" ceremony components (Free)
- "Signal to the divine realms" ceremony components (20ç)
- "Divine being summoning" (200ç)
- "Divination" ceremony components (20ç)
- "Sanctify" ceremony components (20ç)
- "Hallow" ceremony components (100ç)
- "Welcome" ceremony components (5ç)
- "Marriage" ceremony components (50ç)
- "Initiation" ceremony components (5ç)
- "Lay to rest" ceremony components (5ç)
- "Convert" ceremony components (200ç)
- "Absolve" ceremony components (30ç)
- "Divine intervention" ceremony components (50ç)
- "Self blessing" ceremony (10ç)

- "Blighting" ceremony components (25ç)
- "Flash nullify" ceremony components (25ç)
- "Binding" ceremony components (25ç)
- "Unweaving" ceremony components (400ç)
- Bronze Emblem Of (250ç)
- Silver Emblem Of (500ç)
- Golden Emblem Of (1000ç)
- Bundle of Incense (300ç) => 50x Incense(6ç)
- Box of Sacred Ointments (200ç) => 10x Sacred Ointments (20ç)
- Shrine Centrepiece of (100ç)
- Altar of (2500ç)

Non craftable

The following items cannot be crafted and have no patterns:

- Caravan guard
- Share of a company
- Relic

8.4 Home management and monthly salary

The "home" condition is used to define where your character lives. We advice that everybody chooses a home location because it adds to the flavour of your character and we give you a free rumour as a reward.

Condition Home

Unique Rule At the beginning of every event you receive one free rumour and a list of items that are expensive or cheap in your location.

Unique Rule You can gain this condition by spending 60 \mathfrak{R} or for free during character creation. If you gain this condition choose a location for your home.

Details *You are bound to a single location that you return to in downtime.*

When you are specialized in a specific job you might want to get a higher salary condition.

It will give you additional copper when you work on your job but your character will also demand a higher standard of living; increasing the money you lose every month. If you actually go out to do something dangerous some of that extra cash flow will be used by your character to invest in this endeavour. In addition to all the rules named in the higher salary condition a higher standard of living also shortens the time it takes for you to recover from diseases and infections somewhat due to having a more hygienic lifestyle.

Condition Higher Salary 1

Unique Rule You get 5¢ per Ɱ spent on your profession.

Unique Rule You now spend 500¢ per month on your standard of living.

Unique Rule If you had this condition for an entire downtime period you receive an extra 30¢ at the beginning of an event.

Unique Rule If you have 12 points worth of non-dormant skills or conditions in a single domain this condition is free.

Shared Rule You are free to lose this condition at any time: If you do; you will have 1 less maximum WP for a full year.

Condition Higher Salary 2

Unique Rule You get 6¢ per Ɱ spent on your profession.

Unique Rule You now spend 600¢ per month on your standard of living.

Unique Rule If you had this condition for an entire downtime period you receive an extra 60¢ at the beginning of an event.

Unique Rule If you have 16 points worth of non-dormant skills or conditions in a single domain this condition is free.

Shared Rule You are free to lower the level of this condition by 1 at any time: If you do; you will have 1 less maximum WP for a full year.

The "lower cost of living" condition will lower the copper you lose every month to keep up your standard of living.

The "higher cost of living" condition will give your character a higher standard of living than his salary would suggest. This makes your character very happy, motivated and healthy but it is usually hard to keep up this level of luxury for long.

Condition Higher Salary 3

Unique Rule You get 7¢ per ₺ spent on your profession.

Unique Rule You now spend 700¢ per month on your standard of living.

Unique Rule If you had this condition for an entire downtime period you receive an extra 90¢ at the beginning of an event.

Unique Rule If you have 22 points worth of non-dormant skills or conditions in a single domain this condition is free.

Shared Rule You are free to lower the level of this condition by 1 at any time: If you do; you will have 1 less maximum WP for a full year.

Condition Lower Cost of Living

Unique Rule You spend 1% less ¢ per month on your standard of living.

Unique Rule You can gain this condition by spending 20 ₺ .

Unique Rule You can gain this condition multiple times. You pay 1 extra ₺ per time you already have this condition.

Details *For whatever reason (good investment skills, bargain hunting, less regard for luxury goods, self repair, etc.) you spend less on your standard of living than others.*

Condition Higher Cost of Living

Unique Rule You have 1 more maximum WP.

Unique Rule You spend 5% more ¢ per month on your standard of living.

Unique Rule You can gain this condition by spending 10 ₺ .

Shared Rule You are free to lose this condition at any time: If you do; you will have 1 less maximum WP for a full year.

Details *You are living a bit more luxurious than your peers. You are probably burning the wealth gained from a lucky investment or a shady one time income.*

Condition Higher Cost of Living 2

Unique Rule You have 1 more maximum WP.

Unique Rule You spend 10% more ¢ per month on your standard of living.

Unique Rule You can gain this condition by spending 30 ₺ .

Shared Rule You are free to lower the level of this condition by 1 at any time: If you do; you will have 1 less maximum WP for a full year.

Details *You are living the good life; maybe above your means. Have you secured a steady income next to or even instead of a good salary?*

Condition Higher Cost of Living 3

Unique Rule You have 1 more maximum WP.

Unique Rule You spend 35% more ¢ per month on your standard of living.

Unique Rule You can gain this condition by spending 100 ₺ .

Shared Rule You are free to lower the level of this condition by 1 at any time: If you do; you will have 1 less maximum WP for a full year.

Details *The world is divided in the rich and the poor; and the rich will get richer and the poor will keep getting poorer. This is the tipping point; either you will burn up really fast or you will soar ever higher.*

8.5 Money Lending

You gain loan conditions automatically when you have to little money in downtime to pay for your expenses because you are wounded. You cannot gain loan conditions any other way.

There are always people with ideas but without the funds to act on these ideas. If you have the funds you might be able to make a profit from other people their ideas. You can use investment conditions to represent the fact that you put money into a starting business. When you receive these conditions it is cool to discuss with the GM's what business plan exactly you have invested in.

After a company has been created trough an investment, the player will hold 20% of the shares. In effect, the other party will hold 4 shareholder conditions of the same level (80% of the company); which can later be bought by players.)

Shares usually cost around 250 ¢ per level. But this obviously fluctuates a lot.

Condition Loan

Unique Rule When you gain this condition you receive 50¢ for every level of this condition.

Unique Rule You lose 1¢ per month for every level of this condition.

Unique Rule You can lose this condition by paying 50¢ for every level of this condition.

Unique Rule If you do not lose this condition in a year, people might pay you a visit to get their money in the form of items, labour or other things of value.

Details *You have a loan with a respectable person in your home community that trusts you to pay him back.*

Condition Investment

Unique Rule Every month there is a change of 10% that you will lose this condition.

Unique Rule Every month there is a change of 20% that you will gain the share level x item and lose this condition. x is random and ranged from 15 to 25.

Unique Rule You can gain this condition by spending 2000¢ . You can only do this once per year.

Details *You have found a person with an good idea. The idea might work; or it might not. Your money is in their hands now. But if you have enough money to burn and an understanding of the law of large numbers...*

Condition Shady Investment

Unique Rule Every month there is a change of 40% that you will lose this condition.

Unique Rule Every month there is a change of 40% that you will gain the share level x item and lose this condition. x is random and ranged from 15 to 25.

Unique Rule You can gain this condition by spending 2000¢ .

Details *You have found a person with an get rich quick scheme, a business plan and he wants to cut you in... he just needs some money to get started.*

Item	Share
Market price	Var
Unique Rule	You gain 10¢ for every level this item has per month.
Unique Rule	Every month the level and price of this item can fluctuate.
Shared Rule	All the share items of a single company are all the same level.
Shared Rule	Depending on the amount of shareholders you might have a say in the company its policy.
Details	<i>You are co-proprietor of a business. You receive a monthly dividend from this business depending on how well the business is doing.</i>

8.6 Service Skills

The service skills can be used to make people feel better and to distract them from stressful situations. Getting paid fairly to do such thankless jobs might be the hardest challenge.

Skill	Street Performer
Points	3
WP	1
Unique Rule	Spend at least 15 minutes performing: For every 5 minutes of your performance, one member of your audience (you choose) regains 1 WP or the use of their "indulgence".
Unique Rule	Spend 1 WP for every 5 minutes of your performance, except for the first 15 minutes each day.
Details	<i>Performance may include juggling, storytelling, playing an instrument, singing, theatre etc.</i>

Skill	Prostitute
Points	3
WP	1
Unique Rule	Spend 15 minutes in private with another person, providing sexual favours and spend 1 WP. They regain 1WP or the use of their "indulgence".
Unique Rule	You can use this skill 3 times a day without spending willpower.
Details	<i>The oldest profession. Normal sex doesn't give back willpower, but you are specially trained in the art of pleasing your clients.</i>

Skill	Health Specialist
Points	6
WP	1
Unique Rule	Spend 15 minutes attending to a person's healthcare and spend 1 WP. They regain 1WP or the use of their "indulgence"
Unique Rule	You can use this skill 5 times a day without spending willpower.
Details	<i>Healthcare may include massages, skin care, barbering, piss-propheting, make-up, etc.</i>

Skill	Weeper
Points	4
WP	1
Unique Rule	Spend at least 10 minutes mourning. For every 5 minutes, one member of the funeral attendees (you choose) regains 1 WP or the use of their "indulgence".
Unique Rule	Spend 1 WP for every 5 minutes of mourning at somebodies funeral, except for the first 25 minutes each day.
Details	<i>Professional weepers are skilled at making the dead person look more important than he or she was and are good at consoling random strangers about death.</i>

8.7 Stimulants

Stimulants are used to increase the effects of your indulgence (see your racial condition). Some have nasty side effects or are expensive. But your character probably loves using one or several of these on a regular basis to take the edge of the stressful situations they tend to get themselves into.

Consumable A Mug of Ale

Market price 2¢

Unique Rule After consuming three of these items during your indulgence, you regain 2WP instead of 1WP.

Consumable A Glass of Liquor

Market price 6¢

Unique Rule After consuming this item during your indulgence, you regain 2WP instead of 1WP.

Consumable A Portion of Tobacco

Market price 6¢

Unique Rule After consuming this item during your indulgence, you regain 2WP instead of 1WP.

Item Hookah

Market price 100¢

Unique Rule If you spend your indulgence with this item and consume three portions of tobacco you regain 3WP instead of 2WP.

Unique Rule Indulging like this takes 15 minutes instead of 5.

Opiate works a bit different from other stimulants. Instead of increasing the effect from your indulgence, the opiate stops pain, making stitching less of a horrible experience.

Primordial touched Yarrow is a plant warped by the influence of an unstable primordial flow. It is most often used to keep soldiers fighting even when they are wounded or have

Consumable Sweets

Market price 6¢

Unique Rule After consuming this item during your indulgence, you regain 2WP instead of 1WP.

Consumable Drinkable chocolate

Market price 18¢

Unique Rule After consuming this item during your indulgence, you regain 2WP instead of 1WP.

Unique Rule If you slowly warm the chocolate for 20 minutes before consuming it during an indulgence you regain 3WP instead of 1WP.

fevers from infections. But because of its rareness and danger of harvesting it is relatively expensive.

Consumable Cigar

Market price 20¢

Unique Rule After consuming this item during your indulgence, you regain 3WP instead of 1WP.

Consumable Hallucinogen

Market price 15¢

Unique Rule After consuming this item during your indulgence, you regain 3 WP instead of 1WP.

Unique Rule After consuming this item you are **dazed** and hallucinate for an hour.

Consumable Opiate

Market price 10¢

Unique Rule Drink this, then wait 2 minutes. For the next hour after this, you are **Dazed** but you do not lose WP from the stitching and bandaging skill being used on you.

Consumable Primordial touched Yarrow

Market price 100ç

Unique Rule If you consume this after 5 seconds you are no longer **dazed** or **weakened** by effects that you had at the moment of consuming this for a full hour.

Unique Rule After the hour has past you are **dazed** and **weakened** for a full hour.

8.8 Temporary reinforcement

With temporary reinforcement skill you can apply modifications to items that temporarily improve the function of an item. An item can only have one of those temporary improvements at a time and most of these improvements disappear after one use. All of these improvements cost materials to apply which can be bought in downtime.

Skill Temporary Reinforcement

Points 2

Unique Rule Spend at least 10 minutes modifying the item. After this time the item is temporarily improved. Explain the effect to the owner of the item.

Unique Rule You require the appropriate reinforcement materials for this skill to work.

Unique Rule If you have the pattern of the item you are improving it only costs 5 minutes to modify the item.

Shared Rule An item can only carry one improvement at a time.

Details *You are gifted at making small in the field adjustments to items that temporarily improve their functionality.*

Example temporary reinforcement materials

You can use one of the example temporary improvements below or you can come up with your own improvements and buy them in downtime. They need to be approved and priced by a DM.

Consumable Reinforcement Materials (Sharpened Weapon)

Market price 50ç

Unique Rule The next time you call "hit" with this weapon you can add 1 to the effect.

Shared Rule You can improve items with the temporary reinforcement skill and these materials.

Consumable Reinforcement Materials (Added Durability)

Market price 100ç

Unique Rule The next time a break call would destroy this item; you can call a "resist" instead.

Shared Rule You can improve items with the temporary reinforcement skill and these materials.

Consumable Reinforcement Materials (Hooked Weapon)

Market price 200ç

Unique Rule The next time you call "break" with this weapon you can add 1 to the effect and your own weapon won't break.

Shared Rule You can improve items with the temporary reinforcement skill and these materials.

Consumable Reinforcement Materials (Armour Durability)

Market price 200ç

Unique Rule The next time you have 0 HP this armour doesn't lose a counter.

Shared Rule You can improve items with the temporary reinforcement skill and these materials.

8.9 Trade skills

People with the merchant skill are skilled at getting things cheap so they can sell them... not so cheap. Most merchants are crafters themselves and sell their own wares or at least have a deal with one or more crafter to supply them with items to sell.

Skill	Merchant
Points	5
Unique Rule	Every month you can buy or sell up to 1000ç worth of items with this skill.
Unique Rule	Buying items with this skill is at 85% of their market price.
Unique Rule	Selling items with this skill is at 65% of their market price.
Unique Rule	You now spend 500ç per month on your standard of living.
Downtime Rule	You can buy this skill multiple times. Each time you do so either your buying or selling price shifts 1% (alternately, you choose which first), you can buy or sell 1000ç worth of items extra and your standard of living is increased by 100ç per month.
Details	<i>You know your way around the markets, have a lot of trading contacts and know how to barter well.</i>

The barter skill can be used to exchange things that you find lying about for things you might actually need.

Skill	Barter
Points	1
Unique Rule	Every month you can exchange 100ç worth of items for 90% worth of other items.
Downtime Rule	You can buy this skill multiple times.
Details	<i>You often forgo with money altogether, getting exactly what you need.</i>

8.10 Travel and transport

The cart item can be used to transport more items to and from an event than the core rules allow. However, transporting a cart of goods attracts unwanted attention, so you will need other players or hire NPCs to protect your cart. The chance of losing your cart is reduced by one fifth for a person wearing Medium Armour and a Medium Weapon.

Item	Cart
Market price	100ç
Unique Rule	You can take an extra 800 items from or to a location. One large item counts as 8 items.
Unique Rule	There is a chance of 30% during every trip that you will lose all carts and all they transport.
Unique Rule	Each person protecting the cart during its entire trip lowers the chance it is lost.
Shared Rule	This item does not require a physrep.
Details	<i>Carts are useful for hauling large amounts of stuff. Sometimes, however, it is better to leave it behind.</i>

The caravan guard "item" lets you hire NPCs to protect your caravan during its trip.

Consumable	Caravan Guard
Market price	15ç
Unique Rule	You hire a guard to protect one cart.
Unique Rule	The guard is equipped with a medium armour and a medium weapon.
Unique Rule	This item can be used once.
Shared Rule	This item does not require a physrep.
Details	<i>It is relatively easy to find people that travel in the same direction and are willing to earn a few extra coppers.</i>

The caravan safety skill lowers the chance of your charts being attacked. It is probably only worth it if you have several charts.

Skill	Professional Guardian 1
Requires	You need a heavy armour (or better) and a weapon for this skill to work.
Points	2
Unique Rule	You count as three persons when determining how many persons protect something in downtime.
Details	<i>You know how to organize your patrol patterns and look the part so enemies will try a softer target.</i>
Level	Upgrade to Level 2 by training 2 points

Skill	Professional Guardian 2
Requires	You need a massive armour and a weapon for this skill to work.
Points	4
Unique Rule	You count as five persons when determining how many persons protect something in downtime.
Details	<i>The local scum knows not to mess with whatever you are protecting.</i>

Skill	Caravan Safety 1
Points	5
Unique Rule	The chance a caravan you travel with is lost is 20% instead of 30%.
Details	<i>You know how to travel safer across the land. Maybe you have some contacts with the locals or you might know a safer route.</i>
Level	Upgrade to Level 2 by training 5 points.

Skill	Caravan Safety 2
Points	10
Unique Rule	The chance a caravan you travel with is lost is 10% instead of 30%.
Details	<i>You know how to travel safer across even the most dangerous areas. You might even have a positive relationships with the local bandits.</i>

9 Divine Magic

The priest gathered the followers to Talor and felt their awe and worship create small pockets of energy during the ceremony. Most of it he send directly towards the divine realms, as per agreement, but a small portion he was allowed to keep. "Talor is thankful for your devotion. And I will now grant you his blessing. For we have a confusing day ahead, and we will need his clarity."

Divine magic is the domain that gives characters access to the powers of gods. The skills in this domain are the skills of priests and crusaders. Priests are an important part of any society. They are the link between a deity and the people. if you create a priest, this domain requires a great deal of social interaction, you will be seeking out new followers for your deity, guiding followers and performing ceremonies.

Crusaders are people called upon by their community to help protect and strengthen the faith. Most crusaders use their divine abilities to enhance their other skills such as soldering, surgery or even use of other kinds of magic. Crusaders work best when paired with a priest with a steady following.

9.1 Priest skills and conditions

A deity is a godly figure who has command over divine magic. This is a very powerful form of magic. Divine magic works by adjusting the physical laws of the world around people and objects. To power their magic, deities need to collect divine charge from the world. For this purpose, deities need to have mortals representing them on the world, fighting for their cause. These are the priests and the crusaders of this domain.

Divine Charge

The energy source of all divine magic are divine charges (DC). There are several ways to get DC. If you have a Devoted condition, the easiest way is by gathering worshippers and getting them to pray during a divine ceremony, to an emblem or at a shrine. During such ceremonies divine charges are released most of which are send to your deity, you can use the rest to cast blessings or power the ceremony itself. How much you keep depends on

your devotion. Another way to get divine charge is through certain ceremonies.

Priest skills

The ceremony master skill gives you access to most priest ceremonies (not the blessing ceremony) and gives you a discount on such ceremonies.

Skill	Ceremony Master
Points	2
WP	1
Unique Rule	You can perform priest ceremonies by spending the necessary components and 1WP. The components are lost during the ceremony unless they are free.
Unique Rule	This skill teaches you no blessings (so you cannot perform blessing ceremonies with this skill).
Unique Rule	Ceremony components cost 30¢ less if you buy them for personal use.
Details	<i>You are not necessarily a full fledged priest but you often perform ceremonies for your local church to lighten the load on the priests. Instead of devotion you probably power these ceremonies with sacrifices.</i>

The priest skill gives you access to a large list of ceremonies that can be performed by purchasing the needed components. The most important one of these ceremonies is the "blessing" ceremony which gives you access to blessings to empower yourself and your flock. It is highly recommend to take the **Devoted** condition when you become a priest because worshippers will be your primary source of DC.

The preacher skill can be used to empower the mental and emotional resolve of your flock.

The pilgrim skill can be used to fill up emblems with the energy of the local people during your travels.

The Missionary skill can be used to increase the level of your "devoted" condition by spending resources.

Skill	Priest 1
Points	1
WP	1
Unique Rule	You can perform priest ceremonies by spending the necessary components and 1 WP. The components are lost during the ceremony unless they are free.
Unique Rule	You know your deity's signature blessings and 4 additional blessings (choose them when you gain this skill).
Details	<i>You are a priest with a lousy backwater education. You are thought only a limited amount of blessings.</i>
Downtime Rule	Upgrade to Level 2 by training 1 point

Skill	Priest 2
Points	2
WP	1
Unique Rule	You can perform priest ceremonies by spending the necessary components and 1 WP. The components are lost during the ceremony unless they are free.
Unique Rule	You know all blessings.
Details	<i>The priest is a cornerstone of any community, empowering every loyal worshipper with the power of the deity.</i>

Devotion

The Devoted condition represents your character's relationship with the deity he or she serves. The higher the level, the better this deity appreciates you and the more power he lets you keep for yourself after a divine ceremony. There are six levels of devotion. Only the first two are available for new characters. To increase your devotion, you should collect devotion counter for your Devoted condition. The more you and your allies accomplish things your deity appreciates, the more counters you'll collect and the higher your Devotion will become. Devotion counters will be given to you by the game master when you enter downtime.

Skill	Preacher
Requires	Priest
Points	5
WP	1
Unique Rule	Help someone for 5 minutes with advice on matters of faith, give them a fitting task to fulfil their religious need and spend 1 WP.
Unique Rule	When the recipient completes the task they regain 1 WP or the use of their "indulgence".
Unique Rule	You can use this skill 4 times a day without spending willpower.
Shared Rule	This is a Sacred way of gaining WP.
Details	<i>In troubled and stressful times people flock to the priest for advice and support. But listening to worries, troubles and past sins all day wears down the mind.</i>

Skill	Pilgrim
Points	3
Unique Rule	For every ⌘ you spend during downtime one of your emblem items starts your next event with one more DC.
Details	<i>During your travels to important places you stop and stay a while in the villages you pass to give people a chance to pray to your emblems.</i>

Saints

The highest rank of deity devotion is Saint. They are given access to a great deal of power by their deity. It is very difficult to become a saint. Characters can only become saint if they choose the Purity condition at character creation(!). This has no other advantage then that it opens the potential to become a saint.

Skill	Missionary
Requires	Priest
Points	4
Unique Rule	If you spend 5 ⌘ during downtime you will gain 1 counter on this skill.
Unique Rule	You can use counters on this skill to increase the level of your devoted condition. Only half of the counters is allowed to come from this skill.
Details	<i>You are frequently sends out into the world to convert and initiate as many people into the faith as you can. This works better if you have true stories to tell about your deeds and godly miracles.</i>

Condition	Devoted 1
Requires	Priest or crusader
Points	5
Unique Rule	For every 8 DC you gather during ceremonies you get to keep 1 DC to use during this ceremony.
Downtime Rule	This condition can be trained as if it was a skill.
Details	<i>The divine beings trust you enough to perform ceremonies in the name of the deity, but not much more. You are allowed to keep about 13% of the divine charge generated by the ceremony.</i>
Downtime Rule	In downtime, you can upgrade to level 2 if this condition has 30 counters or more.

Condition	Devoted 2
Requires	Priest or crusader
Points	8
Unique Rule	For every 6 DC you gather during ceremonies you get to keep 1 DC to use during this ceremony.
Downtime Rule	This condition can be trained as if it was a skill.
Details	<i>Divine beings start to actively notice your deeds. You are allowed to keep about 20% of the divine charge generated by the ceremony.</i>
Downtime Rule	In downtime, you can upgrade to level 3 if this condition has 20 counters or more.

Condition	Devoted 3
Unique Rule	For every 4 DC you gather during ceremonies you get to keep 1 DC to use during this ceremony.
Details	<i>The deity itself is informed of your name and deeds. You are allowed to keep about 25% of the divine charge generated by the ceremony.</i>
Downtime Rule	In downtime, you can upgrade to level 4 if this condition has 40 counters or more.

Condition	Devoted 4
Unique Rule	For every 3 DC you gather during ceremonies you get to keep 1 DC to use during this ceremony.
Details	<i>The deity speaks to you for a moment in a dream and thanks you personally for your deeds. You are allowed to keep about 33% of the divine charge generated by the ceremony.</i>
Downtime Rule	In downtime, you can upgrade to level 5 if this condition has 60 counters or more.

Condition **Devoted 5**

Unique Rule For every 2 DC you gather during ceremonies you get to keep 1 DC to use during this ceremony.

Details *The deity speaks to you for a moment in a dream about once a year. Divine beings might ask you for help or advice. You are allowed to keep about 50% of the divine charge generated by the ceremony.*

Downtime Rule In downtime, you can upgrade to level 6 if this condition has 100 counters or more.

Condition **Devoted 6**

Unique Rule For every 4 DC you gather during ceremonies you get to keep 3 DC to use during this ceremony.

Unique Rule Or for every 2 DC you gather you get to keep 1 DC.

Details *The deity speaks to you for a moment in a dream about once a month. Divine beings might ask you for help or advice. You are allowed to keep about 75% of the divine charge generated by the ceremony.*

Downtime Rule In downtime, you can exchange this condition for Living Saint if this has 120 counters or more and you meet the requirements.

Condition **Purity**

Requires **Vowed To:**

Points 3

Unique Rule If you break a vow or demonstrably go against the mandates of your god you lose the **Purity** and **Living Saint** conditions.

Details *You have lived your life by the teachings of your deity.*

Condition	Living Saint
------------------	---------------------

Requires	You must have the purity condition to gain this condition.
-----------------	---

Unique Rule	You get to keep all DC you gather.
--------------------	------------------------------------

Unique Rule	If you die your body becomes a Relic item with 15 counters.
--------------------	--

Details	<i>The deity speaks to you for a moment in a dream about once a week and trusts you enough that you would make about the same decisions he or she would make; therefore you are allowed to keep all of the divine charge generated by the ceremony.</i>
----------------	---

9.2 Crusaders skills

Crusaders are the militant arm of the church. The power of a crusader comes from their special ability in carrying multiple blessings at the same time and their specialized crusader ceremonies. A crusader should be specialized in other skills as well (usually skills from the defence and armed combat domains).

Skill	Crusader 1
--------------	-------------------

Points	2
---------------	---

Unique Rule	While you have this skill you can have 2 blessings instead of 1.
--------------------	--

Unique Rule	You can perform crusader ceremonies by spending the necessary components to do so.
--------------------	--

Details	<i>Two or more blessings interlink, cause reality to distort and the recipient to expire unless they are trained to carefully weave these blessings in a special pattern.</i>
----------------	---

Level	Upgrade to Level 2 by training 3 points
--------------	---

Skill	Crusader 2
Points	5
Unique Rule	While you have this skill you can have 3 blessings instead of 1.
Unique Rule	You can perform crusader ceremonies by spending the necessary components to do so.
Details	<i>Weaving three blessings so they don't interfere with each other is exceptionally harder than two. No mortal has succeeded in weaving four.</i>

9.3 Ceremony components

Both priests and crusaders have ceremonies that are the basis of their divine power. Ceremonies are performed by using items called "components". The component items are lost during the ceremony and priests and crusaders usually carry a bunch of these components with them.

Priest ceremonies

Priestly ceremonies are based on serving and enhancing the community. They are also a medium between the community and the divine realms of the deities. All divine ceremonies can in theory be performed on unwilling restrained victims.

The blessing ceremony

The blessing ceremony is the cornerstone of the priestly business. The worshippers worship and the priest gives blessings in return.

Charging ceremonies

The following ceremonies can be used to gain additional Divine charge (DC) and should be performed as part of another ceremony.

The Sacrifice ceremony is used to sacrifice items to gain DC.

The Soul sacrifice ceremony is used to sacrifice permanent WP and souls to gain DC.

Item	(Ceremony Components) Blessing
Market price	Free
Unique Rule	You can use DC to cast blessings during this ceremony. The blessing conditions detail the amount of DC they cost.
Shared Rule	This ceremony takes at least 5 minutes to perform.
Shared Rule	You can gather DC from worshippers during this ceremony. (see devotion condition for details)
Details	<i>This is the most often used and widespread type of ceremony. The worshippers worship their deity and the priest hands out blessings in return.</i>

Item	(Ceremony Components) Sacrifice
Market price	Free
Unique Rule	You sacrifice something with monetary value to the deity and receive 1 additional DC to use during the ceremony for every 25¢ worth of market price you sacrificed.
Shared Rule	This ceremony takes at least 2 minutes to perform and is a part of another ceremony.
Details	<i>In desperation sometimes people have even burned down their homes to appease the divine ones.</i>

The Vow ceremony is used to gain the vow condition and some additional DC.

Divine realm ceremonies

The following ceremonies need a direct connection with the divine realms, established with the "Signal to the divine realms" ceremony.

The "signal to the divine realms" ceremony is used to ask permission for and warn the divine realms about the upcoming ceremony.

The "Divine being summoning" ceremony is used to call down divine beings (demons and angels).

The "Divination" ceremony is used to ask questions to the divine beings.

(Ceremony Components) Soul sacrifice	
Market price	Free
Unique Rule	The recipient his maximum WP is lowered forever and you gain 2 additional DC to use during the ceremony for every WP lowered this way.
Unique Rule	If all the WP of a person is sacrificed in this way he or she gains the soulless condition and you gain 4 additional DC.
Shared Rule	This ceremony takes at least 5 minutes to perform and is a part of another ceremony.
Details	<i>Almost always seen as an evil act. The stealing of souls might call down the wrath of other deities when performed to often.</i>

(Ceremony Components) Vow	
Market price	Free
Unique Rule	You or somebody else takes a solemn vow and gains the vow condition. You gain 6 additional DC to use during the ceremony.
Shared Rule	This ceremony takes at least 2 minutes to perform and is a part of another ceremony.
Details	<i>You promise to uphold some virtue or ideal. This show of devotion is instantly rewarded.</i>

The "Sanctify" ceremony is used to nominate a dead person for sainthood, changing his or her body into a holy relic. Living(!) Saints are so trusted by their deity that they see them as divine beings that still have a free will. Only a handful ever existed and some deities never had a living saint. But every deity has many potential saints that are sanctified after their death.

Other divine ceremonies

The following components are used for divine ceremonies that don't fit into one of the categories above.

The "Hallow" ceremony is used to create a holy space where worshippers can relax and unwind. It also stops most hostile spirits, demons and angels from entering which

Item	(Ceremony Components) Signal to the divine realms
Market price	20¢
Unique Rule	After the ceremony go to a GM and tell them you performed this ceremony. You will receive an answer from a GM as soon as possible.
Shared Rule	1DC should be used during this ceremony. (see devotion condition for details)
Shared Rule	This ceremony takes at least 5 minutes to perform.
Details	<i>This ceremony is used in preparation for greater ceremonies. Like summoning ceremonies.</i>

Item	(Ceremony Components) Divine being summoning
Market price	200¢
Unique Rule	A divine being appears. The divine being is not bound to your service but is probably obedient.
Shared Rule	10DC should be used during this ceremony. (see devotion condition for details)
Shared Rule	This ceremony takes at least 10 minutes to perform and needs to be performed roughly 2 hours after the "signal to the divine realms" ceremony.
Details	<i>This ceremony is often performed to call down divine beings as advisers or to help in battle.</i>

creates an area that is hard to spy on and mostly protects people from possession.

The "Welcome" ceremony is used to welcome others into the hallow created or to give power to the hallow to extend it's existence as it lives on in the minds of the recipients.

The "Marriage" ceremony is used to bind two people in holy matrimony.

The "Initiation" ceremony can be used to initiate (a group of) people into the faith. It needs to be refreshed every year around the recipients birthday.

The "Lay to rest" ceremony can be used to help dead persons on their way to the afterlife.

The "Consecration" ceremony is used to convert divine items into divine items linked to your deity.

The "Absolve" ceremony can be used to undo the lasting effects of the other cere-

Item (Ceremony Components) Divination

Market price 20ç

Unique Rule You receive an answer from a divine source. The source is confident it is the right answer. More DC might help.

Shared Rule At least 1DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 5 minutes to perform and needs to be performed roughly 1 hour after the "signal to the divine realms" ceremony.

Details *Divine beings are not all knowing nor read minds. Still they are seen as wise and knowledgeable. They also know what their deity mandates.*

Item (Ceremony Components) Sanctify

Market price 20ç

Unique Rule The body of the dead recipient (wherever it may be) is turned into a relic if he had the **purity** condition. The strength of the relic depends on the level of devotion: 1 at level 4, 3 at level 5 and 7 at level 6.

Shared Rule 2DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 10 minutes to perform and needs to be performed roughly 10 minutes after the "signal to the divine realms" ceremony.

Details *Death is a beautiful guarantee of future purity.*

monies. Performing this ceremony to remove certain things could make some deities angry, even your own deity. Ask for permission of some higher priest or divine being if you are unsure.

The "Exorcism" ceremony can be used to disrupt the tether some entities (like divine beings and spirits) can shape with mortal bodies.

The "Restoration" ceremony can be used to heal wounds. It needs to be performed before the soul realises the the tissue is missing and reshapes itself accordingly.

The "cleansing" ceremony can be used to heal infections.

The "Divine intervention" ceremony can be used to call down effects not covered by

Item (Ceremony Components) Hallow	
Market price	100ç
Unique Rule	A single room or circle of 5m. radius is determined to be a hallow.
Unique Rule	Up to 10 people can gain the welcome condition during the ceremony.
Shared Rule	5DC should be used during this ceremony. (see devotion condition for details)
Shared Rule	This ceremony takes at least 10 minutes to perform.
Details	<i>In this holy place, it is easier to let go of worries and pray. Hostile spiritual entities have trouble entering this space.</i>

Item (Ceremony Components) Welcome	
Market price	5ç
Unique Rule	Explain de definition of the hallow to the recipient(s) and give them a (new) welcome condition.
Shared Rule	This ceremony takes at least 1 minute to perform and can only be performed if somebody with a welcome condition is present. You need separate (Ceremony Components) for every recipient.
Details	<i>A person late to the ceremony can be welcome non the less. This ceremony can also extend the duration of the hallow.</i>

the other ceremonies.

Crusader ceremonies

Crusader ceremonies are ceremonies usually conducted behind enemy lines and in great haste. Sometimes even during battle. They can usually only be performed by crusaders because they need multiple weaved blessings to work.

The "Self blessing" ceremony is used by crusaders to give themselves blessings.

The "Blighting" ceremony can be used by crusaders to temporarily disable divine items, or prepare them for destruction, in exchange for their blessings.

The "Flash nullify" ceremony can be used by crusaders to destroy divine items in exchange for their blessings. It only works on items with a blight that has been festering on

Item (Ceremony Components) Marriage	
Market price	50¢
Unique Rule	Give both recipients the married to: condition.
Shared Rule	5DC should be used during this ceremony. (see devotion condition for details)
Shared Rule	This ceremony takes at least 30 minutes to perform and should be performed on two recipients.
Details	<i>Religiously recognized marriage bonds are strong and produce more offspring because the soul of a child is placed there by a deity.</i>

Item (Ceremony Components) Initiation	
Market price	5¢
Unique Rule	Give the recipient(s) the promised to: condition for your deity; they are allowed to reject this condition in secret.
Shared Rule	This ceremony takes at least 15 minutes to perform. You need separate (Ceremony Components) for every recipient.
Details	<i>Your soul is explicitly linked to a divine realm during this ceremony and at least a part will go there after death if all goes well.</i>

it for a while. This ceremony is usually used to destroy altars of rival deities.

Hostile entities often possess mortal bodies as cheap soldiers and to force allies to fight against each other. The "Combat Exorcism" ceremony doesn't actually exorcise these hostile entities from bodies but instead temporarily suppresses the connection to the body.

Divine beings can escape the material realm by simply abandoning their material bodies which at that moment disintegrates. The "Binding" ceremony can be used by crusaders (usually during combat) to bind divine beings to the material realm in exchange for their blessings.

The "Unweaving" ceremony can be used by crusaders to completely destroy divine beings. Without a binding ceremony the divine being will probably just flee.

Item (Ceremony Components) Lay to rest

Market price 5¢

Unique Rule The priest may give 1 **blessing** condition the recipient might have had to anyone present during the ceremony.

Shared Rule This ceremony takes at least 10 minutes to perform and before a day has past since the recipient has died. The body of the recipient needs to be present. Only 1 lay to rest ceremony can be performed per recipient and cannot be performed if the soul was sacrificed.

Details *The soul will end up where it needs to go eventually, but it might take years. This ceremony shortens the time considerably.*

Item (Ceremony Components) Consecration

Market price 200¢

Unique Rule One divine item you are touching is becomes linked to your deity.

Shared Rule 2DC should be used during this ceremony per 200¢ market price of the item (rounded up). (see devotion condition for details)

Shared Rule This ceremony takes at least 5 minutes to perform and one of the worshippers should be a crafter.

Details *This ceremony is usually used to steal altars of rival deities. It transfers the link to the divine realms of your deity. A craftsman should be present to promise to adjust the item its appearance.*

Item (Ceremony Components) Absolve

Market price 30¢

Unique Rule Strip the recipient of 1 **welcome** , **married to ...** , **promised to ...** , **vow** or **blessing** condition. Mention this to a GM.

Shared Rule 1DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 5 minutes to perform.

Details *Removing some of these might make your or other deities very angry. Ask permission if you have any doubt.*

Item (Ceremony Components) Exorcism

Market price 25¢

Unique Rule Strip the recipient of 1 **possessed** condition. The entity possessing the recipient can combat this. The amount of DC determines whether or not you succeed.

Shared Rule At least 1 DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 1 minute to perform per DC.

Details *Priests know how to cut of a possession, wasting all the energy the divine being poured into the possession.*

Item (Ceremony Components) Restoration

Market price 20¢

Unique Rule For every DC used during the ceremony 5 ⚔ are subtracted from the cost to heal the wounds in downtime. If 6 DC is used the condition is removed instantly.

Unique Rule Only works if **Wounded** was received in the last 4 hours.

Shared Rule At least 1 DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 5 minutes to perform.

Details *This ceremony uses the same magic originally used to create the mortal races to replace missing tissue.*

Item (Ceremony Components) Cleansing

Market price 20ç

Unique Rule For every DC used during the ceremony 4 ð are subtracted from the cost to heal the infections in downtime. If 3 DC is used the condition is removed instantly.

Unique Rule Only works if **Infection** was received in the last 4 hours.

Shared Rule At least 1 DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 5 minutes to perform.

Details *This ceremony replaces bad humours and helps chase away evil spirits that rot the still living wound.*

Item (Ceremony Components) Divine intervention

Market price 50ç

Unique Rule All worshippers can write a single request on an OC sheet of paper.

Unique Rule GMs will discuss any requests at the end of the day and will determine whether it's in the deities best interest. Amount of DC and requests for the same thing will influence this.

Shared Rule At least 2 DC should be used during this ceremony. (see devotion condition for details)

Shared Rule This ceremony takes at least 10 minutes to perform.

Details *It is a slow process that takes many worshippers but could accomplish anything.*

Item (Ceremony Components) Self blessing

Market price 10¢

Unique Rule You can use DC from the shrine to cast blessings on yourself. The total amount of DC you should gather from the shrine is detailed on your devotion condition. The blessing conditions detail the amount of DC they cost.

Shared Rule This ceremony takes at least 5 minutes to perform and must be performed near a shrine and requires a **devotion** condition.

Details *When no priests are around crusades still need blessings.*

Item (Ceremony Components) Blighting

Market price 25¢

Unique Rule Put a **blight** condition on a divine item.

Shared Rule This ceremony takes 10 seconds to perform and you must have 2 **blessing** conditions. If you are damaged or receive an effect during these 10 seconds the ceremony fails.

Shared Rule You lose both **blessing** conditions.

Details *This ceremony is used to temporarily destroy the link with the divine realms. If left unlinked for too long, the item also loses its divine protection and might be destroyed.*

Item (Ceremony Components) Flash nullify

Market price 25¢

Unique Rule An item you are touching is destroyed.

Shared Rule This ceremony takes 10 seconds to perform and you must sacrifice 2 **blessing** conditions. If you are damaged or receive an effect during the ceremony it fails. The targeted item must have a **blight** condition older than 2 hours.

Details *This transfers the blessings to the item while unweaving them, causing reality to be distorted and the already weakened connection with the divine realm to shatter completely.*

Item (Ceremony Components) Combat Exorcism

Market price 40ç

Unique Rule Touch up to 4 possessed beings in the next minute and state "*I exorcise you, being!*". The possession is temporarily suppressed for a time depending on it's strength. Weak bonds might take days to regain control, but strong bonds only seconds.

Shared Rule This ceremony takes no time but you must sacrifice 2 **blessing** conditions.

Details *This ceremony transfers the blessings to the poor mortal while unweaving them in such a way that it temporarily distorts the link to the entity.*

Item (Ceremony Components) Binding

Market price 25ç

Unique Rule Touch a divine being and state "*I bind you, being!*". If weak enough the divine being is unable to use its ability to decouple itself from material bodies and flee to the divine realms today. If the divine being is strong several binding ceremonies are needed.

Shared Rule This ceremony takes no time but you must sacrifice 2 **blessing** conditions.

Details *A crusader can transfer its blessings to the divine being weaving them into the link between the divine essence and the material body, strengthening it.*

Item (Ceremony Components) Unweaving

Market price 400ç

Unique Rule Touch a divine being during the entire ceremony. Its very essence is utterly destroyed. Tell a GM afterwards.

Shared Rule This ceremony takes at least 5 minutes to perform. You must sacrifice 3 **blessing** conditions.

Details *You take your three carefully interwoven blessings, transfer them to the divine being and unweave them slowly but violently, causing reality to be distorted and the divine being to slowly disappear entirely. This will almost assuredly anger other divine beings.*

9.4 Blessings

A blessing is a temporary power, bestowed by a priest or crusader. When a blessing is cast the recipient of the blessings gets a condition card from the caster describing the blessing.

Casting Blessings

Blessings are cast during the blessing ceremony (see the ceremonies section). Before casting a blessing, ask the recipient if they will accept your blessing. How exactly you cast a blessing is up to you, for example: you could offer them some medium through which the blessing is transferred. This medium can be many things, for example a mark of blood, a sprinkle of water, inhaling the incense smoke or a simple touch. You could say a few lines of prayer or a few other appropriate words.

The DC it costs to cast a blessing is detailed on the blessing condition but "signature" blessings do not cost DC. You want to carry the conditions for the blessings that you want to cast before you start the ceremony. If you have run out of the blessing conditions you need you can always ask a GM for more.

Signature blessings

These are small signature blessings that do not cost DC to cast for a priest of the proper deity and are usually handed out as a reward by such priest in exchange for the DC. They can only be cast for free by a priest of that particular deity or they can be bestowed upon worshippers if they leave DC at some holy items.

Blessings conditions

These blessings are cast with DC. They can be cast by any priest during a blessing ceremony.

Blessing	Last words (Talor)
DC	1
Unique Rule	When you die you can contact 1 nearby person in a vision today, they regain three WP.
Shared Rule	This blessing costs no DC to cast if you are devoted to Talor and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>When you die you will have the ability to speak to one person for the last time.</i>

Blessing	Tradable knowledge (Talor)
DC	1
Unique Rule	Ask a DM for additional rumours and news.
Shared Rule	This blessing costs no DC to cast if you are devoted to Talor and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>You hear whispers on the wind.</i>

Multiple Blessings

Crusaders can carry multiple blessing. There are many interesting combinations of blessings. You can have the same blessing more than once. You do this by applying the numbers in the blessing as many times as you have the blessing. For example if you have Saint Protection twice, you gain 1 + 1 HP.

If you have to call an effect, you double the power of that effect. If you have a blessing that causes stumble twice, you call stumble 4, since the default of stumble is 2, and you double it. Do *not* call the effect twice.

Blessing **Zest for life (Danu)**

DC 1

Unique Rule It takes 2 more minutes for you to bleed to death.

Shared Rule This blessing costs no DC to cast if you are devoted to Danu and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *Your will to live heightens by this blessing.*

Blessing **Blessed union (Danu)**

DC 1

Unique Rule Unless something prevents it. Your next copulation will result in a pregnancy and the chance of the child being healthy is increased. If you have sex that could result in a child today you receive 1 WP.

Shared Rule This blessing costs no DC to cast if you are devoted to Danu and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *You will become a parent.*

Blessing **Holy armour (Gataur)**

DC 1

Unique Rule Today you can ignore 1 time you should mark an armour card.

Shared Rule This blessing costs no DC to cast if you are devoted to Gataur and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *Your armour seems protected from damage by this blessing.*

Blessing Crafter's anticipation (Gataur)

DC 1

Unique Rule The first time you use the Custom Crafter skill to make a design today you receive 1 WP.

Shared Rule This blessing costs no DC to cast if you are devoted to Gataur and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *Inspired by Gataur you can keep equipment in working shape.*

Blessing Just reflex (Ratish)

DC 1

Unique Rule When somebody causes you to **stumble** you can call **stumble** on him or her.

Shared Rule This blessing costs no DC to cast if you are devoted to Ratish and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *The balance of battle is restored by this blessing.*

Blessing Freedom call (Ratish)

DC 1

Unique Rule When somebody captures or imprisons you your closest free ally is warned of this telepathically when you choose.

Shared Rule This blessing costs no DC to cast if you are devoted to Ratish and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *This blessing causes divine beings to contact your allies or your behalf to ensure they can fight for your freedom.*

Blessing **Evercleaning waters (Januri)**

DC 1

Unique Rule You can't gain new infections.

Shared Rule This blessing costs no DC to cast if you are devoted to Januri and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *This blessing washes clean your wounds.*

Blessing **Power of love (Januri)**

DC 1

Unique Rule Your love partner can gain 1 WP from a romantic encounter with you today. But loses 4 WP if you would where to die today.

Shared Rule This blessing costs no DC to cast if you are devoted to Januri and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *Love conquers much, but not all.*

Blessing **Ecstatic Bloodthirst (Wana)**

DC 1

Unique Rule Hack away at an unconscious enemy for 15 seconds; if you have more than 0 HP while you do this you regain 2 HP.

Shared Rule This blessing costs no DC to cast if you are devoted to Wana and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *This blessing rewards you with protection for being viscous against your fallen enemies.*

Blessing **Evil eye of Wana (Wana)****DC** 1**Unique Rule** Stare at a single person for at least 5 minutes today. They will become sick within a year and a day if this blessing expires at dawn.**Shared Rule** This blessing costs no DC to cast if you are devoted to Wana and the recipient has no blessing.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *When ogres and witches start staring at you. You better run.***Blessing** **Vitality Guard (Ranimsul)****DC** 1**Unique Rule** The first time when a complication card would put you at exactly 0 WP during surgery you are at 1 WP instead. The can only happen once per surgery.**Shared Rule** This blessing costs no DC to cast if you are devoted to Ranimsul and the recipient has no blessing.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing guards you against death.***Blessing** **Second wind (Ranimsul)****DC** 1**Unique Rule** The first time you spend your last WP today you regain 2 WP after 1 hour.**Shared Rule** This blessing costs no DC to cast if you are devoted to Ranimsul and the recipient has no blessing.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *The tenacity of the halfling is legendary, but might be divinely inspired in some cases.*

Blessing	Insubstantiation (Ganinismus)
DC	1
Unique Rule	When you drop to 0 HP you can call resist against any attack or effect for up to 10 seconds. You also can't move or be moved during this period.
Shared Rule	This blessing costs no DC to cast if you are devoted to Ganinismus and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This strange blessing protects you against further injuries by turning you into a ghostly image.</i>

Blessing	Blessed party (Ganinismus)
DC	1
Unique Rule	When at least 6 people with this blessing get together and party for an hour, they regain their spend indulgence. They can do this one time per day.
Shared Rule	This blessing costs no DC to cast if you are devoted to Ganinismus and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>These are the sort of parties they sing songs about.</i>

Blessing	Composure (Uastra)
DC	1
Unique Rule	After you have survived a surgery if you have lost WP you regain 1 WP.
Shared Rule	This blessing costs no DC to cast if you are devoted to Uastra and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing steels your emotion in the face of injury.</i>

Blessing	Uastra's Guidance (Uastra)
DC	1
Unique Rule	When you are harvesting alchemy components, you only take half of the time.
Shared Rule	This blessing costs no DC to cast if you are devoted to Uastra and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing gives you the ability to more easily find nature's bounty.</i>

Blessing	Shared indulgence (Vanessa)
DC	1
Unique Rule	When you share a stimulant item with somebody you both gain the effects from the item.
Shared Rule	This blessing costs no DC to cast if you are devoted to Vanessa and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing gives you the ability to share your indulgent moments.</i>

Blessing	Unbound pleasures of the flesh (Vanessa)
DC	1
Unique Rule	You are protected from sexually transmitted diseases and you are infertile. If you have sex with at least three people today you regain 1 WP.
Shared Rule	This blessing costs no DC to cast if you are devoted to Vanessa and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing gives you the ability to indulge in your sexual desires without any consequences... apart maybe from some social ones.</i>

Blessing **Animation (Tal'kinita)**

DC 1

Unique Rule One minute after you die you rise as a mindless vengeful zombie with 3 HP, all combat skills, and 3 WP. After 5 minutes you die again; for good this time.

Shared Rule This blessing costs no DC to cast if you are devoted to Tal'kinita and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *This blessing turns you into a mindless zombie that is hell-bent on killing its enemies for a few more minutes.*

Blessing **Ancestral possession (Tal'kinita)**

DC 1

Unique Rule You have a second characters within this body and can switch with a minute of concentration. Switching back to yourself costs 4 WP. Your second character has 10 skillpoints.

Shared Rule This blessing costs no DC to cast if you are devoted to Tal'kinita and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *You invite one of your ancestors to help you in these dire times with their ancient old skills.*

Blessing **Blessed Healing (Zalsz)**

DC 1

Unique Rule Any long lasting injury you gain while you have this blessing costs 5 ⌘ less to heal.

Shared Rule This blessing costs no DC to cast if you are devoted to Zalsz and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *This blessing unlocks regenerative powers inspired by the lizardmen.*

Blessing **Creator's Sorrow (Zalsz)**

DC 1

Unique Rule Any item that you have crafted gives twice as much DC during sacrifice rituals you partake in.

Shared Rule This blessing costs no DC to cast if you are devoted to Zalsz and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *It matters not that this masterpiece is destroyed. The next time you build it will be better.*

Blessing **Protecting the wounded (Tahordyn)**

DC 1

Unique Rule If you have the **wounded** condition you need an additional hit on your wounded body part before your HP is reduces to -1 automatically.

Shared Rule This blessing costs no DC to cast if you are devoted to Tahordyn and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *This blessing helps those in need.*

Blessing **Temperance (Tahordyn)**

DC 1

Unique Rule If you haven't used an indulgence today and don't for the next 12 hours you gain 2 WP.

Shared Rule This blessing costs no DC to cast if you are devoted to Tahordyn and the recipient has no blessing.

Shared Rule This blessing expires at dawn or when you receive another blessing.

Details *Good things come to those that wait.*

Blessing **Glorious Fury (Nantillion)****DC** 1**Unique Rule** When you reduce an enemy to 0 HP you can call **stumble** on your next 2 attacks.**Shared Rule** This blessing costs no DC to cast if you are devoted to Nantillion and the recipient has no blessing.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing rewards the victors.***Blessing** **Independence (Nantillion)****DC** 1**Unique Rule** You gain 2 WP. You lose 2 WP as soon as you are healed by or gain WP from somebody else.**Shared Rule** This blessing costs no DC to cast if you are devoted to Nantillion and the recipient has no blessing.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing rewards those that can take care of themselves.***Blessing** **Changing blessing (Sin)****DC** 1**Unique Rule** Sin offers a different blessing every day as its first signature blessing.**Shared Rule** This blessing costs no DC to cast if you are devoted to Sin and the recipient has no blessing.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *You wonder what Sin came up with today.*

Blessing	Random blessing (Sin)
DC	1
Unique Rule	You receive a random blessing from a GM, this blessing can include effects not mentioned here.
Shared Rule	This blessing costs no DC to cast if you are devoted to Sin and the recipient has no blessing.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>Don't like the first signature blessing of Sin? You can also ask the priest for a completely random one. Enjoy being a chicken for the rest of the day.</i>

Blessing	Boundless Justice
DC	1
Unique Rule	Call resist against all charm effects.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing makes it clear: this is an enemy of god; no charm will distract from that fact.</i>

Blessing	Angel's Flight
DC	1
Unique Rule	When you drop to 0 HP, raise your hand to disappear. Return to a place within 10 paces within 10 seconds.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing causes you to make a small jump in the fourth spacial dimension when you become injured, hopefully propelling you to safety.</i>

Blessing	Primordial Ripple
DC	1
Unique Rule	Your somatic and verbal components both give 50 extra power you can use to power automata.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing slightly stabilizes the primordial flow around you.</i>

Blessing Pilgrim's Health**DC** 1**Unique Rule** Any long lasting injury you gain while you have this blessing costs 15 ⌘ less to heal.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *With this blessing people heal faster.***Blessing Halo Of Health****DC** 1**Unique Rule** While you've spend/lost less then 2 WP you will not bleed to death after 5 minutes when at -2 HP. You will lose 2 WP instead.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *As long as you feel on top of your game this blessing causes you to stabilize your bleeding.***Blessing Proud Death****DC** 1**Unique Rule** One minute after you die you rise as a vengeful mindless zombie, with 6HP, all skills and 6 WP. You die again within 10 min.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing turns you into a relatively strong zombie after death.***Blessing Rebuke****DC** 1**Unique Rule** Most possessions fail to take hold on you.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *Although the gods where hesitant to teach mortals this blessing at first, it is now primarily used against shamanic spirit possession.*

Blessing **Demon's Spawn****DC** 2**Unique Rule** When you drop to 0 HP, raise your hand to disappear. Reappear within 10 seconds touching your attacker. Call "**hit**".**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing causes you to make a small jump in the fourth special dimension when you become injured, propelling your body into the enemy with force.***Blessing** **Divine concentration****DC** 2**Unique Rule** When you perform an alchemy change that you have performed once before it only takes half the time.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing keeps you focused on the laboratory in front of you.***Blessing** **Boundless Focus****DC** 2**Unique Rule** Call resist against all **daze** effects.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing protects against spellcasters lights, smoke and mirror or heavy blows to the skull.***Blessing** **Primordial Stability****DC** 2**Unique Rule** Your somatic and verbal components both give 90 extra power you can use to power automata.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing stabilizes the primordial flow around you.*

Blessing Resilient Hero**DC** 2**Unique Rule** Two seconds after you dropped to 0HP you can ignore wound effects while at 0. (For example: you can carry things in a wounded arm). You react normally at -1 and -2 HP.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing empowers your resolve and causes you to bite through the pain of shallow injuries.***Blessing Inspired Awe****DC** 2**Unique Rule** You have one more maximum WP. Your current WP doesn't change.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing opens your mind for divine pleasures.***Blessing Miracle Healing****DC** 2**Unique Rule** Any long lasting injury you gain while you have this blessing costs 25 ⌘ less to heal.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *With this blessing people heal at a miraculous pace.***Blessing Boundless courage****DC** 3**Unique Rule** Call resist against all **fear** effects.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *With this blessing nothing scares you. God is on your side.*

Blessing **Primordial Calming****DC** 4**Unique Rule** Your somatic and verbal components both give 150 extra power you can use to power automata.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing stabilizes the primordial flow around you greatly.***Blessing** **Endurance Imbued****DC** 4**Unique Rule** Shields you use have +1 toughness.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *With this blessing any shield you carry can withstand stronger blows.***Blessing** **Strength Imbued****DC** 4**Unique Rule** Weapons you use have +1 toughness.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing makes it so that your weapons are harder to break.***Blessing** **Heroic Fury****DC** 4**Unique Rule** Two seconds after you drop to 0 HP you can ignore wound effects while at 0 and -1. (For example: you can carry things in a wounded arm). You react normally at -2 HP.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing empowers your resolve and causes you to bite through dangerous injuries.*

Blessing **Angel's Shield****DC** 5**Unique Rule** As long as you've made no attack since your last short rest and have all your HP you can call "**Resist 1**", against any attack or hit effect.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing makes you invulnerable for shallow attacks unless you attack first.***Blessing** **Angel's Touch****DC** 5**Unique Rule** The first time you touch an opponent who attacked you within the last 5 minutes, call "**Hit**". This doesn't end Angel's Shield.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing enacts divine justice to those that hurt you.***Blessing** **Primordial Stillness****DC** 6**Unique Rule** Your somatic and verbal components both give 200 extra power you can use to power automata.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing stabilizes the primordial flow around you almost to a standstill.***Blessing** **Godly Inspired****DC** 6**Unique Rule** You have two more maximum WP. Your current WP doesn't change.**Shared Rule** This blessing expires at dawn or when you receive another blessing.**Details** *This blessing prepares you to be infused with religious ecstasy.*

Blessing	Saint Protection
DC	7
Unique Rule	You have 1 extra HP.
Shared Rule	This blessing expires at dawn or when you receive another blessing.
Details	<i>This blessing protects you from direct physical harm.</i>

9.5 Items

Priests and crusaders have several items that improve or support their skills.

Ceremonial items are items that can enhance a ceremony, either by generating extra willpower or by generating extra divine charges. Shrines are especially useful. Priests can set up a shrine at which characters can pray. The priest can then collect the tokens left at the shrine. This way the priest does not have to be present to collect prayer tokens when her followers are praying.

Emblems

Emblems are religious symbols created to carry additional divine energy for priests and crusaders.

Item	Bronze Emblem of ...
Market price	250ç
Unique Rule	At the start of an event this item has 4 out of 6 DC that can be gathered from it during divine ceremonies.
Unique Rule	Anyone can worship this emblem's deity and leave their DC at this emblem in a small 1 minute ceremony.
Shared Rule	If you've used a different Emblem in a ceremony today you can't use this item.

Ceremonial Items

Incense and Sacred ointment are sacred stimulants that can be used to increase the

Item Silver Emblem of ...**Market price** 500ç**Unique Rule** At the start of an event this item has 6 out of 10 DC that can be gathered from it during divine ceremonies.**Unique Rule** Anyone can worship this emblem's deity and leave their DC at this emblem in a small 1 minute ceremony.**Shared Rule** If you've used a different Emblem in a ceremony today you can't use this item.**Item Golden Emblem of ...****Market price** 1000ç**Unique Rule** At the start of an event this item has 8 out of 16 DC that can be gathered from it during divine ceremonies.**Unique Rule** Anyone can worship this emblem's deity and leave their DC at this emblem in a small 1 minute ceremony.**Shared Rule** If you've used a different Emblem in a ceremony today you can't use this item.

amount of WP you regain during an indulgence.

Shrines can be used to pray and receive small free blessing conditions without a priest present. A priest can then at a later time send the energy to the divine realms. If he or she does this within a day they even get to keep some of the power.

Altars are elaborate and expensive holy items that double the rewards of sacrifices.

Relics reduce the cost of a single blessing you cast today.

Consumable Sacred Incense**Market price** 6ç**Unique Rule** Burn this during your indulgence (should be some form of worship): You regain 2 WP from the indulgence instead of 1.**Shared Rule** This item is Sacred.

Consumable Sacred Ointment

Market price 20ç

Unique Rule Use this as a medium to transfer a blessing: The recipient regains 3 WP from his or her next indulgence instead of 1.

Shared Rule This item is Sacred.

Item Shrine Centrepiece of ...

Market price 100ç

Large This item is large.

Unique Rule Priests and crusaders can use this item to set up a shrine for their deity.

Unique Rule Anyone can worship at this shrine by leaving 2 DC at it. If they do they may ask a DM for the signature blessing condition from it's deity.

Unique Rule DC left at a shrine can be gathered during divine ceremonies.

Unique Rule At first light of the next day all DC should be removed.

Item Altar of ...

Market price 2500ç

Restore price 1000ç

Toughness 3

Unique Rule Sacrifice ceremonies to the appropriate deity made on this altar generate twice as much DC.

Unique Rule This item requires the strength of 20 people to move and breaks when it is moved.

Large This item is large.

Item	Relic of ...
Market price	Var
Large	This item is large.
Unique Rule	If you had this item at first light the DC cost of one of the blessings you know is reduced by the number of counters for one day.
Unique Rule	When this item breaks with 2 or more counters this becomes two new Relics. Divide the counters of this item over the two Relics.
Downtime Rule	This is a special item made from the body of a Saint. If you wish to sell it, you will have to find a specific buyer. It cannot be bought normally.
Details	This is a piece of a death saint probably embalmed and stored in an emblem.

9.6 Divine Conditions

These conditions are all brought about by interaction with the divine powers wielded by priests, crusaders, divine beings or deities themselves.

The blight condition is attached to an item usually after an **blighting** ceremony.

Condition	Blight
Unique Rule	This item cannot be used.
Unique Rule	The connection of this item with the divine realms has been temporarily distorted.
Unique Rule	This condition can be removed by performing an absolve ceremony and then performing another absolve ceremony 3 hours later.
Details	<i>Violent discharge of weaved blessings has caused this item to stop functioning. Another such an attack may destroy the item completely.</i>

The soulless is usually gained after a **sacrifice soul** ceremony.

The welcome condition is used to create and welcome new people into a hallow granting them rest. This condition is usually gained after a **hallow** or **welcome** ceremony.

The "married to" condition is used to interlink your soul with the soul of another. It also "warns" the divine realms of the potential for children and makes it more likely to

Condition **Soulless**

Unique Rule Your soul has left this body.

Unique Rule You lose all skills and all conditions that are not part of your physical body.

Unique Rule You lose all willpower and cannot regain any willpower.

Unique Rule You cannot perform any actions unless ordered to, including eating and drinking. Any action you are ordered to perform will be performed to the minimum of your abilities. Any action that requires creativity will fail.

Unique Rule Unless nourished or ordered to nourish yourself, your body dies in two days.

Condition **Welcome**

Unique Rule You are welcomed into the Hallow that the person specifies when you gain this condition.

Unique Rule While within the Hallow you can regain 1 DC by spending 1 WP.

Unique Rule Taking a short rest within the Hallow takes 2 less minutes (but always at least 1 minute).

Unique Rule This condition will expire in a month.

Details *A hallow is a place of rest and recovery. But it is also a place perfectly suited for extensive worship.*

convince to deity to hand the child a soul. This condition is usually gained after a **marriage** ceremony.

The "promised to" condition is used "baptise" people. It needs to be replenished every year at roughly the same time as when you were born but makes it easier to worship multiple times per day. This condition is usually gained after an **initiation** ceremony.

The "Nightly worshipper" condition is used to promote evening ceremonies instead of morning ceremonies. This condition is usually gained after an **initiation** ceremony.

A vow is a solemn promise made by a worshiper to their deity, meant to show their dedication. It increases the speed that the devoted condition levels, unless you break the vow. The "vowed to" condition is usually gained after a **vow** ceremony.

Characters with a vow can upgrade their Devoted condition more quickly. Because of this, it may be advantageous to choose a vow during character creation. Some deities

Condition	Married to ...
Unique Rule	You can at any time perform a small divine ceremony to determine whether or not the person you are married to is still alive, how far away he is from you and roughly in what direction he or she is. It might take a few minutes or even hours before you get an answer.
Unique Rule	When a person you are married to dies there is a 5% chance that you die as well within the same day.
Downtime Rule	If biologically possible the chance of impregnating a person you are married with is heightened from 20% per month to 50% per month if you are trying to impregnate (some racial variations apply) and the chance of stillborns is reduced by half.
Details	<i>One of the effects of linking souls is that it could cause them to "stick" together when one of them leaves for the divine realms.</i>

Condition	Promised to ...
Unique Rule	Your soul or at least a part of it is linked to a certain divine realm. Since you can have multiple of these conditions your soul might end up in parts shattered across multiple divine realms.
Unique Rule	With the help of a priest dedicated to the god you are promised to you can spend 1 WP to lose the regain 1 DC.
Unique Rule	You lose this condition on your birthday.
Downtime Rule	You can choose to buy this condition for 10¢ during downtime or character creation.
Details	<i>You are somewhat devoted to a certain deity and find it easier to worship this deity multiple times a day.</i>

don't accept certain vows ask a GM in advice if you are in doubt. The following vows are available but if you can think of a cool vow ask a GM and we will discuss whether or not it can be used:

Condition **Nightly Worshipper**

Unique Rule Instead of at the first light of the day, you regain DC and your blessings expire at the last light of the day.

Downtime Rule You can choose to gain or lose this condition at character creation or during an **initiation** ceremony for free.

Details *You or your priest prefers you to worship during the night.*

Condition **Vowed to ...**

Unique Rule If you gain this condition write a vow on this card.

Unique Rule Upgrading Devoted costs 5 counters less.

Unique Rule If you break this vow you don't gain the beneficial effects from *blessing* conditions and you cannot add counters to your *devoted* condition for 6 months. If you are unsure whether or not a certain action breaks a vow ask a GM.

Vow	Description
Devotion	Your DC can only be gathered by priests or items devoted to a single deity. You must spend at least 2 WP every day to regain DC. You can gain this vow multiple times, this increases the amount of WP you have to spend to regain DC by 2 every time you take this vow.
Abstinence	You cannot regain WP, unless it is through something Sacred or through a blessing.
Fealty	Do not knowingly do or cause something that goes against a wish or desire of the person to whom you vow loyalty, even after their death. This person must approve this vow and must be promised to the Deity in question.
Ferocity	Spend at least 3 WP when you're in a battle. Join every battle you know allies to be in, unless physically unable.
Honesty	Do not lie, conceal information or deceive unless you explain this in advance.
Honour	Do not steal, cheat or break promises, or knowingly let others do so.
Non-violence	Do not attack mortal creatures, or knowingly contribute in another's effort to do so.
Poverty	The money and market price of all the items you or others consider to be your possessions never exceed 50c.
Sovereignty	Do not let mortals dictate your behaviour or deceive you into behaving in a manner unfavourable to you.

10 Alchemy

His hands were blue from all the spores. His tongue felt numb from all the taste tests. He felt strangely light headed from the fumes. But it was done. He closed his notes and put the flask to his lips. For a few seconds nothing happened, but after a while the world began to turn a strange hue of purple and the spirits stepped forward. "You can see us now. Or is it your head playing with you? Or is it us playing with your head?" The alchemist answered slowly "I don't know" and the spirit replied with a grin "Would it matter if you did?"

Alchemy is the art of purifying, mixing and testing ingredients to reach a certain wanted effect on the body. It is a strange mixture of magic and science and a highly local affair. A travelling alchemist almost always needs to come up with new recipes based on the local ingredients.

This is a complex domain. It is not as complex as primordial magic but comes close. The various steps one might(!) undertake in making a potion are the following:

- Gather information about the local ingredients by reading in character documents.
- Find where the local ingredients grow.
- Gather (or direct others to gather) a few of the ingredients to test with.
- Wear plant parts on your skin or (when you are feeling daring) consume some small portions to see if you can gather hints about their effects.
- Test the ingredients with testing substances that are more accurate than wearing them on your skin but are more expensive as well.
- Test the ingredients on animals, which might give you additional clues... but animals work slightly different than the fifteen races.
- Test the ingredients directly on a person... the only way to be sure.
- Cut, cook, mortar, filter, press or distil the ingredients to make sure you have a concentrated ingredients, with as limited side effects as possible.
- Mix the ingredients with known catalysts to increase the speed at which the effect will take hold.
- Mix the ingredients with known anti-catalysts to suppress the speed at which the side effects arrive, or to eliminate them all together.
- Test your newly mixture in any way you want before consuming it yourself or letting one of your friends consume it.
- Try the new recipe. (After this test you will receive full information from the DM's on

your newly created potion)

- Write down the recipe, name the new potion, and formalize this process by gathering a lot of ingredients and creating a lot of the potions.
- Use preservation substances to keep the potions from spoiling so you can sell them after the event or use them on later events.

Of course you could disregard this careful method and simply gather various dangerous plants in a cauldron and hope the mixture doesn't kill your client or yourself.

If you play an alchemist you will need a stock booklet in which you write down how many of each ingredient or mixtures you have. If you mix two ingredients together you do not need to consult a GM. Simply write down the new mixture in your stock booklet and note how many you mixed.

This is an example of how you could write a short entry into a stock booklet (and some personal notes):

- Polistrum plant: 0 (I cut them all up and don't have any raw plants anymore... should gather some)
- Polistrum roots: 10 (gained by cutting up Polistrum plants... I threw away the rest of the plants because only the roots have an effect I want)
- Cooked Polistrum roots: 3 (Gained by cooking the roots. The fumes that came from it contained some of the side effects that I wanted to get rid of).
- Filtrate of distilled polistrum roots oil: 6 (After pressing oil from the roots I filtered and finally distilled the oil. Now it should have the most concentrated form of the effect I want).
- Filtrate of distilled polistrum roots oil + filtrate of Hypotrem leaves oil mixture: 6 (I added the filtered Hypotrem leaves oil to counter some of the nasty side effects. The side effects are not gone completely... but at least they will only kick in after the positive effects of the potion are long gone anyway.)
- etc.

You can mix ingredients freely as long as you note the mixture in your stock booklet in such a way that you can reproduce your steps (as seen in the above example).

10.1 Alchemy equipment

Purifying equipment

The following items are used to change ingredients into more pure ingredients.

Item	Mortar and pestle equipment
Market price	20ç
Unique Rule	With this item you can change some ingredients into a powder ingredient.
Unique Rule	You need 1 empty powder tube or a powder box to catch the product in.
Shared Rule	Each change takes 5 minutes.
Shared Rule	Note a "powdered" version of the old ingredient into your stock booklet.
Details	<i>A set of wooden and stone mortars and pestles used to powder ingredients into little bits.</i>

Item	Pressing equipment
Market price	20ç
Unique Rule	With this item you can change some ingredients into a fluid ingredient.
Unique Rule	You need 1 empty potion flask or an ingredient bottle to catch the product in.
Shared Rule	Each change takes 5 minutes.
Shared Rule	Note an "oil" version of the old ingredient into your stock booklet.
Details	<i>There are a lot of ingredients that hold some juice or oils that can be extracted by force.</i>

Books

These books contain information about various ingredients.

Item **Filter equipment****Market price** 20ç**Unique Rule** With this item you can change some powder or fluid ingredients into two different ingredients.**Unique Rule** If you want to gather the feed afterwards you need 1 empty powder tube to catch the product in.**Shared Rule** Each change takes 5 minutes.**Shared Rule** Note both a "filter residue" and a "filtered" version of the old ingredient into your stock booklet.**Details** *Separating larger grained pieces from powders or fluids can be done with this set of sifters.***Item** **Plant knife set****Market price** 20ç**Unique Rule** Can be used with the plant anatomy skill.**Details** *A set of small knives that can be used to cut specific parts of plants. Needs extensive training on plant parts to properly use.***Item** **Desk Cauldron****Market price** 30ç**Unique Rule** Can be used with the alchemic cooking skill.**Details** *A small cauldron that fits on a desk. Needs proper training to use in alchemic processes.***Item** **Desk Distillery****Market price** 150ç**Unique Rule** Can be used with the distilling skill.**Details** *A standard distillery that fits on a desk. Needs extensive training to be used.*

Item	"Plant families of the north"
Market price	300ç
Unique Rule	OC updated book with all plant families in Asgard. Get the physrep from the GM's.
Details	<i>Contains information on all plant families found in the unified kingdom of Asgard. A new and updated version is released by the scribe caste about every 20 years. Author: Parison Ollradim of the scribe caste</i>

Item	"Southern Heimr plant groups"
Market price	300ç
Unique Rule	OC updated book with all plant families in Southern Heimr (Utgard). Get the physrep from the GM's.
Details	<i>Contains information on all plant families found in the territory of the Utgard alliance. A new and updated version is periodically released by several Tellurian clans. Author: the Tellurians of Fireforge</i>

10.2 Alchemy skills

Alchemy skills

The following few skills are needed to properly use certain alchemy equipment.

The following skills are knowledge skills that will help you determine what certain ingredients are good for.

Improvised alchemy is a skill with which you can spend WP to adjust an ingredient to your liking.

Systematic testing heightens the amount of testing substances that you can use at one time.

The Toxin-resistance condition can be taken during character creation or trained later in life. They denote a high resistance against toxic effects which gives you the ability to drink more potions without averse effects.

Skill	Plant anatomy
Requires	You need a Plant knife set for this skill to work.
Points	4
Unique Rule	You can change a plant ingredient into a roots, stem and flower ingredient.
Unique Rule	You can change a stem ingredient into a leaves and internodes ingredient.
Unique Rule	You can change a flower ingredient into a petals, ovary and stamen ingredient.
Shared Rule	Note the new ingredients in your stock booklet.
Rule	Each change takes 1 minute.
Details	<i>You know what parts of the plant are what.</i>

Skill	Alchemic cooking
Requires	You need a cauldron for this skill to work.
Points	4
Unique Rule	With a cauldron you can change some ingredients into cooked versions.
Shared Rule	Note a "cooked" version of the old ingredient into your stock booklet.
Rule	Each change takes 5 minutes.
Details	<i>You know how to keep temperate even and how to boil gasses away from certain ingredient.</i>

Skill	Distilling
Requires	Alchemic cooking skill. You also need a distillery for this skill to work.
Points	4
Unique Rule	With a distillery you can change some ingredients into two different ingredients.
Shared Rule	Note both a "still residue" and a "distilled" version of the old ingredient into your stock booklet.
Rule	Each change takes 5 minutes.
Details	<i>When you boil gasses away from certain ingredient you know how to catch them and turn them back into fluids by cooling.</i>

Skill	Herbology
Requires	Plant anatomy
Points	4
Unique Rule	If you study a plant for 10 minutes you can say what family it is.
Unique Rule	You start the event with some random knowledge about plants that could(!) be in this area.
Downtime Rule	You can spend Ɔ in downtime to research the plants in an area from books. Each Ɔ gives you a chance to learn some random fact about a plant from that area.
Details	<i>You know a lot about different plants or you have access to places where you can find out things about plants.</i>

Skill	Bushcraft
Points	2
Unique Rule	You can ingest a plant part in small portions in a relative safe way, after half an hour contact a GM and tell them what plant part you ingested with this skill.
Unique Rule	You can wear 4 plant parts on various parts on your skin in a relative safe way, after half an hour contact a GM and tell them what plant part you are wearing.
Details	<i>You know how to carefully dose the ingestion to try and gets hints of the possible effects the plant part might have on you.</i>

Skill	Improvised alchemy
Points	4
WP	1
Unique Rule	During any alchemic change you can spend 1 WP. If you do this, you can choose to remove 1 effect from the resulting ingredient.
Shared Rule	If you do this note the resulting ingredient in your stock booklet separately and also note which effect is missing.
Details	<i>You use some rare undocumented ingredients or hard to reproduce methods during the alchemic techniques. With enough concentration, it seems to work.</i>

Skill	Systematic testing 1
Points	3
Unique Rule	You can use up to 15 testing substances parallel, but it will take 15 minutes instead of 10.
Details	<i>You probably have been travelling and testing the local plants for some time. You have devices a system of fluid efficiency.</i>
Level	Upgrade to Level 2 by training 3 points

Skill	Systematic testing 2
Points	6
Unique Rule	You can use up to 15 testing substances parallel, but it will take 15 minutes instead of 10.
Unique Rule	You can use up to 40 testing substances parallel, but it will take 20 minutes instead of 10.
Details	<i>Your skill in testing substances is highly professional. You probably tested substances for a living at an alchemy lab at some point in your live.</i>

Condition	Toxin-resistance
Points	3
Unique Rule	Your toxin levels are allowed to be 1 higher before you have to contact a GM.
Unique Rule	At first light of each day you lose one additional random toxin level.
Unique Rule	You have a 10% chance of surviving consuming otherwise deadly substances.
Downtime Rule	This condition can be trained as if it was a skill.
Downtime Rule	You can have this condition more than once.
Details	<i>Either you are born with a natural resistance against toxic substances or you have build up an immunity over the years.</i>

10.3 Preservation substances

Preservation substances

These substances can be used to preserve ingredient, potions, powders and porridges for longer periods of time. This can be used to sell your creations in downtime or use your alchemy substances on the next LARP event.

You do not get an item card for every Preservation substance you buy. Instead you can add them to your stock booklet.

Consumable Hermlock	
Market price	10¢
Unique Rule	If you mix this substance with an ingredient it will not spoil for 2 years.
Unique Rule	If the product of this mixture has no negative side effects you can sell it in downtime for 20¢ per effect.
Details	<i>Hermlock is a well known preservation agent. However it also has a quick acting primordial calming and dazing effect.</i>

Consumable Forntusk

Market price 10ç

Unique Rule If you mix this substance with an ingredient it will not spoil for 2 years.

Unique Rule If the product of this mixture has no negative side effects you can sell it in downtime for 20ç per effect.

Details *Forntusk is a well known preservation agent. However it also has a slow acting adrenaline inducing and addicting effect.*

Consumable Goodmir

Market price 10ç

Unique Rule If you mix this substance with an ingredient it will not spoil for 2 years.

Unique Rule If the product of this mixture has no negative side effects you can sell it in downtime for 20ç per effect.

Details *Goodmir is a well known preservation agent. However it also has an analgesic and sleep inducing effect.*

Consumable West-leaf powder

Market price 10ç

Unique Rule If you mix this substance with an ingredient it will not spoil for 2 years.

Unique Rule If the product of this mixture has no negative side effects you can sell it in downtime for 20ç per effect.

Details *West-leaf powder is a well known preservation agent. However it also has a snail like strength enhancing and fear inducing effect.*

Consumable Godstem

Market price 10ç

Unique Rule If you mix this substance with an ingredient it will not spoil for 2 years.

Unique Rule If the product of this mixture has no negative side effects you can sell it in downtime for 20ç per effect.

Details *Godstem is a well known preservation agent. However it is also well known for it's snail like potential healing effect while at the same time being a deadly substance.*

10.4 Testing substances

Effect testing substances

These substances can be used to test an ingredient to see if it produces a certain effect. Note that even if you use all the variants that there is still a small chance that the effect is produced even though you detected nothing. When combined with animal testing and bushcraft the chance is even lower, but there will still be a minuscule chance the effect will surprise you when you eventually test it on one of the fifteen races.

You do not get an item card for every testing substance you buy. Instead you can add them to your stock booklet.

Consumable Perdota

Market price 10¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Perdota reacts with about 90% of all known analgesic substances.*

Consumable Fymota

Market price 9¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Fymota reacts with about 95% of all known hallucinogenic substances.*

Consumable Nurstata

Market price 12¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Nurstata reacts with about 95% of all known healing substances.*

Consumable Hitsata

Market price 10¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Hitsata reacts with about 92% of all known uppers.*

Consumable Normta

Market price 8¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Normta reacts with about 91% of all known beta-blocking substances.*

Consumable Gigata

Market price 12¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Gigata reacts with about 94% of all known strength enhancing substances.*

Consumable Primota

Market price 12¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Primota reacts with about 89% of all known substances that ripple the primordial flow.*

Catalyst testing substances

These substances can be used to test an ingredient to see if it quickens or slows down

Consumable Clencita

Market price 11¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Clencita reacts with about 85% of all known substances that calm the primordial flow.*

Consumable Berserta

Market price 12¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Berserta reacts with about 89% of all known adrenaline heightening substances.*

a certain effect when mixed with an ingredient that produces that effect. If an effect is quickened by a catalyst the onset will be earlier but the effect will last shorter. If an effect is slowed down by an anti-catalyst the onset will be later but the effect will also last longer. If an effect is slowed down enough it disperses completely.

Consumable Savita

Market price 9¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Savita reacts with about 92% of all known anti-toxins.*

Consumable Darkta

Market price 8¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Darkta reacts with about 94% of all known blinding substances.*

Consumable Mordta

Market price 13¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Mordta reacts with about 94% of all known deadly substances.*

Consumable Zicklyta

Market price 14¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zicklyta reacts with about 91% of all known infectiousness substances.*

Consumable Smalta

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Smalta reacts with about 87% of all known weakening substances.*

Consumable Trumbleta

Market price 10¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Trumbleta reacts with about 92% of all known fear inducing substances.*

Consumable Zazarta

Market price 13¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zazarta reacts with about 85% of all known soporific substances.*

Consumable Transita

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Transita reacts with about 91% of all known addictive substances.*

Consumable Melota

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Melota reacts with about 92% of all known dazing substances.*

Consumable Vibrota

Market price 8¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Vibrota reacts with about 92% of all known substances that induce tremors.*

Consumable Domyta

Market price 8¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Domyta reacts with about 87% of all known substances that suppress intelligence.*

Consumable Perdolim

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Perdolim reacts with about 73% of all known analgesic substances.*

Consumable Fymolim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Fymolim reacts with about 73% of all known hallucinogenic substances.*

Consumable Nurstalin

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Nurstalin reacts with about 70% of all known healing substances.*

Consumable Hitsalim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Hitsalim reacts with about 78% of all known uppers.*

Consumable Normlim

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Normlim reacts with about 79% of all known beta-blocking substances.*

Consumable Gigalim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Gigalim reacts with about 78% of all known strength enhancing substances.*

Consumable Primolim

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Primolim reacts with about 74% of all known substances that ripple the primordial flow.*

Consumable Clencilim

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Clencilim reacts with about 71% of all known substances that calm the primordial flow.*

Consumable Berserlim

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Berserlim reacts with about 77% of all known adrenaline heightening substances.*

Consumable Savilim

Market price 4¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Savilim reacts with about 78% of all known anti-toxins.*

Consumable Darklim

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Darklim reacts with about 72% of all known blinding substances.*

Consumable Mordlim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Mordlim reacts with about 79% of all known deadly substances.*

Consumable Zicklylim

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zicklylim reacts with about 70% of all known infectiousness substances.*

Consumable Smallim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Smallim reacts with about 73% of all known weakening substances.*

Consumable Trumblelim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Trumblelim reacts with about 71% of all known fear inducing substances.*

Consumable Zazarlim

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zazarlim reacts with about 79% of all known soporific substances.*

Consumable Transilim

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Transilim reacts with about 72% of all known addictive substances.*

Consumable Melolim

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Melolim reacts with about 75% of all known dazing substances.*

Consumable Vibrolim

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Vibrolim reacts with about 71% of all known substances that induce tremors.*

Consumable Domylim

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Domylim reacts with about 71% of all known substances that suppress intelligence.*

Consumable Perdorum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Perdorum reacts with about 54% of all known analgesic substances.*

Consumable Fymorum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Fymorum reacts with about 52% of all known hallucinogenic substances.*

Consumable Nurstarum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Nurstarum reacts with about 49% of all known healing substances.*

Consumable Hitsarum

Market price 2¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Hitsarum reacts with about 49% of all known uppers.*

Consumable Normrum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Normrum reacts with about 55% of all known beta-blocking substances.*

Consumable Gigarum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Gigarum reacts with about 45% of all known strength enhancing substances.*

Consumable Primorum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Primorum reacts with about 46% of all known substances that ripple the primordial flow.*

Consumable Clencirum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Clencirum reacts with about 53% of all known substances that calm the primordial flow.*

Consumable Berserrum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Berserrum reacts with about 50% of all known adrenaline heightening substances.*

Consumable Savirum

Market price 2¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Savirum reacts with about 54% of all known anti-toxins.*

Consumable Darkrum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Darkrum reacts with about 54% of all known blinding substances.*

Consumable Mordrum

Market price 2¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Mordrum reacts with about 55% of all known deadly substances.*

Consumable Zicklyrum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zicklyrum reacts with about 48% of all known infectiousness substances.*

Consumable Smalrum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Smalrum reacts with about 54% of all known weakening substances.*

Consumable Trumblerum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Trumblerum reacts with about 53% of all known fear inducing substances.*

Consumable Zazarrum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zazarrum reacts with about 55% of all known soporific substances.*

Consumable Transirum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Transirum reacts with about 51% of all known addictive substances.*

Consumable Melorum

Market price 1¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Melorum reacts with about 52% of all known dazing substances.*

Consumable Vibrorum

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Vibrorum reacts with about 55% of all known substances that induce tremors.*

Consumable Domyrum

Market price 2¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Domyrum reacts with about 54% of all known substances that suppress intelligence.*

Consumable Perdosil

Market price 4¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Perdosil is used to detect analgesic catalyts with a 91% accuracy.*

Consumable Fymosil

Market price 4¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Fymosil is used to detect hallucinogenic catalyts with a 95% accuracy.*

Consumable Nurstasil

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Nurstasil is used to detect catalysts for substances that promote healing with a 98% accuracy.*

Consumable Hitsasil

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Hitsasil is used to detect catalysts for uppers with a 97% accuracy.*

Consumable Normsil

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Normsil is used to detect catalysts for beta-blocking substances with a 98% accuracy.*

Consumable Gigasil

Market price 4¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Gigasil is used to detect catalysts for strength enhancing substances with a 90% accuracy.*

Consumable Primosil

Market price 6¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Primosil is used to detect catalysts for substances that ripple the primordial flow with a 95% accuracy.*

Consumable Clencisil

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Clencisil is used to detect catalysts for substances that calm the primordial flow with a 95% accuracy.*

Consumable Bersersil

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Bersersil is used to detect catalysts for adrenaline with a 95% accuracy.*

Consumable Savisil

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Savisil is used to detect catalysts for anti-toxins with a 91% accuracy.*

Consumable Darksil

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Darksil is used to detect catalysts for blinding substances with a 91% accuracy.*

Consumable Mordsil

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Mordsil is used to detect catalysts for deadly substances with a 98% accuracy.*

Consumable Zicklysil

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zicklysil is used to detect catalysts for infectiousness substances with a 90% accuracy.*

Consumable Smalsil

Market price 4¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Smalsil is used to detect catalysts for weakening substances with a 91% accuracy.*

Consumable Trumblesil

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Trumblesil is used to detect catalysts for fear inducing substances with a 99% accuracy.*

Consumable Zazarsil

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Zazarsil is used to detect catalysts for soporific substances with a 92% accuracy.*

Consumable Transisil

Market price 5¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Transisil is used to detect catalysts for addictive substances with a 94% accuracy.*

Consumable Melosil

Market price 7¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Melosil is used to detect catalysts for dazing substances with a 91% accuracy.*

Consumable Virbrosil

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Virbrosil is used to detect catalysts for substances that induce tremors with a 97% accuracy.*

Consumable Domysil

Market price 3¢

Unique Rule If you mix this with an ingredient and study it after 10 minutes contact a GM. You can use up to 5 testing substances parallel. Both this item and the ingredient are lost in the process.

Details *Domysil is used to detect catalysts for substances that suppress intelligence with a 95% accuracy.*

10.5 Pre-made potions

The following potions can be bought on the open market. Where time is a factor they have been presented with the most used time window for the potion in question but they can be bought for the following time windows:

- Works after 10 seconds up to 10 minutes.
- Works after 10 minutes up to 1 hour.
- Works after 1 hour up to 12 hours.
- Works after 12 hours up to 24 hours.

Consumable Analgesic potion

Market price 40ç

Unique Rule 1 hour after consuming this you are immune to WP loss due to stitching and bandaging for 12 hours.

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture will stop you from feeling pain while you are being stitched up.*

Consumable Hallucination potion

Market price 40ç

Unique Rule 1 hour after consuming this you will start to hallucinate for 12 hours. You can snap yourself out of this.

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used by shamans to visit the world of the spirits for long periods of time.*

Consumable Healing potion

Market price 40ç

Unique Rule Your wounds will cost 10 ₴ less to heal if consumed at the latests 4 hours after receiving the wound or infection.

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used by to heal wounded people faster. Usually only used by the rich.*

Consumable Upper potion

Market price 40ç

Unique Rule 1 hour after consuming this you will regain 3 willpower. You will lose 3 willpower after 12 hours.

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used to make you feel good about the world. Usually consumed after stressful events.*

Consumable Beta-Blocking potion

Market price 40ç

Unique Rule 10 seconds after consuming this you won't lose the next 2 willpower during the use of surgery or ranged skills. (within 10 minutes).

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used to increase the focus of your fine motor skills.*

Consumable Strength potion

Market price 40ç

Unique Rule 10 seconds after consuming this you won't lose the next 2 willpower during the use of melee weapon skills. (within 10 minutes).

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used by warriors to increase their raw strength.*

Consumable Magic resistance potion

Market price 40ç

Unique Rule 10 seconds after consuming this you can call Resist against the next primordial automata effect cast on you. (within 10 minutes).

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used by warriors to protect against enemy mages.*

Consumable Primordial flow calming potion

Market price 40ç

Unique Rule 10 seconds after consuming this you won't lose the next 2 willpower during the use of primordial magic or divine magic. (within 10 minutes).

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used by mages and priests to calm the primordial flow around them.*

Consumable Adrenaline potion

Market price 40ç

Unique Rule 10 seconds after consuming this you ignore fear and effects from getting wounded (until you reach -2 HP) for 10 minutes.

Shared Rule Your toxin level is increased by 1. If your toxin reaches 2 or higher you have to contact a GM.

Shared Rule At first light of each day you lose one toxin level.

Details *This toxic mixture is used to keep warriors on their feet longer and make them unafraid in battle.*

Consumable Anti-toxin potion

Market price 40ç

Unique Rule 10 seconds after consuming this all other effects from potions are removed.

Unique Rule You are immune to poisons for up to 10 minutes.

Unique Rule You immediately lose 1 toxin level.

Details *This mixture is used to save people from poisons. It is also used by frequent consumers of potions to reset their pallets so to speak in between consumption.*

11 Primordial Magic

Drawing on the power in the air around him the mage focused all the energy into a single point. Then, drawing on the power in the staff she carried with her she added to this power even more. Waving a complex series of gestures while speaking ancient words to harness the last bit of energy within her she was ready to unleash the automata. The entire little dance had not taking longer than a few seconds and it was almost a rote action at this point. The winds around her picked up paste and the duelling mage in front of her was knocked on his back, losing his concentration on the, doubtlessly more powerful, spell he was preparing. But now that he had fallen down she had time to cast her truly offensive automata. It would all be over soon.

Primordial magic is the domain that gives you the ability to manipulate the five elements, the very building blocks of matters. The primordial magic domain enables you to create your own spells trough an extensive system called automata crafting. But if you want you can play a mage with the spells that are already in the system, or build by other players.

This domain has many skills, conditions and items that give you ways to conjure up power. With this power you can power your automata (or spells) to alter reality around you.

11.1 Automata

Automata are a collection of glyphs that can be triggered to produce an effect.

Inscribing Automata

Inscribing is the process of writing down the glyphs to create a new automata. To inscribe a new automata you take a number of glyphs and combine them on a hexagonal grid. The size and shape of this grid depends on the object you are inscribing. The available glyphs are listed on the [glyphs](#) page. Note that automata can only be inscribed on imbued items, which have been specially crafted so they can be inscribed. Inscribed automata can be removed from an item with the Imbue skill.

Each automata needs to be written on a surface consisting of hexagons oriented with the straight edges up. Each hexagon should be 2cm by 1.5cm. The size of the grid is the amount of surface of the object you are inscribing. Note that in the case of very thin objects like paper sheets only one side can be used. You are allowed to use a paper to represent the surface of the object when inscribing things like wands.

Rules

Each automata has to follow a certain set of rules. These rules were created by the original creators of primordial magic and serve as an abstraction on reality to make it possible to - literally - create magic effects.

To start the inscribing process, pick a starting grid tile and place the "Begin" glyph. Put other glyphs adjacent to the start glyph or other glyphs such that it will eventually produce the desired effect. It is very important during this process is to account for how the power flows through the glyphs: From the "Begin" glyph, the power will flow to the other glyphs in a single chain. The next glyph to be powered will be determined by starting from the top of the current glyph and moving clockwise. The first glyph that is encountered will be the next glyph to be powered. The previous glyph, take and put glyphs are excluded from this process. Should another, previously powered glyph be encountered this way the automata will short-circuit and be disintegrated.

Input and Output

Each glyph can have at most two inputs and one output. However, it depends on the glyph whether or not it will actually use an input or produce an output. To find the inputs, the same clockwise lookup is performed as for the next glyph except that Take glyphs are included. If the previous glyph produced an output, it is also included in the lookup. The first such glyph encountered is assigned to the first input of the next glyph, the second glyph is assigned to the second input.

For outputs, the surrounding glyphs are searched for a Put glyph using the same clockwise lookup. The first such glyph encountered will be used to put the value produced by the glyph. If there is no Put glyph, the value will be available for the next glyph to use. If nothing is done with the value, it will be lost.

Picking

Certain glyphs allow you to "pick" something. This represents a collection of Glyphs that your character knows that share a common design but have slightly varying parameters. Picking the parameters for the glyph does not mean creating a new glyph, but rather means that you know a glyph of that type with the chosen permutations. For example, the *Create Particles* glyph needs you to pick an amount and a type. If you need 5 Fire particles, you can pick "5" for the number and "Fire" for the type, which results in a "Create 5 Fire" glyph.

Dominance

Some glyphs are marked as "Dominant" with a certain element. If more than 50% of the power of your automata is spent on dominant glyphs of the same type and there are no glyphs of the opposite of that type, the automata will become dominant of that type. This can have certain benefits, most importantly it allows certain skills to provide you with bonuses.

The Effect

The end result of the automata - the effect, needs to be put into game terms once you are satisfied with your automata. To do this, contact a Game Master and hand him or her your automata. The game master will check it for you and then hand you a closed note with the effect in game terms. You can open and read the note the first time you activate the automata.

Activating Automata

To activate an automata, you have to put enough power into it. Each automata comes with a power cost that needs to be matched. The power cost of the automata depends on the glyphs used for the automata. You need to be able to touch the automata with one of your hands to be able to put the required power into it.

The source of the power used to activate the automata depends on the components you use. See [components](#) for a detailed list of all available components and how to use

them. Once an automata has been activated, the automata creates an effect either at the palm of one of your hands or at a point of the object the automata was inscribed upon, as decided during activation. The effect persists for a certain duration, then dissipates. How long the effect persists depends on several things, primarily on what type of matter - if any - is used. Please see "Stability and Radiation" for more details.

11.2 Glyphs

Basic

Glyph	Begin
Input	None
Output	None
Cost	0
Comment	Indicates the beginning of an automata.

Glyph	Take <Location>
Pick	Pick a location. This glyph will take the value of that location.
Input	None
Output	Value at <Location>
Cost	10
Comment	Takes the value at <Location> and makes it available to be used as input to the next glyph. Note that <Location> will be empty after this.

Creation

Transmutation

Glyph	Put <Location>
Pick	Pick a location. This glyph will take the value of that location.
Input	Any value
Output	None
Cost	10
Comment	Takes the output of the last glyph and puts it at <Location>. Note that this will fail if <Location> already contains a value.

Glyph	Spacer
Input	None
Output	None
Cost	10
Comment	Does nothing.

Convenience

Arithmetic

Triggers

Emotion Manipulation Glyphs

These glyphs produce effects that manipulate emotions of others.

Flow Control

Glyph	Create Particles <Amount> <Type>
Pick	Pick an amount. This glyph will create that amount of particles.
Pick	Pick a type except Force. This glyph will create particles of that type.
Input	None
Output	<Amount> particles of type <Type>
Cost	The cost of this glyph is equal to <Amount>
Dominant	The glyph is <Type> dominant.
Comment	A picked glyph used to create particles.

Glyph	Create Force <Amount>
Pick	Pick an amount. This glyph will create that amount of particles.
Input	None
Output	<Amount> particles of Force
Cost	The cost of this glyph is equal to $2 * \text{<Amount>}$
Dominant	The glyph is Force dominant.
Comment	A picked glyph used to create force.

Glyph	Create Atoms <Amount> <Type>
Pick	Pick an amount. This glyph will create atoms equal to that amount.
Pick	Pick a type of atom. This glyph will create atoms of that type.
Input	None
Output	<Amount> grains of <Type> matter.
Cost	$\text{<Amount> * <Cost of Type> * 5}$
Comment	A templated glyph used to create matter. See your Material Compendium for the types of atoms you can create and the associated cost multiplier. Several parameters of the new matter are determined by what type of matter is created. Please see your Material Compendium for details.

Glyph	Create Inverse
Input	An amount of particles.
Output	The inverse of the input particles. If the input is not particles, an error value will be output.
Cost	200
Dominant	This glyph is dominant of the inverse type of IN1.
Comment	Modifies IN1 to output its inverse.

Glyph	Combine
Input	Two particle values.
Output	The combination of both values.
Cost	50
Comment	Combines IN1 with IN2. The type of the parameters determines what happens.
	* If IN1 and IN2 are the same type, the output will be $IN1 + IN2$.
	* If IN1 and IN2 are opposites, the output will be $IN1 - IN2$.
	* If they are unrelated, IN1 will be output.
	* If either input is a non-particle value an error value will be output.

Glyph	Join
Input	Two values.
Output	This glyph is used to create complex structures, called aggregations, from base particles.
Cost	100
Comment	Joins IN1 and IN2 together to create an aggregation. Aggregations of particles are atoms. Aggregations of atoms are molecules. Aggregations of molecules are objects. Note that this process can not be reversed. This process is potentially wasteful. It will create matter equal to the lowest amount of the inputs.

Glyph	Apply
Input	Two values.
Output	IN1 modified by IN2, see below.
Cost	150
Comment	Applies IN2 to IN1. This has different results depending on the types of IN1 and IN2.
	* If both inputs are particles IN1 is output.
	* If IN1 is not particles, atoms or molecules, IN1 is output.
	* If IN2 is an atom, molecule or something else IN1 is output.
	* If IN2 is Force, IN1 will be accelerated by that amount of force.
	* If IN2 is Fire, IN1 will be heated 1C for every 50 Fire.
	* If IN2 is Water, IN1 will be cooled 1C for every 50 Water.
	* If IN2 is Earth, IN1 will be compressed with 1 Pa for every 50 Earth.
	* If IN2 is Air, IN1 will be expanded with 1 Pa for every 50 Air.
	* If IN2 is Spirit, IN1 will be pulled closer to the material world.
	* If IN2 is Divine, IN1 will be pushed towards the divine realms.
	* If IN2 is a Trigger target, IN1 will be shaped in such a way that it fits onto the target like armour.

Glyph	Heat
Input	A value of atoms or molecules and an amount of Fire.
Output	IN1 heated by IN2.
Cost	200
Dominant	Fire
Comment	Heats IN1 using IN2, as if using the Apply glyph. Will do nothing if IN1 is not atoms or molecules or if IN2 is not Fire.

Glyph	Cool
Input	A value of atoms or molecules and an amount of Water.
Output	IN1 cooled by IN2.
Cost	200
Dominant	Water
Comment	Cools IN1 using IN2, as if using the Apply glyph. Will do nothing if IN1 is not atoms or molecules or if IN2 is not Water.

Glyph	Propel <Amount>
Pick	Pick an amount of Force. This glyph will create that amount of force and use it to propel IN1.
Input	A value of particles, atoms or molecules.
Output	IN1 accelerated by <Amount> force.
Cost	<Amount> + 200
Dominant	Force
Comment	A convenience glyph used to propel objects created using primordial magic. Will do nothing if IN1 is not particles, atoms or molecules.

Glyph	Add
Input	Two values.
Output	IN1 + IN2
Cost	100
Comment	Adds IN1 to IN2. The output type is always the same type as IN1.

Glyph	Subtract
Input	Two values.
Output	IN1 - IN2
Cost	200
Comment	Subtracts IN1 from IN2. The output type is always the same type as IN1.

Glyph	Multiply
Input	Two values.
Output	$IN1 * IN2$
Cost	300
Comment	Multiplies IN1 by IN2. The output type is always the same type as IN1.

Glyph	Divide
Input	Two values.
Output	The floor of $IN1 / IN2$ when IN2 is not empty.
Output	An error value when IN2 is empty.
Cost	500
Comment	Divides IN1 by IN2. The output type is always the same type as IN1.

Glyph	Modulo
Input	Two values.
Output	The remainder of $IN1 / IN2$ when IN2 is not empty.
Output	An error value when IN2 is empty.
Cost	500
Given	Divides IN1 by IN2 and outputs the remainder. The output type is always the same type as IN1.

Glyph	Minimum
Input	Two values
Output	Whichever value is the smallest.
Cost	100
Comment	This will compare two values and output the smallest. Type is ignored for this comparison.

Glyph	Maximum
Input	Two Values
Output	Whichever value is the greatest.
Cost	100
Comment	This will compare two values and output the greatest. Type is ignored for this comparison.

Trigger	Touch
Input	None
Output	When touching something, a value representing the thing touched. Otherwise nothing.
Cost	100
Comment	Checks if the activator or the object inscribed touches something. Which one exactly is determined by the inscriber.

Trigger	Word
Input	None
Output	If the word is said, a value representing the direction in which the activator is currently standing. Otherwise nothing.
Cost	200
Comment	Checks if a certain command word is spoken. The command word is chosen by the inscriber, as well as whether anyone or only the activator can trigger it.

Trigger	Gesture
Input	None
Output	If the gesture is performed, a value representing the direction in which the gesture is performed. Otherwise nothing.
Cost	200
Comment	Checks if a certain gesture is performed. The gesture is chosen by the inscriber, as well whether anyone can trigger it or just the activator.

Trigger	Particle
Input	A value to trigger on.
Output	IN1 if touched by a value matching IN1, otherwise nothing.
Cost	100
Comment	Checks if either the activator or the object inscribed is touched by a value equal to that of IN1. Note that the value does not need to be created by primordial magic.

Glyph	Fear <Duration>
Pick	Pick a duration in seconds. This glyph will produce enough substance for a <i>Fear</i> effect of that duration.
Input	None
Output	An amount of substance that can be used to produce a <i>Fear</i> effect when it comes into contact with someone.
Cost	750 * <Duration>
Comment	Using specially crafted atom-like structures using Divine particles, it is possible to induce a <i>Fear</i> effect in someone.

Glyph	Charm <Duration>
Pick	Pick a duration in seconds. This glyph will produce enough substance for a <i>Charm</i> effect of that duration.
Input	None
Output	An amount of substance that can be used to produce a <i>Charm</i> effect when it comes into contact with someone.
Cost	750 * <Duration>
Comment	Using specially crafted atom-like structures using Divine particles, it is possible to induce a <i>Charm</i> effect in someone.

Glyph	Wait
Input	One value
Output	None
Cost	10
Comment	Waits for a number of seconds equal to value. Waiting costs no additional power.

Glyph	Loop
Input	A value.
Output	IN1 reduced by 1.
Cost	10
Comment	This glyph can be used to create loops in the power flow of an automata. The first time this glyph would be considered for the next glyph to flow power to, it is ignored. The second time it will be activated as normal.

Glyph	Branch
Input	A value.
Output	IN1
Cost	10
Comment	This glyph will divert the power flow. It checks to see if IN1 is a value. If it is, the flow of power continues normally at the next glyph. If the value is empty instead, it will skip the first glyph it finds and instead divert the flow to the next glyph.

11.3 Stability and Radiation

Primordial Magic creates many forms of matter. This has the potential to greatly affect the world around the magician. However, this matter only exists for a short while, eventually dissipating into the same nothing it came from. This process releases the energy of the matter back into the environment. This process is called radiation, as each particle decays and radiates away.

Unfortunately for primordial mages, this can negatively impact the environment. The exact reason is a subject of debate among the more scholarly mages, but the result is

that sometimes, things go awry. Older mages have been known to grow tumours, lose their hair or even more radical things - including death. In addition, sometimes spells go wrong and instead of simply fizzling, create an anomaly.

In game terms, this is represented by an instability score. One of the side effects of an newly inscribed spells can be to increase your instability score. If your instability score reaches 10, you should contact a GM. Instability cannot be reduced.

11.4 Components

Components are small things you can do or use to provide power to your automata when activating them. What components you have access to depends on your skills. You need to use at least one component to activate your automata.

Unless otherwise noted, each component can be used only once per activation and each component requires exactly one second to use. In addition, only one component can be used at the same time, so you will have to string them together to use multiple components. Every component provides a certain amount of power as described by the component. Once finished using components you have five seconds to power an automata before the power is lost.

Using components requires a certain amount of concentration, which means you can not fight, run or perform other physically heavy tasks. If your concentration is broken, all power you gathered to activate the automata is lost and you need to start again. Note that components that are consumed when used for power will still be lost!

Types of Components

Each component type represents a different source of power.

Verbal and Somatic

These are the most basic of components, that provide a little power even to an untrained apprentice. They represent an innate power source, the power of your own body. Both components are a way to access this power. The *Verbal* component is something like a spoken word, a short melody or even just a raw shout. The *Somatic* component is a gesture, like a hand wave, a pirouette or similar. Both components can be the same every

time or something completely different per activation. Verbal and somatic components can be used at the same time, this is an exception to the normal rules of only allowing one use at a time.

Material

Material components are small amounts of matter that are consumed to provide power to your automata. They are simple things like a handful of sand or a cup of water, but also more elaborate things like a piece of silk or a specially crafted gold coin. Each material component provides an amount of power as described on the item card of that component. To use the component, perform an action with the material, preferably something that indicates the material is being consumed. For example, in the case of a handful of sand you can sprinkle it around. You can use any amount of material components during activation, but each material component is consumed during use. Note that each material component still counts as a separate use, so using five material components will take ten seconds.

Focus

A focus component is a specially crafted item that can be used to focus and channel the ambient energy around you. The amount of power provided is described on the item card. Focus components are not consumed when used. To use a focus component, wave it around in the air around you, touch it to the ground or perform some other action with the object to indicate the energy gathering.

Willpower

Willpower can be used to add power to your automata. To do so, choose an amount of willpower you want to expend. After concentrating for two seconds, you expend the amount of willpower. This will provide you 500 power for every willpower expended.

Hitpoints

Your own flesh and blood can be used to power your automata. To use this component, cut or otherwise damage yourself to become injured. You will drop to 0 hit points and receive 500 power. Note that this will not break your concentration like taking damage normally would. This process can be repeated once during the same activation, the second use drops you to -1 hitpoint and will also provide you with 500 power.

Special Components

There are several special components that are provided by skills, like "Sacrifice Flesh" or "Power Reserve". The details of these components are described by the skills, but remember that unless otherwise noted, the normal rules apply to them.

11.5 Skills and Conditions

These skills and conditions generally give a mage power. These sources of power can then be used to power automata (which can be seen as the spells the mage can cast).

The spark is a mutation that enables the mutant to actually tap into the primordial flow for power and influence. Without the spark there would be no primordial mages. In theory you are able to cast spells but unless they are incredibly basic they will require willpower or your blood to power them.

Condition	The Spark
Unique Rule	You have the ability to power automata.
Unique Rule	Your somatic component provides 100 power.
Unique Rule	Your verbal component provides 100 power.
Unique Rule	You can use verbal, somatic, hitpoint, willpower components to power automata.
Downtime Rule	You can gain this condition during character creation for 1 skillpoint.
Details	<i>Some people are born with an innate ability to affect the primordial flow around them.</i>

Power reserve is a condition that gives a person the ability to cast more powerful spells without needing to spend consumable resources. It is also the only way to gain more power without formal automata crafting training.

Condition	Power Reserve
Requires	<i>The Spark</i> condition
Unique Rule	You have access to a special "Power Reserve" component. This component provides 200 power and requires just one second of concentration to use.
Shared Rule	You can have this condition multiple times. Each time gives you access to another use of the power reserve component during the same activation.
Downtime Rule	You can gain this condition during character creation for 5 skillpoints.
Details	<i>Some people have an innate gift for Primordial magic that allows them to use much more powerful automata than they normally would be able to.</i>

Probably the first skill any mage learns. Automata crafting gives you the ability to create your own spells and gives you access to enough power to cast them through additional components.

Skill	Automata Crafting
Points	4
Requires	<i>The Spark</i> condition
Unique Rule	You have the ability to craft new automata. You will gain in character documents detailing this process.
Unique Rule	Your somatic component provides 200 power.
Unique Rule	Your verbal component provides 200 power.
Unique Rule	You can use material and focus components to power automata.
Downtime Rule	You receive a free <i>Material Compendium</i> item when you acquire this skill.
Details	<i>After learning how to power automata, the second thing an apprentice mage learns is how to craft his own automata.</i>

Most powerful mages specialize in an element to further their power.

Skill	Element Focus
Points	5
Requires	<i>Automata Crafting</i> skill
Unique Rule	Choose a Particle Type other than Divine. Glyphs that are Dominant of that type cost 20 power less, to a minimum of 10 power.
Unique Rule	For every 5 Dominant glyphs of this skill's type in an automata the power reduction is increased by 2.
Shared Rule	You can gain this skill multiple times. Each time you must select a different Particle Type and this skill costs 1 point more.
Details	<i>There are mages that focus on mastering a single element instead of all at once. They become masters of that element but may not have much control over the other elements.</i>

A small trick most mages learn to gather additional power from their immediate surroundings by finding sand water or sticks from the ground that hold primordial flow irregularities.

Skill	Component Crafting
Points	1
Requires	<i>Automata Crafting</i> skill
Unique Rule	You can find basic material components using a bit of matter and some energy. Spend 10 minutes crafting a component to get one basic material component.
Details	<i>With a bit of time and concentration you can turn any ordinary thing into something you can use to power your automata.</i>

Skill	Imbue
Points	8
Requires	<i>Automata Crafting</i> skill
Unique Rule	You can assist someone using the <i>Crafter</i> skill to craft items. Spend 1ꜛ and 12ç for each 1ꜛ the crafter spends. The item becomes an Imbued <Item> once finished.
Unique Rule	You now spend 600ç per month on your standard of living.
Unique Rule	You can reset the automata on an imbued item by spending 1ꜛ cleaning and polishing the item.
Details	<i>Using specialised glyphs and automata, you can modify items so they become receptive to primordial magic.</i>

11.6 Items

Imbued Objects

Automata need to be inscribed on imbued objects. The items following items describe some common items available for this.

Consumable	Imbued Paper
Market Price	1ç
Unique Rule	Can hold an 8 by 10 automata grid.
Unique Rule	This item is consumed after activating the automata on it.
Details	<i>Cheap scrolls are often used to weave and sell one-time uses of specific automata.</i>

Imbued Item Grids

The following two tables list the grids associated with items described above.

Consumable	Imbued Canvas
Market Price	5¢
Unique Rule	Can hold a 10 by 16 automata grid.
Unique Rule	This item is consumed after activating the automata on it.
Details	<i>Larger than the scroll, which means it can hold more complex automata.</i>

Item	Imbued Common Item
Market Price	Var
Unique Rule	This item can hold an automata based on its type. See the rulebook for details.
Unique Rule	The market price of the item depends on its type. See the rulebook for details.
Details	<i>A common item specially adjusted to carry automata.</i>

Material Components

Some materials are infused with small primordial flow irregularities and can be used to power automata.

Focus Components

Other Items

Item	Imbued Item
Market Price	Var
Unique Rule	This item modifies another item. Keep it together with that item.
Unique Rule	The item can hold an automata based on its type. See the rulebook for details.
Unique Rule	The modified item's market price is increased by 50%.
Details	<i>Specially crafted items can hold primordial magic.</i>

Imbued Item	Market Price	Automata Grid	Hex area
Wand	20ç	A rectangle 2 wide and 8 high.	16
Rod	60ç	A rectangle 3 wide and 18 high.	54
Staff	120ç	A rectangle 4 wide and 30 high.	120
Earring	22ç	An annulus with diameter 5 and 2 wide.	18
Ring	50ç	An annulus with diameter 9 and 2 wide.	42
Amulet	100ç	An unfilled triangle with sides of length 15 and 3 wide.	96
Belt	110ç	A strip 24 wide and 4 high.	96
Robe	135ç	A grid in the shape of a robe.	150

Imbued Item	Automata Grid
Weapon	A grid symbolizing the weapon. Higher quality items have a larger grid.
Armour	A grid symbolizing the armour. Higher quality items have a larger grid.
Small Shield	A circle with diameter 5.
Medium Shield	A circle with diameter 8.
Large Shield	A rectangle 8 wide and 10 high.

Consumable Basic Material Component

Market Price 3¢

Unique Rule Provides 100 power when used to activate an automata.

Details A handful of fine sand, a puff of smoke, a cup of water or similar material.

Consumable Improved Material Component

Market Price 9¢

Unique Rule Provides 300 power when used to activate an automata.

Details A small rod of iron, a wedge of dried wood, a lit candle.

Consumable Superior Material Component

Market Price 30¢

Unique Rule Provides 1000 power when used to activate an automata.

Details A silver coin. A rabbit's foot.

Consumable Exquisite Material Component

Market Price 90¢

Unique Rule Provides 3000 power when used to activate an automata.

Details A gold coin. A piece of silk.

Consumable Extraplanar Material Component

Market Price Var

Unique Rule This is a special item made from parts acquired from different planes. If you wish to sell it, you will have to find a specific buyer. It cannot be bought normally.

Unique Rule Provides 6000 power when used to activate an automata.

Details A living flame from Danu's divine realm. The essence of a murder spirit. The threads woven by a fate weaver.

Item Basic Focus Component**Market Price** Var**Unique Rule** Provides up to 100 power when used to activate an automata.**Unique Rule** The item costs 18¢ for every 10 power it can supply.**Details** A simple wooden staff. A pewter symbol hanging from a chain. A simple but elegant dagger.**Item** Improved Focus Component**Market Price** Var**Unique Rule** Provides up to 300 power when used to activate an automata.**Unique Rule** The item costs 20¢ for every 10 power it can supply.**Details** An ornate wooden staff. A sword with a large gem in the pommel. A slightly silly but well-made pointy hat.**Item** Superior Focus Component**Market Price** Var**Unique Rule** Provides up to 1000 power when used to activate an automata.**Unique Rule** The item costs 24¢ for every 10 power it can supply.**Details** A metal rod with a deamon's head at one end. A long pipe filled with expensive tobacco. A breastplate with a gold dragon embossed on the front.**Item** Exquisite Focus Component**Market Price** Var**Unique Rule** Provides up to 3000 power when used to activate an automata.**Unique Rule** The item costs 30¢ for every 10 power it can supply.**Details** A gold and silver crown set with several large gems. A wood and metal staff with a fist-sized diamond in its top. A curved dagger made of pure gold with an ivory hilt.

Item	Extraplanar Focus Component
Market Price	Var
Unique Rule	Provides up to 10000 power when used to activate an automata.
Unique Rule	This is a special item made from parts acquired from different planes. If you wish to sell it, you will have to find a specific buyer. It cannot be bought normally.
Details	A beastling's horn. A good and evil rock from the realm of Ratish. An ethereal book containing stories written by hundreds of storytelling spirits.

Item	"Material Compendium"
Market Price	300ç
Unique Rule	OC updated book which contains descriptions of several things important for Primordial Magic, primarily among them descriptions of the various types of matter, their properties and uses. Get the physrep from the GM's.
Details	Almost all mages that create their own spells have a copy of this or a similar book. This book details how spells can be crafted. Author: The Thaumatology caste of Asgard.

11.7 Particle Types and Units

The following is a description of the particle types and several in game units.

Particle Types

The first five particle types are the primary constituents of matter. They are divided into two pairs and one single type. The two pairs are Fire and Water and Earth and Air. Fire and Water annihilate each other. Earth and Air also annihilate each other. The single type is Spirit, which is separated into two forms, Positive Spirit and Negative Spirit. Positive spirit annihilates negative spirit and vice-versa, but positive spirit does not annihilate positive spirit and negative spirit does not annihilate negative spirit.

There are currently two other, special particle types available. The first type is Di-

vine, which is a special form of energy that is primarily used by Divine magic, but certain spells need to use it as well. Most notably, it is needed for spells affecting emotions like fear. Divine particles always annihilate each other. This means first and foremost that any combine operation on divine energy is always subtractive. Second, no glyphs can be divine-dominant, because such glyphs would disintegrate on first use. Lastly, care needs to be taken when handling larger amounts of Divine particles as they can become unstable and disrupt the rest of the automata.

The second special type is Force. Force is a special type used in primordial magic that represents kinetic force. Contrary to Divine, Force is always additive. For dominance, any force dominant glyph may only manipulate force, no other elements are allowed. The exception to this is the `apply()` operation, which is allowed to be used with Force and any other type.

Annihilation

Annihilation is the process whereby two opposing particle types completely annihilate each other.

Units

These units are used to describe in-game quantities. Note that the in-game system uses base-6 for counting, denoted here with 0s. This means 0s10 equals 6, 0s100 equals 36, 0s55 equals 35, etc.

Volume

- **Grain**

The base unit and smallest amount of the system. The grain is defined as the minimum amount of matter needed to affect anything. It is approximately equal to the volume of a sphere of 5mm diameter or 65mm³.

- **Pebble**

0s105 (41 in decimal) Grains, approximately a sphere of 2cm diameter.

- **Fist**

0s43 (27 in decimal) Pebbles, approximately a sphere of 6cm diameter.

0s5043 (1107 in decimal) Grains.

Weight

- **Grain**

The weight of 1 Grain of Carbon. Approximately 0.15g.

- **Stone**

The weight of 1 Fist of Carbon. Approximately 256g.

Force

- **Muscle**

The amount of force needed to accelerate 1 Fist of Carbon so it moves 1 yard in 1 second.

1 Force particle produces 1 Muscle.

Approximately equal to 0.25 Joule.

- **Strike**

The amount of force that is delivered to a target by a sword strike. Equal to 0s1040 (240) Muscle.

Approximately equal to 60 Joule.

Time

For time we use the normal seconds, minutes, hours since things get way too complicated otherwise.

Length

For now, we simply use the traditional English units of measurement, inch, foot, yard and mile.

12 Downtime Periods

The downtime system is entirely optional. You can choose not to allocate your resources and to simply ignore the entire system, in which case we will do it for you. If you don't care what your character does in between events you can stop reading now.

Downtime is a period of time in which you do not actively play your character. Between games, or sometimes as a time skip within a game, some months of downtime might pass. During this time nothing of much interest happens to your character. Your character can use this time to make preparations for more challenging times. Characters regain all their HP and WP during downtime. You determine what happened during downtime once the downtime period has ended and you go back in character unless a GM tells you otherwise.

12.1 Resources

Every character gains 120 resources at the end of each month and you are allowed to spend all these points in one go at the start of the next event. These resources can be used to do all sorts of things like learning new skills, practicing the skills you already have, working a dayjob, or achieve other kinds of goals during downtime. Healing from an injury or other maladies also often costs resources.

A resource is a very abstract way to measure the time, energy, social contacts, ingenuity, spare change, and other such things your character has to spend each month. But for some players it might help to think about resources as purely time. In that case 1 resource is about 2 to 4 hours.

12.2 Cost of living

Every month you lose 400 copper. This represents your character paying for its rent, food, travel expenses, clothing, etc. Most characters use a dayjob to pay for this.

12.3 Dayjob

Every resource you spend on your dayjob nets you 4 copper. This is unskilled work; almost everybody can find some form of unskilled work in Heimr. Most characters spend 100 resources on a dayjob to fund their cost of living.

12.4 Practicing skills you already have

Every month you will need to practice your skills or they will go dormant. Practicing skills with resources doesn't just take time, but also represents your character keeping his equipment in shape, visiting social contacts, etc.

Practicing a skill costs 1 resource per point the skill costs. Most characters spend enough resources to practice all their skills so nothing goes dormant. You are not allowed to let a skill go dormant and retrain that skill in the same downtime period.

Dormant skills cannot be used during play.

Note: Conditions don't need to be practiced! Only skills!

12.5 Training new skills

If you spend 20 resources per point on a new skill. You will have trained the skill. (some conditions can be gained in the same way).

12.6 Retraining dormant skills

Retraining skills that have gone dormant is easier than training entirely new skills. It only costs 10 resources per point but otherwise works the same as training a new skill.

12.7 Other things to spend resources on

Some skills, conditions and items grant you the ability to spend resources on other things than the ones mentioned above. (For example; the crafting skills will give you the ability to craft items with resources). However if you want to spend resources on an activity that you think of yourself simply send an email to a game master and they will discuss it with

you. For example; do you want to research the history of a specific deamon or do you want to spend time collecting rare coins or do you want to spend time in the pub listening to gossip, or anything else? Send an email!

12.8 Items

You can buy and sell items during downtime. To buy an item, you must pay its market price. To sell an (undamaged) item you receive 50% of the market price. If your item is broken or damaged and you wish to repair it you must pay 50% of the market price unless a specific restore price is named on the item card. Please remember that if an item has a Market Price of *Var* it has special rules governing its market price and may be more difficult to buy or sell.

There are cheaper ways to buy, sell or repair items. Ask characters about it; especially merchant or craftsmen.

Appendix A: GNU Free Documentation License

Version 1.3, 3 November 2008

Copyright © 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc. <<http://fsf.org/>>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as

"you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally

available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

The "publisher" means any person or entity that distributes copies of the Document to the public. A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgements", "Dedications", "Endorsements", or "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or non-commercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3. You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of

the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages. If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

*A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission. *B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications

in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement. *C. State on the Title page the name of the publisher of the Modified Version, as the publisher. *D. Preserve all the copyright notices of the Document. *E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices. *F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below. *G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice. *H. Include an unaltered copy of this License. *I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence. *J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission. *K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein. *L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles. *M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version. *N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section. *O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of

up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author[s] and publisher[s] of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements".

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.

11. RELICENSING

"Massive Multiauthor Collaboration Site" (or "MMC Site") means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A "Massive Multiauthor Collaboration" (or "MMC") contained in the site means any set of copyrightable works thus published on the MMC site.

"CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.

"Incorporate" means to publish or republish a Document, in whole or in part, as part of another Document.

An MMC is "eligible for relicensing" if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.

The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.

