

## Chapter 13: Magic of the Returned

In the First Age, humans possessed a wide variety of powers. Most humans cultivated their powers and shaped them to the skills they needed or desired. For some this meant gaining prowess in blades or combat, for others this meant finding ways to speak with the spirits that wandered the land. A few felt their powers would be best served in helping them instruct or share their experiences with others. Many felt empowered by the myriad possibilities at their fingertips, while others used these powers for nothing more than simple humor. It was how they lived their lives that led to the development of their powers. After the Great War of Shadow, the intrinsic ability of the humans faded, and different paths to power were sought.

The people living during that time are the heroes of the modern world. Their stories inspire greatness in others, as they seek to emulate the legends of those that have come before. These heroes might have been valiant warriors, wizards of tremendous power, or sly heroes that relied on their wits and trickery. In fact, it's possible they embodied all of those traits in some fashion. The tales of heroes are many and varied.

As the Returned rise and once again enter the world, they bring with them knowledge and powers that no longer exist in the modern world. Those seeking different paths to power have since found them, and the magic of a bygone age has not been discussed in millennia. However, this re-birth into the world has not left their memories and past lives intact, and the experiences that shaped who they once were are gone. The Returned must reshape their abilities through deeds and actions, adopting moral codes of their previous lives to help them codify their magic.

These Heroic Codes allow the hero to once again regain a part of her former life, and to once again perform the miraculous feats of the past.

The Hero may purchase Heroic Codes at the following character point totals:

- Fifty (50) Character Points
- One Hundred (100) Character Points
- One Hundred and Fifty (150) Character Points
- Two Hundred (200) Character Points
- Three Hundred (300) Character Points
- Four Hundred (400) Character Points

These Heroic Codes cost ten (10) character points to purchase, and each purchase allows the hero to select one (1) Ancient Art. Logistics will notify players when they have reached a milestone character point total.

## Heroic Codes

Heroic Codes are tenets from the hero's former life. Remembering and re-adopting these tenets brings the hero one step to regaining full knowledge of who they once were. Heroic Code adoption is not mandatory. Each Heroic Code costs ten (10) character points to adopt, and allows the player to select one (1) Ancient Art. Heroic Codes modify the role-playing of the character, and conflicting Heroic Codes may not be adopted. A player who breaks her Heroic Codes loses the powers granted by her Heroic Codes, and all benefits gained by adopting Heroic Codes, such as the removal of make-up restrictions. The first time this occurs, the player loses access to powers and benefits for the rest of the current event and the entirety of the following event. Heroic Codes should not be adopted lightly, as they have a significant impact on the actions of a character. Heroic Codes are not tied to specific Ancient Arts. After any code is adopted, an Ancient Art becomes available. Below is a list of examples of Heroic Codes. Players may create their own Heroic Codes, but they must be submitted and approved by the Plot committee prior to adopting the Heroic Code.

- Boast of your heroic deeds whenever you sit down to a feast (i.e., real feast, not some little luncheon!).
- Let no insult go unavenged (though responding with another insult is acceptable to allow normal levels of snark)
- Answer insult with insult; match deed with deed. Let neither one go unchallenged with a similar response. (These are basic rules of measured response-- no need to burn down a village for calling names, if you can't come up with some name calling of your own then you're bested plain and simple)
- Announce your lineage at the start of any battle that includes more than 15 sentient combatants (at least half of which are opponents).
- Whenever someone presents a gift to you, you must politely decline the first two times it is offered and accept on the third time.
- Never refuse hospitality to a friend or a stranger. Guard faithfully all those who have accepted your hospitality.
- Never refuse a direct offer of hospitality.
- Never boast of your own deeds, but speak boldly of your comrades' courage and skill.
- Avenge the death of any lord to whom you have sworn fealty, no matter the cost.
- Never accept a gift without giving one in return.
- Never attack one who has been touched by madness or the divine.
- No matter how high or low your status, never conceal it or mislead others with regard to it.
- Never refuse a plea for mercy unless that individual has betrayed such a plea of his own free will before.
- Never use magic to control or subvert the will of another sentient being.

- Never create a prison by magic.
- Never touch a dead body.
- Never flee from battle unless outnumbered 3:1 or worse.
- Never leave a comrade behind no matter the cost.
- Make up a story about your past at least once a day.
- Never attack an enemy from behind.
- Do not suffer a servant of the Most Foul to live.
- Do not accept as a gift that which may be obtained with cunning or skill.
- Never swindle one who works the land, one who crafts goods for use, or one who teaches others.
- Never respond to an insult against yourself, but offer swift reprisal to one who offers grave insult to another.
- Affect the customs of the land that you visit, for as long as you remain there.
- Never insult another's family, homeland, or strength at arms.
- Do not steal another's last coin or only weapon.
- Never speak of any secret that has been told to you.
- Never refuse a duel or a contest of arms.
- To those who would call you comrade, challenge them first to a contest; any of arms, wit, or skill. If they accept, and deal in the contest fairly, then they are worthy of your companionship; if they refuse or deign to cheat you, then they are not fit for your company.
- Never attack an outnumbered foe; instead challenge them to honorable one on one combat.
- Never strike an unarmed opponent.

These are not an exhaustive list of possible codes, but instead are just examples. These Heroic Codes may be adopted with no discussion with the Plot committee, unless the Ancient Art selection requires Plot committee notification.

### **The Ancient Paths**

Ancient Arts are separated into three paths: The Path of the Warrior, the Path of the Wise-man, and the Path of the Trickster. Each Path starts with one (1) overarching category, in which a player may select one (1) of three (3) powers. Each category leads to two (2) other categories, each with two (2) other choices. No matter what choice a player picks, that category always leads to two (2) other categories. To select a power further down in a category, the player must possess abilities from the parent categories. However, if player wishes to pick powers down each Path, she is welcome to do so; she just starts at the top and works her way down each time. If she wanted to, she could select both powers from a category as two (2) purchases, or pick a different category for which she qualifies. A player only receives a maximum of six (6) possible abilities.

*Ancient Paths Example*

**The Path of the Warrior**

**50 Character Points**

***Category: Warrior***

Requirements: None

**Power:** Shrug Poison

**Power:** Fearless

**Power:** Madman's Stare

**100 Character Points**

***Category: Brute Warrior***

Requirements: Warrior

**Power:** Incredible Brute

**Power:** Thick Sheen

***Category: Deft Warrior***

Requirements: Warrior

**Power:** Deft Grip

**Power:** Battle Reforge

**150 Character Points**

***Category: Overpowering Warrior***

Requirement: Brute Warrior

**Power:** Overpower Weapon

**Power:** Overpower Shield

***Category: Sturdy Warrior***

Requirement: Brute Warrior

**Power:** Tree Limbs

**Power:** Sturdy

***Category: Strategic Warrior***

Requirement: Deft Warrior

**Power:** Exploit Armor

**Power:** Knowledge of Arms

**Category:** *Agile Warrior*

**Requirement:** Deft Warrior

**Power:** Agile Strafe

**Power:** Agile Slap

- At 50 Character Points, a character decides to take the Warrior Path; she then chooses one (1) of those three (3) powers.
- At 100 Character Points, she decides to take Brute Warrior, and she chooses one (1) of those two (2) powers.
- At 150 Character Points, she decides to take Sturdy Warrior, and she chooses one (1) of those two (2) powers.
- Each power under a category is one (1) of the six (6) total possible selections
- The character may select any power for which she meets the requirements.

She would have these powers at 150 total Character Points as an example: Shrug Poison, Incredible Brute, and Sturdy. She might decide she wants Shrug Poison, Madman's Stare, and Thick Sheen. She might even decide she wants Fearless, Deft Grip, and Agile Slap. It is possible to choose powers in this fashion.

Powers specifying that something must be displayed on the back of the hand can be marked onto a glove and used while that glove is worn and visible.

A clause mentioning "casting" a ritual means that the ritual being performed is the primary listed effect, and not the use of a charge. Granted charges are not castings.

## The Ancient Arts List

The Warrior Path			
Character Point Requirement	Path	Path Requirement	Powers granted by Path
50	Warrior	None	Fearless
			Madman's Stare
			Shrug Poison
100	Brute Warrior	Warrior	Incredible Brute
		Warrior	Thick Sheen
	Deft Warrior	Warrior	Deft Grip
		Warrior	Battle Reforge

150	Overpowering Warrior	Brute Warrior	Overpower Weapon
		Brute Warrior	Overwhelm Shield
	Sturdy Warrior	Brute Warrior	Tree Limbs
150		Brute Warrior	Sturdy
	Strategic Warrior	Deft Warrior	Exploit Armor
		Deft Warrior	Knowledge of Arms
	Agile Warrior	Deft Warrior	Agile Strafe
		Deft Warrior	Agile Slap
200	Battering Warrior	Overpowering Warrior	Batter Shield
		Overpowering Warrior	Shattering Fist
	Oppressive Warrior	Overpowering Warrior	Oppressive Blow
		Overpowering Warrior	Rend and Tear
	Living Wall	Sturdy Warrior	Hold the Line
		Sturdy Warrior	Spellsoak
	Unshakable Warrior	Sturdy Warrior	Stalwart
		Sturdy Warrior	Barrel Chest
	Tactical Warrior	Strategic Warrior	Where they do the most Good
		Strategic Warrior	Where they do the most Harm
	Advantageous Warrior	Strategic Warrior	Team Player
		Strategic Warrior	Bloodthirsty
	Swift Warrior	Agile Warrior	Swift Body
		Agile Warrior	Swift Feet
	Dexterous Warrior	Agile Warrior	Sure Hands
		Agile Warrior	Sure Feet
300	Force of Nature	Battering Warrior	Force of the Fiery Tempest
		Battering Warrior	Force of the Gusting Tempest
	Dreadnaught	Battering Warrior	Call Out
		Battering Warrior	Mortal Offense

	Warlord	Oppressive Warrior	Fraternal Bond
		Oppressive Warrior	Cull the Herd
	Advance Force	Oppressive Warrior	Always Alert
300		Oppressive Warrior	Hush
	Phalanx	Living Wall	Crest
		Living Wall	Unraveling Shield
	Bulwark	Living Wall	Shed Missiles
		Living Wall	Rockhide
	Unstoppable Warrior	Unshakable Warrior	Bound by None
		Unshakable Warrior	Titan's Stride
	Iron Soldier	Unshakable Warrior	Punishment
		Unshakable Warrior	Irongut
	General	Tactical Warrior	Inspire the Troops
		Tactical Warrior	Reinforce Defenses
	Commander	Tactical Warrior	Lead by Example
		Tactical Warrior	Worldly Knowledge
	Opportunistic Warrior	Advantageous Warrior	Sneak Attack
		Advantageous Warrior	Flanked!
	Striking Warrior	Advantageous Warrior	Second Strike
		Advantageous Warrior	Cut 'em Up
	Windstrider	Swift Warrior	Bob and Weave
		Swift Warrior	Jump Start
	Blurred Warrior	Swift Warrior	Thousand Hands
		Swift Warrior	Fancy Footwork
	Bladebound	Dexterous Warrior	Bladebones
		Dexterous Warrior	Slice Bindings
	Shifting Warrior	Dexterous Warrior	Controlled Flesh
		Dexterous Warrior	Steel Shield
400	Nightmare, Personified	Force of Nature	Dreamslayer
		Force of Nature	Dreamguard

	Squall	Force of Nature	Lightning Rod
		Force of Nature	Thunder Hand
	Siege Engine	Dreadnaught	Catapult
		Dreadnaught	Battering Ram
400	Demolition Expert	Dreadnaught	Bombardment
		Dreadnaught	Explode Shield
	Dictator	Warlord	This is not a Democracy
		Warlord	Rule from the Shadows
	Tyrant	Warlord	Stand aside, peasant!
		Warlord	Flee before me!
	Special Forces	Advance Force	Sentries are Stupid
		Advance Force	Cold-Blooded Killer
	Covert Ops	Advance Force	Shadow Legion
		Advance Force	Freeze, Scum!
	Citadel	Phalanx	Let it Rain
		Phalanx	Little City
	Fortress	Phalanx	Stopgap
		Phalanx	Reinforced
	Colossus	Bulwark	Chip Away
		Bulwark	Pummel
	Monolith	Bulwark	Tough Outer Shell
		Bulwark	Smash
	One Man Army	Unstoppable Warrior	Mancatcher
		Unstoppable Warrior	Whatever is Handy
	This Man IS an Island	Unstoppable Warrior	Let Your Haven Be Your Tomb
		Unstoppable Warrior	Battle Royale
	Mechanized Deathmaker	Iron Soldier	Exoskeleton
		Iron Soldier	Pistoning Fist
	Murder Machine	Iron Soldier	Covered in Blood



		Iron Soldier	Grizzly End
	Overlord	General	Refresh the Troop
		General	Garrison
400	Supreme Advisor	General	Retrograde Action
		General	Twin-Pronged
	War Hero	Commander	They Love Me in Tarsikka
		Commander	They Love Me in Oresund
	Battlemaster	Commander	Ebb and Flow
		Commander	Full on Assault
	Sapper	Opportunistic Warrior	Smoke Them Out
		Opportunistic Warrior	Make a Hole
	Right Bastard	Opportunistic Warrior	Nervous Breakdown
		Opportunistic Warrior	Incite Riot
	Storm Blade	Striking Warrior	Strikes Twice
		Striking Warrior	Chain Lightning
	Spear of Murder	Striking Warrior	Unseen Death
		Striking Warrior	Murder Spree
	Cloudleaper	Windstrider	Throat Punch
		Windstrider	Blow Away the Cobwebs
	Air Raider	Windstrider	Convection
		Windstrider	Pillage Energy
	Vision of War	Blurred Warrior	Hit and Run
		Blurred Warrior	Shoot to Kill
	Image of Death	Blurred Warrior	Seeing Red
		Blurred Warrior	Bloodspatter
	Freedom Fighter	Bladebound	Guerilla Tactics
		Bladebound	For the People
	Unmatched Fury	Bladebound	Titan's Blade
		Bladebound	Booming Voice

	Metaphysical Master	Shifting Warrior	Biorhythm
		Shifting Warrior	Master of the <Weapon>
400	Master of the Body	Shifting Warrior	Extra Joint
		Shifting Warrior	Stony Sinew

The Wise-Man Path			
Character Point Requirement	Path	Path Requirement	Power Granted by Path
50	Wise-Man	None	Concentrated
			Trained Mind
			Natural Remedies
100	Patron of the Staff	Wise-Man	Crucible's Hand
		Wise-Man	One Step Back
	Patron of the Scroll	Wise-Man	Writing of the Realms
		Wise-Man	Legends of the Hidden Temple
150	Staff of Bones	Patron of the Staff	Flesh and Bones
		Patron of the Staff	Touch of the Forge
	Staff of Realms	Patron of the Staff	Mystic Balance
		Patron of the Staff	Ritual Vessel
	Carved in Bone	Patron of the Scroll	Ivory Quill
		Patron of the Scroll	Homunculi, Help Me Try
	Scribed in Blood	Patron of the Scroll	Blood Sigil
		Patron of the Scroll	Maker's Blood
200	Covered in Runes	Staff of Bones	Crafter's Eye
		Staff of Bones	Rune of Repulsion
	Shielded by Sigils	Staff of Bones	Runic Reflexes
		Staff of Bones	Scrying Sigil
	Hand of the Realms	Staff of Realms	Handcrafted
		Staff of Realms	Handled with Care

	Guardian of the Realms	Staff of Realms	Vessel of the Realms
		Staff of Realms	Realm Warden
200	Bindings of Bone	Carved in Bone	Boatman's Price
		Carved in Bone	Bone Bracer
	Structures of Sigils	Carved in Bone	Sigil of the Creature
		Carved in Bone	Sigil of the Shroud
	Bloodied Contracts	Scribed in Blood	Ties that Bind
		Scribed in Blood	Signed in Blood
	Bleeding Bones	Scribed in Blood	Strengthened by Blood
		Scribed in Blood	Alchemical Fuel
300	Glorious Works	Covered in Runes	Nothing Wasted
		Covered in Runes	Instrument of Glory
	Runic Domination	Covered in Runes	Runic Demand
		Covered in Runes	Runic Persistence
	Armored by Sigils	Shielded by Sigils	Runic Resilience
		Shielded by Sigils	Ablative Sigil
	Coronet of Sigils	Shielded by Sigils	Obscuring Sigils
		Shielded by Sigils	Learn from Defeat
	Realm Scrivener	Hand of the Realms	Scribbles of the Realms
		Hand of the Realms	By-Product of the Realms
	Realm Artificer	Hand of the Realms	Time Out of Realms
		Hand of the Realms	Realm Enhanced Armaments
	Champion of the Realms	Guardian of the Realms	Realm Bolstered
		Guardian of the Realms	Realm Omen
	Steward of the Realms	Guardian of the Realms	Expansion of the Realms
		Guardian of the Realms	Division of the Realms

	Ivory Secrets	Bindings of Bone	Strengthen Limb
		Bindings of Bone	Reference Section
	Cage of Bones	Bindings of Bone	Threshold of Bone
300		Bindings of Bone	Armory of Bones
	Inscribed Fortress	Structure of Sigils	Warding Bones
		Structure of Sigils	Chilled to the Bone
	Runed Colossus	Structure of Sigils	Runed Man
		Structure of Sigils	Hand of Ruin
	Bound by Blood	Bloodied Contracts	Autobiography
		Bloodied Contracts	Blood Money
	Tools of Blood	Bloodied Contracts	Iron Ink
		Bloodied Contracts	Split Quill
	Hallowed Bones	Bleeding Bones	Brewmeister
		Bleeding Bones	Bound by Silence
	Mysteries of the Ancestors	Bleeding Bones	Head Wound
		Bleeding Bones	Maximize Formulation
400	Runic Exaltation	Glorious Works	Vigor
		Glorious Works	Ardent
	Runic Ascendancy	Glorious Works	Master of Materials
		Glorious Works	Vigil
	Runic Tyranny	Runic Domination	Totalitarian
		Runic Domination	Mind Tyrant
	Runic Suppression	Runic Domination	Cleansing
		Runic Domination	Lockdown
	Encased by Sigils	Armored by Sigils	Rune of Reduction
		Armored by Sigils	Runed Skin
	Comprised of Sigils	Armored by Sigils	Layered Sigils
		Armored by Sigils	Throw Sigil
	Halo of Sigils	Coronet of Sigils	Blinding Halo
		Coronet of Sigils	Guiding Light

	Wreath of Sigils	Coronet of Sigils	Soothing Sigils
		Coronet of Sigils	Piercing Sight
	Author of the Realms	Realm Scrivener	Devotee of the Realms
		Realm Scrivener	Scribe of the Realms
	Poet of the Realms	Realm Scrivener	Realm Laureate
		Realm Scrivener	Realm Limerick
	Clockwork Realmsmith	Realm Artificer	Engravings of the Realms
		Realm Artificer	Enamel of the Realms
	Fate Tinkerer	Realm Artificer	Blurred Fate
		Realm Artificer	Trade Fates
	Avatar of the Realms	Champion of the Realms	Infusion of the Realms
		Champion of the Realms	Redemption of the Realms
	Reaper of the Realms	Champion of the Realms	Surge of the Realms
		Champion of the Realms	Harbinger of the Realms
	Realm Warden	Steward of the Realms	Realm Martyr
		Steward of the Realms	Realm Vengeance
	Realm Protector	Steward of the Realms	Realm Null
		Steward of the Realms	Smith of the Realms
	Runed Barrier	Ivory Secrets	Tactics and Strategy
		Ivory Secrets	Slough Skin
	Servants of Bone	Ivory Secrets	Let Me Check My Notes
		Ivory Secrets	Locking Bones
	Bone Prison	Cage of Bones	Usurp Summoning
		Cage of Bones	Entangling Bones
	Vault of Bones	Cage of Bones	Vault of Untold Secrets

		Cage of Bones	Vault of Pain
	Master of the House	Inscribed Fortress	Sigil of Lesser Banishment
		Inscribed Fortress	Sigil of Hospitality
	Forgotten City	Inscribed Fortress	Sigil of the Wandering Mind
400		Inscribed Fortress	Sigil of Chastising
	Beast of Sigils	Runed Colossus	Mystic Armor
		Runed Colossus	Ensorcelled Fists
	Denizen of Runic Destruction	Runed Colossus	Fist of Decay
		Runed Colossus	Consume
	Scars of Devotion	Bound by Blood	Devoted
		Bound by Blood	Behind Every Discovery
	Wounded Trust	Bound by Blood	Throne of Blood
		Bound by Blood	Sign of the Traitor
	Infused with Blood	Tools of Blood	Higher Stakes
		Tools of Blood	Blood of the Traitor
	Gift of Blood	Tools of Blood	Blood Scrolls
		Tools of Blood	Blood Warding
	Ritual Knife	Hallowed Bones	Knife of Lessening
		Hallowed Bones	Blade of Amplification
	Rites of Bone	Hallowed Bones	Hair of the Dog
		Hallowed Bones	Sigil of the Soul
	Spirit Wound	Mysteries of the Ancestors	Fine Mist
		Mysteries of the Ancestors	Stone Presence
	Bloodied Aura	Mysteries of the Ancestors	Child of Blood
		Mysteries of the Ancestors	Water of Life

The Trickster Path			
Character Point Requirement	Path	Path Requirement	Powers Granted by Path
50	Trickster	None	Toss Dirt
			Daily Dose
			Scoff
100	Clever	Trickster	Spike Drink
		Trickster	Tolerance
	Cunning	Trickster	Rusted Edge
		Trickster	Sweep the Leg
150	Daring	Clever	Showoff
		Clever	Egotistical
	Dashing	Clever	White Knight
		Clever	Social Climbing
	Dexterous	Cunning	Sure Feet
		Cunning	Bendable
	Facile	Cunning	Weak Point
		Cunning	Trajectory
200	Chutzpah	Daring	Braggart
		Daring	Wave Off
	Gambit	Daring	Bait and Switch
		Daring	Unprotected Lunge
	Charisma	Dashing	Persuasive
		Dashing	Flatterer
	Etiquette	Dashing	Eye of Intrigue
		Dashing	Hospitality
	Fast Hands	Dexterous	Pilfer
		Dexterous	All in the Reflexes
	Fast Feet	Dexterous	Sidestep
		Dexterous	Knee Kick
	Adept	Facile	Quickly Grasped

		Facile	Around the World
	Inept	Facile	Zot
		Facile	Unprofessional Speaker
300	Bold	Chutzpah	Taunt
		Chutzpah	Calming Assurances
	Roast Master	Chutzpah	Nothing That Can't be Improved
		Chutzpah	Quivering Pile
300			
	Risk Taker	Gambit	High Risk and High Reward
		Gambit	Trade-In
	Confidence Man/Woman	Gambit	Burglar
		Gambit	Little Death
	Entrancing	Charisma	Direct the Conversation
		Charisma	Flash and Dazzle
	Rakish	Charisma	Honest
		Charisma	Tell Me Your Secrets
	Well-Mannered	Etiquette	Subtleties
		Etiquette	Ideals from a Different Age
	Perfect Gentleman/Lady	Etiquette	Receiving Visitors
		Etiquette	Receiving Visitors
	Delicate Touch	Fast Hands	Just the Tips
		Fast Hands	Assassin's Grasp
	Liar's Hands	Fast Hands	Nary a Twitch
		Fast Hands	Hoodwink
	Constant Motion	Fast Feet	Too Old For This
		Fast Feet	Faster Than Sound
	Quick Maneuvering	Fast Feet	Escape Route



		Fast Feet	Tunneler
	Savant	Adept	School of Hard Knocks
		Adept	Rig
	The Planner	Adept	The Network
		Adept	The Aide
	Professional Faker	Inept	Hinder
		Inept	At the Source
300	Spontaneous	Inept	It's an Adventure!
		Inept	That Works
400	Brash	Bold	Death is but a Door
		Bold	Time is but a Window
	Brazen	Bold	Neglected Preservation
		Bold	If You Can't Beat Them
	Jester	Roast Master	At the Feet of Kings
		Roast Master	The Fool
	Bard	Roast Master	The Back Corner of the Tavern
		Roast Master	Once More with Feeling
	Danger is my Familial Name	Risk Taker	Watch This
		Risk Taker	Wired
	Last Roll Pays for All	Risk Taker	The Crossroads
		Risk Taker	Hounded
	Hasim's Nine	Confidence Man/Woman	Shaded Castle
		Confidence Man/Woman	Hex
	Man of Wit	Confidence Man/Woman	Storm Drake Oil Merchant
		Confidence Man/Woman	The Wrong Person
	Cult of Personality	Entrancing	Insidious Whispers

		Entrancing	Malicious Subversion
	Leader of the Masses	Entrancing	Pizzazz
		Entrancing	Represented
	Rugged	Rakish	Knowledge of Historical Artifacts
		Rakish	Treasure Recoverer
	Agent of the Law	Rakish	In Good Standing
		Rakish	Obscurely Elite
400	Court Denizen	Well-Mannered	Courtier
		Well-Mannered	Games of Court
	Diplomatic Immunity	Well-Mannered	And Only the Truth
		Well-Mannered	The Form of Negotiation
	Man/Woman of Wealth and Taste	Perfect Gentleman/Lady	Sanctuary
		Perfect Gentleman/Lady	Iniquitous Den
	Allow Me to Introduce Myself	Perfect Gentleman/Lady	You Can Call Me Boss
		Perfect Gentleman/Lady	Didn't See You There
	Ghost Touch	Delicate Touch	Sap Essence
		Delicate Touch	Craw
	Hands of Aether	Delicate Touch	Stir the Pot
		Delicate Touch	Aetheric Slap
	Forgery	Liar's Hands	In the Mold
		Liar's Hands	Pressing Your Own
	Message, Interrupted	Liar's Hands	Your Letter, Sir
		Liar's Hands	Where'd My Package Go?
	Run, Runner	Constant Motion	Marathon
		Constant Motion	Uncatchable?!
	Impossibly Fast	Constant Motion	Lightning Feet
		Constant Motion	Was That Solid?

	Aiding and Abetting	Quick Maneuvering	Not Leaving Without Them
		Quick Maneuvering	Under Cover of Night
	Outlaw	Quick Maneuvering	Ride Together
		Quick Maneuvering	Mount Up
	Intrinsic Ability	Savant	Don't tell anyone, but...
		Savant	I'm a Warrior, really!
	Dedicated Genius	Savant	If I just add a little more of this red stuff...
		Savant	Do these normally have wires?
	The Six P's	The Planner	Resources
		The Planner	Stockpile
	Ringleader	The Planner	Shadow Broker
		The Planner	People do that for me
	Sabotage	Professional Faker	Undermine
		Professional Faker	Back Door Man
	Impersonate	Professional Faker	Salute Your General
		Professional Faker	Trust Me, I'm an Expert
	Spur of the Moment	Spontaneous	I Bet We Can Take Them
		Spontaneous	I think I read a book about this
	Bad Idea	Spontaneous	Have you ever gone Troll Tipping?
		Spontaneous	What of the What Now?

### **Fifty (50) Character Points**

**Category:** *Warrior*

**Requirements:** None

**Power: Shrug Poison**

**Tagline:** Resist - Ancient Arts

**Rules:** The hero may call a Resist to one (1) Poison that strikes them during Battle only, as long as the Poison is not a Death Poison. This ability is usable two (2) times per day. This ability takes no time to prepare.

**Power: Fearless**

**Tagline:** Resist - Ancient Arts

**Rules:** The hero may call a Resist to one (1) Fear effect that strikes them during Battle only. This resets as per Wounding Blows. This ability takes no time to prepare.

**Power: Madman's Stare**

**Tagline:** Magic Mental Trance

**Rules:** The hero may use one (1) packet-delivered Magic Mental Trance per Battle. This resets as per Wounding Blows.

### **One Hundred (100) Character Points**

**Category:** *Brute Warrior*

**Requirements:** Warrior

**Power: Incredible Brute**

**Tagline:** Ripping Free 1...Ripping Free 2...I rip free!

**Rules:** The hero may rip free from the following abilities: Pin Foot, Bands, and Entangle on a three (3) count. At the end of ripping free from these abilities, the hero is Slowed, Weakened, and Disrupted. The Slow, Weakened, and Disrupted effects may not be cured in any fashion, and may not be avoided in any fashion, other than taking a ten (10) minute rest as part of recovering Wounding Blows. This ability may be used any number of times per combat.

**Power: Thick Sheen**

**Tagline:** Natural Skin 2

**Rules:** The hero is able to cause his skin to harden slightly, after a few moments of concentration. The hero may spend ten (10) seconds concentrating and then bring up a two (2) point Natural Skin. This ability remains in place as long as the hero chooses to maintain it, or it is lost, but the hero cannot rest while it is active. This may be used one (1) time per Battle, and resets as per Wounding Blows.

**Category:** *Deft Warrior*

**Requirements:** Warrior

**Power: Deft Grip**

**Tagline:** Recover - Ancient Arts

**Rules:** The hero has quicker hands than most people. She is able to Recover her weapon one (1) time per Battle. This is able to be used outside of the normal Rule of Three. This ability in no way confers a Disarm, only the Recover portion. This resets as per Wounding Blows.

**Power: Battle Reforge**

**Tagline:** Triggered Earth Mend - Ancient Arts, Earth Mend – Ancient Arts

**Rules:** Two (2) times per Battle, the hero may place a Triggered Earth Mend on items that do not leave her possession. This takes ten (10) seconds of concentration to enact per use. The Triggered Mends remain in place as long as the hero chooses to maintain them, but the hero cannot rest while these active. These reset as Wounding Blows. Alternatively, the hero may choose to spend these as Earth Mends, which are usable on any object. Mends spent in this fashion refresh at sunset, rather than returning as per Wounding Blows. Mending an object requires one (1) minute of concentration.

**One Hundred and Fifty (150) Character Points**

**Category:** *Overpowering Warrior*

**Requirement:** Brute Warrior

**Power: Overpower Weapon**

**Tagline:** Weapon Break – Ancient Arts

**Rules:** The hero is adept at breaking the weapons of her opponents. One (1) time per Battle, the hero may call “Weapon Break”. This is usable without a Weapon Breaker or any weapon that would normally be required for a Weapon Break maneuver. This does not count against the limit of three (3) Break maneuvers per Battle. This resets as per Wounding Blows.

**Power: Overwhelm Shield**

**Tagline:** Shield Pierce - Ancient Arts

**Rules:** The hero is adept at piercing the shields of her opponents. One (1) time per Battle, the hero may call “Shield Pierce”. This is usable without any weapon that would normally be required for a Shield Pierce maneuver. This does not count against the limit of three (3) Pierce maneuvers per Battle. This resets as per Wounding Blows.

**Category:** *Sturdy Warrior*

**Requirement:** Brute Warrior

**Power: Tree Limbs**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero is adept at preparing her extremities to become as hard as a tree, completely stopping a single blow, provided the blow would only strike that limb. This ability takes no time to prepare. This may be a melee or ranged attack. This does not work against effects that target different locations

rather than the one struck, such as Mortal Blow or Strike of Death. This effect is usable two (2) times per day. The entirety of the attack is resisted, as long as it is a physical attack. Carrier attacks are stopped, but Spellstrikes may not be stopped.

**Power: Sturdy**

**Tagline:** Resist - Ancient Arts

**Rules:** The hero is accustomed to standing her ground, unflinchingly. The hero may Resist one (1) Pain, Knockdown, or Daze effect per Battle. Out of the three (3) possibilities, she may only ever Resist one (1) effect per Battle. This requires no additional preparation. This ability resets as per Wounding Blows.

***Category: Strategic Warrior***

**Requirement: Deft Warrior**

**Power: Exploit Armor**

**Tagline:** Armor Pierce - Ancient Arts

**Rules:** The hero is adept at piercing the Armor of her opponents. One (1) time per Battle, the hero may call "Armor Pierce". This does not count against the limit of three (3) Pierce maneuvers per Battle. This resets as per Wounding Blows.

**Power: Knowledge of Arms**

**Tagline:** Magic Identify <Weapon or Armor> - Ancient Arts

**Rules:** The hero has a strong tie to either all weapons or all armor. The hero must pick either Weapons or Armor when selecting this power. She is able to use "Magic Identify <Weapon or Armor>" as often as she would like during the course of the day. This power is only usable in the presence of a Guide. In addition, she may use this power in place of a weapon or armor related Lore skill when performing one (1) BGA.

***Category: Agile Warrior***

**Requirement: Deft Warrior**

**Power: Agile Strafe**

**Tagline:** Dodge - Ancient Arts

**Rules:** The hero is adept at stepping out of the way of ranged attacks. One (1) time per Battle, the hero may call "Dodge" against missile attacks. This does not count against the limit of three (3) Defensive maneuvers per Battle. This resets as per Wounding Blows.

**Power: Agile Slap**

**Tagline:** Disarm - Ancient Arts

**Rules:** The hero is adept at knocking weapons out of the hands of his opponents. One (1) time per

Battle, the hero may call "Disarm". This does not count against the limit of three (3) Disarm maneuvers per Battle. This resets as per Wounding Blows.

## **Two Hundred (200) Character Points**

### ***Category: Battering Warrior***

**Requirement: Overpowering Warrior**

#### **Power: Batter Shield**

**Tagline:** Shield Break - Ancient Arts

**Rules:** The hero is adept at smashing the puny shields of her opponents. One (1) time per Battle, the hero may call "Shield Break". This does not count against the limit of three (3) Break maneuvers per Battle. This ability may be used without meeting the weapon type requirements for Shield Break. This resets as per Wounding Blows.

#### **Power: Shattering Fist**

**Tagline:** Flesh Break - Ancient Arts

**Rules:** The hero is adept at smashing the objects with the might of her fists. She must spend ten (10) seconds concentrating, at the end of which she may call "Flesh Break <Object>" on a single target object she is touching. This applies one (1) Break effect to the target object. This object must be a legal target for a Break effect. This ability may not be used in combat. The hero may sacrifice her Offensive Maneuvers, not Wounding Blows, in order to use this ability multiple times without resting. This ability resets as per Wounding Blows.

### ***Category: Oppressive Warrior***

**Requirement: Overpowering Warrior**

#### **Power: Oppressive Blow**

**Tagline:** Daze - Ancient Arts

**Rules:** The hero is adept at driving her foes to her knees. One (1) time per Battle the hero may call a swing of "Daze". This ability resets as per Wounding Blows.

#### **Power: Rend and Tear**

**Tagline:** Mental Pain - Ancient Arts

**Rules:** The hero is adept at causing the maximum amount of Pain possible. One (1) time per Battle the hero may call a swing of "Mental Pain". This ability resets as per Wounding Blows.

### ***Category: Living Wall***

**Requirement: Sturdy Warrior**

#### **Power: Hold the Line**

**Tagline:** Hold the Line - Ancient Arts, Resist- Ancient Arts

**Rules:** The hero may plant her feet and declare "Hold the Line". As long as she does not move her feet,

she may Resist two (2) Fear effect or Decree – Flee effects, in any combination, per battle. She may Resist additional effects by sacrificing Offensive Maneuvers, not Wounding Blows. This ability ends if she moves her feet, suffers a Wound, or falls unconscious or is otherwise incapacitated. This ability lasts for one (1) minute and requires no preparation time. This may not be used in the same battle as any one (1) minute duration or one (1) minute of preparation Warrior Order power. This resets as per Wounding Blows.

**Power: Spellsoak**

**Tagline:** Resist - Ancient Arts

**Rules:** The hero may Resist an Arrow spell or Arrow spell effect that strikes her shield. One (1) time per Battle, the hero may call “Resist” after an Arrow spell or Arrow spell effect strikes her shield. This ability takes no additional time to prepare. This ability resets as per Wounding Blows.

**Category: Unshakable Warrior**

**Requirement: Sturdy Warrior**

**Power: Stalwart**

**Tagline:** Resist - Ancient Arts

**Rules:** The hero is unflappable. She may Resist a Fear, Knockdown or Enrage effect one (1) time per battle. Any of the three (3) effects may be Resisted, but only one (1) of the effects may be Resisted per Battle. This ability takes no preparation time. This ability resets as per Wounding Blows.

**Power: Barrel Chest**

**Tagline:** Resist - Ancient Arts

**Rules:** The hero is adept at preparing her torso to take punishment, completely stopping a single blow, provided the blow would only strike that location. The hero may spend ten (10) seconds preparing the torso before entering a Battle. This ability remains in place as long as the hero chooses to maintain it, or it is lost, but the hero cannot rest while it is active. The torso may Resist the first and only the first physical attack that would cause a Wound to the torso. This may be a melee or ranged attack. Mortal Blow and Strike of Death may not be Resisted. This effect is usable one (1) time per combat. The entirety of the attack is resisted, as long as it is a physical attack. Carrier attacks are stopped, but Spellstrikes may not be stopped.

**Category: Tactical Warrior**

**Requirement: Strategic Warrior**

**Power: Where They Do the Most Good**

**Tagline:** Renew <Missile Dodge, Parry, or Counter Magic> - Ancient Arts

**Rules:** The hero understands the basics of tactics, and is adept at bolstering the defenses of those assigned to defend. One (1) time per Battle the hero may Renew a single Missile Dodge, Parry or Counter Magic for an ally, never herself. This is a Renew effect. If the character has already received a Renew effect for that Battle, the Renew effect does not function and is not lost. This ability is usable one (1) time per Battle, and resets as per Wounding Blows.



**Power: Where They Do the Most Harm**

**Tagline:** Renew <Wounding Blow or Pierce> - Ancient Arts

**Rules:** The hero understands the basics of tactics, and is adept at bolstering the defenses of those assigned to defend. One (1) time per Battle the hero may Renew a single Wounding Blow, up to Mighty Blow, or any single Pierce Maneuver for an ally, never himself. This is a Renew effect. If the character has already received a Renew effect for that Battle, the Renew effect does not function and is not lost. This ability is usable one (1) time per Battle, and resets as per Wounding Blows.

**Category:** *Advantageous Warrior*

**Requirement:** Strategic Warrior

**Power: Team Player**

**Tagline:** Assist Ally - Ancient Arts, Piercing Blow – Ancient Arts

**Rules:** The hero understands the basics of tactics, and knows how to help out an ally engaged in a fight. For one (1) minute, the hero may call “Piercing Blow” on every swing against a single foe that is already engaged with an ally in a fight. This effect ends if the hero uses any other Offensive Maneuvers, becomes Wounded or otherwise incapacitated, loses his weapon, or attacks another opponent. This effect may not be used in the same Battle as any one (1) minute duration or one (1) minute preparation ability from any Warrior Order. This ability is usable two (2) times per day.

**Power: Bloodthirsty**

**Tagline:** Bloodthirsty - Ancient Arts

**Rules:** The hero understands the basics of tactics, and knows how to go for the kill. For one (1) minute, the hero may call “Piercing Blow” on every swing against a single foe that the hero has already struck successfully. This strike must not be blocked, shielded, dodged, parried, and must be intended to wound the opponent in order to be considered successful. This effect ends if the hero uses any other Maneuvers, becomes Wounded or otherwise incapacitated, loses his weapon, or attacks another opponent. This effect may not be used in the same Battle as any one (1) minute duration or one (1) minute preparation ability from any Warrior Order. This ability is usable two (2) times per day.

**Category:** *Swift Warrior*

**Requirement:** Agile Warrior

**Power: Swift Body**

**Tagline:** Dodge - Ancient Arts

**Rules:** The hero understands the basic tactics of survival. Move, hero, get out of the way! One (1) time per day the hero may call “Dodge” against any attack that may normally be Dodged. This does not count toward the limit of three (3) Defenses per Battle.

**Power: Swift Feet**

**Tagline:** Flesh Haste

**Rules:** The hero understands the basic tactics of survival. Move, hero, get out of the way! Two (2) times per day the hero may use a “Flesh Haste” effect.

**Category:** *Dexterous Warrior*

**Requirement:** Agile Warrior

**Power:** Sure Hands

**Tagline:** Resist – Ancient Arts

**Rules:** The hero knows that holding on to her weapon is one of the most important things in any Battle. Two (2) times per day the hero may Resist any Disarm, Drop, or Fling effect. Regardless of which effects the hero Resist, only two (2) effects may be Resisted.

**Power:** Sure Feet

**Tagline:** Sure Feet – Ancient Arts

**Rules:** Falling into a river of slime is not on the hero's agenda. The hero is able to be considered fully on any landing area in dexterity or jumping challenges with only one (1) foot on the area, as opposed to the normal two (2) feet required. This ability may only be used in the presence of a Guide. The Guide will sometimes allow this ability to work in other ways, as well.

### **Three Hundred (300) Character Points**

**Category:** *Force of Nature*

**Requirement:** Battering Warrior

**Power:** Force of the Fiery Tempest

**Tagline:** Spellstrike <Storm or Fire> Arrow

**Rules:** The hero has either a tie to the Realm of Storm or the Realm of Fire, and her weapon in an instrument in channeling that Realm. The hero must pick which Realm she may access when selecting this power. One (1) time per Battle, the hero may call "Spellstrike <Storm or Fire> Arrow". This ability resets as per Wounding Blows.

**Power:** Force of the Gusting Tempest

**Tagline:** Spellstrike Storm Fling

**Rules:** The hero has either a tie to the Realm of Storm, and her weapon in an instrument in channeling that Realm. Two (2) times per Day, the hero may call "Spellstrike Storm Fling".

**Category:** *Dreadnaught*

**Requirement:** Battering Warrior

**Power:** Call Out

**Tagline:** Call Out – Ancient Arts

**Rules:** The hero takes offense easily. One (1) time during a Battle, the hero may select an opponent to Call Out. After stating "Call Out" and lowering his weapon to point at the enemy, the hero gains one (1) Disarm, one (1) Piercing Blow and one (1) Parry usable against his foe. If the hero falls unconscious or is slain, this effect ends. This ability may be used two (2) times per day, but only one (1) time per Battle. These Maneuvers do not count against the Rule of Three.

**Power: Mortal Offense****Tagline:** Delay Death – Ancient Arts

**Rules:** The hero takes offense easily. One (1) time during a Battle, the hero may select an opponent that she feels has offended her. After stating “Delay Death” and lowering her weapon to point at the enemy, the hero becomes immune to all damaging attacks made by that opponent until the end of the battle. She simply states “No Effect” to any damaging attacks made by that opponent. Lance effects, Crippling Blows and Mortal Blows count as damaging attacks for the purposes of this ability. Blast, Death, Binding or Status effects do not count. At the end of the battle, the hero falls over totally and completely dead. This death may not be avoided or prevented in any fashion. This ability may not be used in conjunction with any other Delay Death effects. This ability may be used two (2) times per day, but only one (1) time per Battle.

**Category:** *Warlord***Requirement:** Oppressive Warrior**Power: Fraternal Bond****Tagline:** Fraternal Bond – Ancient Arts

**Rules:** The hero knows that team work is the key to winning battles. The hero may select two (2) allies and must concentrate for ten (10) seconds to form a bond with them. The hero should spend this time explaining the power to her allies if they are unfamiliar with it. As long as all three (3) people are attacking the same target, they may call “Piercing Blow” with every swing. This ability may not be used with any Wounding Blows. This ability continues for each person until they are Wounded, knocked unconscious or otherwise incapacitated, or they lose control of their weapons. This ability only works if all three targets are attacking the same target. This ability may not be used with any one (1) minute preparation or duration Warrior Order ability. This ability expires after thirty (30) minutes if none of the other requirements for cancellation have been met. This ability may be used one (1) time per day.

**Power: Cull the Herd****Tagline:** Cull the Herd – Ancient Arts, Strength

**Rules:** The hero knows that finishing off the weaker opponents in a battle quickly helps to turn the tide of a battle. Preying on the weak isn’t only easier; it’s also the right thing to do. The hero gains a single swing of “Strength”, usable only for damage. This swing of “Strength” refreshes every time an enemy is killed. This ability lasts thirty (30) minutes, or until the hero is rendered unconscious or otherwise incapacitated. This ability requires one (1) minute of concentration to activate. Only one swing of Strength may ever be active at a time, and this Strength effect may not be used in conjunction with any Maneuvers or other Strength effects. This ability is usable two (2) times per day.

**Category:** *Advance Force***Requirement:** Oppressive Warrior**Power: Always Alert****Tagline:** Sense Hidden – Ancient Arts

**Rules:** The hero remains vigilant! The hero gains Acute Hearing, Acute Sight, Acute Taste and Light Sleeper. In addition the hero gains two (2) uses of Sense Hidden per day.

**Power: Hush**

**Tagline:** Disrupt <Realm Type or Form Type> – Ancient Arts

**Rules:** The hero knows people who can't access magic can't use it to kill the hero. One (1) time per battle the hero may choose a Form Type, such as Fluid or Earth, or Realm Type, such as Fire or Light, and swing a single swing of "Disrupt" against that Type. This is usable one (1) time per battle, and resets as per Wounding Blows.

**Category:** *Phalanx*

**Requirement:** Living Wall

**Power: Crest**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero may apply a Resist Destruction to either one (1) Weapon or Shield that the hero is using. This ability takes ten (10) seconds to apply. This ability remains in place as long as the hero chooses to maintain it, or it is lost, but the hero cannot rest while it is active. This may only be applied to one of the hero's weapon, and fades if the weapon or shield leaves the hands of the hero. The hero may sacrifice Pierce Maneuvers in order to Resist Break effects that strike him with no preparation. This ability resets as Wounding Blows.

**Power: Unraveling Shield**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero may Resist one (1) spell or spell effect that strikes her shield. This ability takes no time to prepare. This ability may be used two (2) times per day.

**Category:** *Bulwark*

**Requirement:** Living Wall

**Power: Shed Missiles**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero can brush off attacks from projectiles. Two (2) times per battle the hero may Resist any damage from a missile. This may not be used against Crippling Blows, Mortal Blows or Strikes of Death. This ability resets as per Wounding Blows.

**Power: Rockhide**

**Tagline:** Triggered Earth Drop

**Rules:** The hero may make her skin like unto a craggy mountain face, snaring weapons that strike her. The hero may spend one (1) minute concentration to enact a "Triggered Earth Drop" upon herself. This is an Earth Enchantment and triggers upon being struck with a melee weapon. The hero may only ever

have one Rockhide active at a time. Once Rockhide is triggered, a new one may be brought up. This ability resets as per Wounding Blows.

**Category:** *Unstoppable Warrior*

**Requirement:** Unshakable Warrior

**Power:** Bound by None

**Tagline:** Resist – Ancient Arts

**Rules:** The hero may Resist two Restrict effects per day. This Resist requires no preparation. The hero may Resist additional Restrict effects in exchange for gaining the following Disadvantages in order, per use: Pain Intolerance, Lameness, Slow Healer. It may not be used more than three additional times in a day. If the hero already possesses a Disadvantage, the hero gains the next Disadvantage instead. If a hero possesses an opposing Advantage, that Advantage is negated, but not replaced, and the hero would then receive the next Disadvantage in the progression.

**Power:** Titan's Stride

**Tagline:** Ignore Wall – Ancient Arts, Ignore Circle – Ancient Arts

**Rules:** The hero may ignore all walls and circles, striding right through them. The hero must loudly announce "By my power as an Unstoppable Force, this wall/circle shall not stop me. Ignore <Wall/Circle> - Ancient Arts".

**Category:** *Iron Soldier*

**Requirement:** Unshakable Warrior

**Power:** Punishment

**Tagline:** Assault Home Defenses – Ancient Arts

**Rules:** The hero may defeat Home Defenses in three (3) fewer minutes.

**Power:** Iron Gut

**Tagline:** Resist Poison – Ancient Arts, Resist Disease – Ancient Arts

**Rules:** The hero is able to Resist two (2) Disease and Poison Effects per day. These Resists take one (1) minute of concentration to become active. Any Resist Poison or Disease that the hero receives or possesses that is not granted by this power may be used as either a Resist Poison or Disease with no preparation.

**Category:** *General*

**Requirement:** Tactical Warrior

**Power:** Inspire the Troops

**Tagline:** Ignore Wounds – Ancient Arts

**Rules:** The hero is an incredible source of inspiration to others. The hero may inspire an ally to ignore all of his Wounds until after the battle ends. One (1) time during a battle, the hero may lay hands on an ally and call "Ignore Wounds". The target may ignore all current Wounds until the battle ends. New Wounds

may still be received. This ability may be used one (1) time per battle, and resets as per Wounding Blows.

**Power: Reinforce Defenses**

**Tagline:** Reinforce Home Defenses – Ancient Arts

**Rules:** The hero may spend five (5) minutes reinforcing the defenses of one (1) building per event. This increases the time required to suppress a home defense by five (5) minutes. This applies only to suppressing the home defenses.

**Category:** *Commander*

**Requirement:** Tactical Warrior

**Power: Lead by Example**

**Tagline:** Mimic Wounding Blow – Ancient Arts

**Rules:** The hero is an exemplary instructor. She may spend ten (10) seconds instructing her pupil how to fight as she fights. She should spend this time explaining the power to the student as well, if he is not familiar with the power's use. As long as the student remains within five (5) feet of the hero, he may call "Mimic <Wounding Blow>" against the same target as the hero, after the hero expends a Wounding Blow. This ability is able to be used three (3) times per day, but only one (1) time per battle.

**Power: Worldly Knowledge**

**Tagline:** Mimic Defense – Ancient Arts

**Rules:** The hero is quick to adapt to battle tactics. After an opponent uses a Defensive Maneuver against the hero, the hero may call "Mimic Defense" and gain that ability to then use during that battle. This counts as a Renew effect. This ability may be used two (2) times per day, but only one (1) time per battle.

**Category:** *Opportunistic Warrior*

**Requirement:** Advantageous Warrior

**Power: Sneak Attack**

**Tagline:** Striking Blow – Ancient Arts

**Rules:** The hero knows that victory is what counts. The hero may call "Striking Blow" against an opponent when striking them in the back. This ability follows the rules for the Blindsight Maneuver in terms of positioning, but the strike should be delivered with the head of the weapon. This ability is able to be used one (1) time per battle. This ability resets as per Wounding Blows.

**Power: Flanked!**

**Tagline:** Armor Pierce – Ancient Arts, Piercing Blow – Ancient Arts

**Rules:** The hero knows that tactics win battles. The hero may call "Armor Pierce" and "Piercing Blow" against opponents that are already engaged in a battle with an ally. These abilities are used separately, and do not have to be used against the same opponent. These abilities may not be used in conjunction with other Maneuvers. These abilities may be used one (1) time each, per battle. These abilities reset as per Wounding Blows.

***Category: Striking Warrior***

**Requirement: Advantageous Warrior**

**Power: Second Strike**

**Tagline:** Second Strike – Ancient Arts, Piercing Blow – Ancient Arts

**Rules:** The hero knows that pressing the advantage can turn the tide of a battle. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Piercing Blow” with the next swing after successfully striking an opponent. This strike must not be blocked, shielded, dodged, parried, and must be intended to wound the opponent in order to be considered successful. This Piercing Blow refreshes with every successful strike. The Piercing Blow being expended does not count as a successful strike for the purposes of refreshing this ability. This Piercing Blow may not be used in conjunction with any other Maneuvers. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Cut ‘em up**

**Tagline:** Cut ‘em up – Ancient Arts, Armor Pierce – Ancient Arts

**Rules:** The hero knows that pressing the advantage can turn the tide of a battle. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Armor Pierce” with the next swing after successfully striking an opponent. This Armor Pierce refreshes with every successful strike. This strike must not be blocked, shielded, dodged, parried, and must be intended to wound the opponent in order to be considered successful. The Armor Pierce being expended does not count as a successful strike for the purposes of refreshing this ability. This Armor Pierce may not be used in conjunction with any other Maneuvers. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

***Category: Windstrider***

**Requirement: Swift Warrior**

**Power: Bob and Weave**

**Tagline:** Bob and Weave – Ancient Arts, Armor Pierce – Ancient Arts

**Rules:** The hero knows that a strong defense can force opponents into making mistakes. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Dodge” after successfully striking an opponent. This Dodge refreshes with every successful strike. This strike must not be blocked, shielded, dodged, parried, and must be intended to wound the opponent in order to be considered successful. This ability may only be used against a single opponent. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This

ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability ends if the hero engages any other opponent. She may call her standard Defenses against other opponents, and block with weapons or shields, without losing this ability. This ability counts as a Renew effect. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Jump Start**

**Tagline:** Resist – Ancient Arts, Triggered Aether Form – Ancient Arts

**Rules:** The hero has a tie to the Form of Aether. The hero must spend one (1) minute concentrating in order to place a Resist Magic on himself. When this Resist is expended, this hero may immediately Trigger an Aether Form effect upon himself. Both portions of this ability are able to be used one (2) time per day. If the Resist is expended and the Aether Form is not triggered within ten (10) seconds, the Aether Form is lost.

**Category: Blurred Warrior**

**Requirement: Swift Warrior**

**Power: Thousand Hands**

**Tagline:** Thousand Hands – Ancient Arts, Recover – Ancient Arts

**Rules:** The hero knows that thwarting a foe can drive them mad with frustration. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Recover” to any attempts to Disarm her during the course of the battle. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero expends any Offensive Maneuver, suffers a Wound, loses her weapon, falls unconscious or is otherwise incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Fancy Footwork**

**Tagline:** Fancy Footwork – Ancient Arts, Resist – Ancient Arts

**Rules:** The hero knows that thwarting a foe can drive them mad with frustration. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Resist” to any Knockdown or Daze effect to strike her during the course of the battle. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero expends any Offensive Maneuver, suffers a Wound, loses her weapon, falls unconscious or is otherwise incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Category: Bladebound**

**Requirement: Dexterous Warrior**

**Power: Bladebones**

**Tagline:** Redirect – Ancient Arts



**Rules:** The hero is a master of his own body. He may shunt injuries from his body into his weapons, forcing them to take the brunt of an attack. One (1) time per battle the hero may call “Redirect” and force any one (1) Wound to be taken on his weapon instead, causing it to suffer a Break effect. This will Redirect any one (1) Wound. Mortal Blow and Strike of Death may not be Redirected. This ability resets as per Wounding Blows.

**Power: Slice Bindings**

**Tagline:** Dispel Restrict – Ancient Arts

**Rules:** The hero is a master at slashing through both magical and physical bindings. One (1) time per battle, the hero may spend three (3) seconds slicing through the bindings of an ally, stating “slicing free one...” and so forth at the end of which he may call “Dispel Restrict”. The hero may use this on himself to Dispel a Pin Foot effect only. This ability resets as per Wounding Blows.

**Category: *Shifting Warrior***

**Requirement: Dexterous Warrior**

**Power: Controlled Flesh**

**Tagline:** Flesh Redirect Wound <Location>

**Rules:** The hero is a master at controlling his own body. One (1) time per battle he may call “Redirect Wound <location>” and shift a Wound to a different location on his body. This is able to be done even if the hero has a torso Wound. The location being Redirected to must be uninjured. This ability resets as per Wounding Blows.

**Power: Bladeward**

**Tagline:** Increase Skin 2 – Ancient Arts

**Rules:** The hero may concentrate for ten (10) seconds and increase the value of an existing Skin effect by two (2) points, with the maximum value never exceeding six (6) points in total. If the hero does not have an existing Skin, the hero gains a Skin 2 instead. This ability remains in place as long as the hero chooses to maintain it, or it is lost, but the hero cannot rest while it is active.

**Four Hundred (400) Character Points**

**Category: *Nightmare, Personified***

**Requirement: Force of Nature**

**Power: Dreamslayer**

**Tagline:** Spellstrike Dust Mental Sleep, Spellstrike Dust Mental Befuddle

**Rules:** The hero is a force of nature, and channels the Form of Dust. The hero may call “Spellstrike Dust Mental Sleep”. This ability is able to be used two (2) times per day. The hero may call “Spellstrike Dust Mental Befuddle” one (1) time per combat.

**Power: Dreamguard**

**Tagline:** Aether Resist against Mental

**Rules:** The hero is a force of nature, and channels the Form of Aether for protection. One (1) time per

battle the hero may spend ten (10) seconds concentration to enact an “Aether Resist against Mental” on himself. This ability remains in place as long as the hero chooses to maintain it, or until it is lost, but the hero cannot rest while it is active. This ability resets as per Wounding Blows.

***Category: Squall***

**Requirement: Force of Nature**

**Power: Lightning Rod**

**Tagline:** Ice Resist against Storm

**Rules:** The hero is a force of nature, and channels the Realm of Ice for protection. One (1) time per battle the hero may spend ten (10) seconds concentration to enact an “Ice Resist against Storm” on himself. This ability remains in place as long as the hero chooses to maintain it, or until it is lost, but the hero cannot rest while it is active. This ability resets as per Wounding Blows.

**Power: Thunder Hand**

**Tagline:** Thunder Hand – Ancient Arts, Piercing Blow - Storm

**Rules:** The hero is a force of nature, and channels the Realm of Storm for pure destruction. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Piercing Blow – Storm” with all thrown weapons. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability ends if the hero swings a melee weapon. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

***Category: Siege Engine***

**Requirement: Dreadnaught**

**Power: Catapult**

**Tagline:** Strength 2

**Rules:** The hero’s arm is like unto a siege weapon. The hero permanently calls “Strength 2” with all thrown weapons. This effect is not able to be used with any other Maneuvers, though Wounding Blows may be used in place of this effect.

**Power: Battering Ram**

**Tagline:** Battering Ram – Ancient Arts, Shield Pierce – Ancient Arts

**Rules:** The hero knows that shields present great targets. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Shield Pierce” with every swing. This Shield Pierce may not be used in conjunction with any other Maneuvers. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used two (2) times per day.

**Category: Demolition Expert**

**Requirement: Dreadnaught**

**Power: Bombardment**

**Tagline:** None

**Rules:** The hero spent some time in his original life as a sapper. The hero may throw two (2) alchemical formulations per battle without meeting the requirements. This ability resets as per Wounding Blows.

**Power: Explode Shield**

**Tagline:** Magic Destroy Shield

**Rules:** The hero's raw fury is channeled from her hand into a bolt that shatters shields. One (1) time per battle the hero may throw a packet "Magic Destroy Shield". This ability resets as per Wounding Blows.

**Category: Dictator**

**Requirement: Warlord**

**Power: This is Not a Democracy**

**Tagline:** Dictator – Ancient Arts, Shadow Mental Decree Kneel

**Rules:** The hero knows that the minds of his opponents are often the weakest point of defense, and are excellent targets. The hero must spend one (1) minute preparing himself in concentration prior to the battle. He may then call "Shadow Mental Decree Kneel" with packets as often as he likes. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero uses any weapon offensively, or uses any Defensive Maneuver, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Rule From the Shadows**

**Tagline:** Shadow Invisibility

**Rules:** The hero knows that it is better to be neither seen nor heard sometimes. The hero may use "Shadow Invisibility" two (2) times per day. The hero may sacrifice his Offensive Maneuvers, not Wounding Blows, in order to gain additional uses of this ability, up to a total of three (3) additional times. Offensive Maneuvers spent in this manner return at Sunset, instead of after rest.

**Category: Tyrant**

**Requirement: Warlord**

**Power: Stand Aside, Peasant**

**Tagline:** Renew – Ancient Arts

**Rules:** The hero feels a rush of energy in totally decimating her foe. One (1) time per battle she may use a "Renew" after killing a foe. This is a standard Renew effect and can be used to refresh one Wounding Blow or Defensive Maneuver. This is able to be used one (1) time per battle, counts as a Renew effect, and refreshes as per Wounding Blows.

**Power: Flee Before Me**

**Tagline:** Renew – Ancient Arts

**Rules:** The hero feels a rush of energy in totally decimating her foe. One (1) time per battle she may use a “Renew” after causing an opponent to retreat or flee from her. If the opponent moves to fight someone else, this condition is met. This is a standard Renew effect and can be used to refresh one Wounding Blow or Defensive Maneuver. This is able to be used one (1) time per battle, counts as a Renew effect, and refreshes as per Wounding Blows.

**Category:** *Special Forces*

**Requirement:** Advance Forces

**Power: Sentries are Stupid**

**Tagline:** Befuddling Barrage – Ancient Arts, Aether Mental Befuddle

**Rules:** The hero knows that the minds of his opponents are often the weakest point of defense, and are excellent targets. The hero must spend one (1) minute preparing himself in concentration prior to the battle. He may then call “Aether Mental Befuddle” with packets as often as he likes. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero uses any weapon offensively, or uses any Defensive Maneuver, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Cold Blooded Killer**

**Tagline:** Cold Blood – Ancient Arts, Resist – Ancient Arts, Piercing Blow – Ancient Arts

**Rules:** The hero knows sometimes the right answer is to murder as many opponents as possible. The hero must spend one (1) minute preparing herself in concentration prior to the battle. He may then call “Piercing Blow” with every swing, in addition he gains two (2) Resist Restricts that may be used during this time, and require no time to prepare. This ability may not be used in conjunction with any Maneuver. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses his weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Category:** *Covert Ops*

**Requirement:** Advance Forces

**Power: Shadow Legion**

**Tagline:** Mass Shadow Meld

**Rules:** The hero knows sometimes stealth is required, and that the more people with her, the easier surprise becomes. The hero may use “Mass Shadow Meld” one (1) time per day. The hero may meld up to two (2) people with her when she uses this power. Each person must be within arm’s distance of the hero.

**Power: Freeze, Scum****Tagline:** Ice Afflict, Ice Slow

**Rules:** The hero knows that she needs to take the fight out of an opponent as quickly as possible. The hero may use a packet delivered "Ice Afflict" two (2) times per day. The hero may use a packet delivered "Ice Slow" one (1) time per combat.

**Category:** *Citadel***Requirement:** Phalanx**Power: Let it Rain****Tagline:** Earth Skin 6

**Rules:** The hero knows that sometimes he just needs to soak the punishment. Two (2) times per day the hero may concentrate for one (1) minute in order to enact an Earth Skin 6. This ability lasts until consumed.

**Power: Little City****Tagline:** Earth Skin 2, Earth Skin 4

**Rules:** The hero may gather up to five (5) people around her. After concentrating for one (1) minute, she may name all five (5) people as allies and grant them an Earth Skin 2. She may then grant herself an Earth Skin 4. This ability is usable two (2) times per day.

**Category:** *Fortress***Requirement:** Phalanx**Power: Stopgap****Tagline:** Stopgap – Ancient Arts, Piercing Blow, Parry

**Rules:** The hero knows that defense can turn the tide of a battle. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call "Piercing Blow" with the next swing after successfully blocking a blow, including the expenditure of a Parry, for someone else. This Piercing Blow refreshes with every successful block. This Piercing Blow may not be used in conjunction with any other Maneuvers. In addition, the hero gains two (2) Parries that may only be used while this ability is active. These Parries may only be expended in defense of someone else, never the hero. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Reinforced****Tagline:** Resist – Ancient Arts

**Rules:** The hero may Resist three (3) physical attacks per day, as long as they do not bypass Armor. These Resists do not require preparation in order to be used.

***Category: Colossus***

**Requirement: Bulwark**

**Power: Chip Away**

**Tagline:** Earth Skin 4, Reduce – Ancient Arts

**Rules:** The hero knows that withstanding punishment is sometimes her job. The hero is able to enact an Earth Skin 4 after one (1) minute of concentration two (2) times per day. As long as the Skin remains active, the hero gains one (1) use of Reduce during its duration. This Reduce is able to Reduce all incoming damage to a single Wound. Mortal Blow, Blast and Death effects may not be Reduced. Crippling Blows and Lances are able to be Reduced. This ability is able to be used one (1) time per day.

**Power: Pummel**

**Tagline:** Spellstrike Earth Stun, Spellstrike Earth Daze

**Rules:** Sometimes the right answer is to beat someone until they are helpless. Two (2) times per day the hero may call “Spellstrike Earth Stun”. The hero may call “Spellstrike Earth Daze” one (1) time per combat.

***Category: Monolith***

**Requirement: Bulwark**

**Power: Tough Outer Shell**

**Tagline:** Refresh Skin – Ancient Arts

**Rules:** The hero knows that defense is of the utmost importance. The hero may spend ten (10) seconds concentrating to refresh a skin to full value that has not yet been expended. This ability is able to be used one (1) time per combat. This ability resets as per Wounding Blows.

**Power: Smash**

**Tagline:** Earth Fling <Item>, Earth Stun

**Rules:** Throwing things often helps battles to be won. The hero may use a packet delivered “Earth Fling <Item>”, or “Earth Stun” in any combination a total of three (3) times per day.

***Category: One Man Army***

**Requirement: Unstoppable Warrior**

**Power: Mancatcher**

**Tagline:** Absorb, Magic <Effect>

**Rules:** The hero is wary of any magic that tries to slow her pursuit of her foe. Two (2) times per day, the hero may call “Absorb” to any Restrict effect that strikes her. She may then use a packet delivered “Magic <Effect Absorbed>” within one (1) minute of absorbing the effect. If she fails to do so, the Absorbed effect is lost.

**Power: Whatever is Handy**

**Tagline:** Weapon Master – Ancient Arts

**Rules:** The hero may use all weapons and all Maneuvers count as Master Maneuvers, usable in both

melee and missile weapons. This may be used without any preparation and lasts thirty (30) minutes. This ability may be used two (2) times per day.

**Category:** *This Man IS an Island*

**Requirement:** Unstoppable Warrior

**Power:** Let Your Haven Be Your Tomb

**Tagline:** Redirect Wall/Circle – Ancient Arts

**Rules:** The hero is able to turn Walls and Circles against their creators. The Hero must be within five (5) feet of the Wall or Circle and must raise her hand in concentration. As long as she concentrates and keeps her hand up, she maintains the Wall or Circle as if she was the caster. She may lower her hand to end the effect, and state “Wall/Circle Down”. This lowers the Wall or Circle and the effect must be recast, if the caster wishes to again have a Wall or Circle. This ability is able to be used two (2) times per day.

**Power:** Battle Royale

**Tagline:** Ice Circle

**Rules:** The hero is able to erect an Ice Circle that none of the occupants may escape until the hero falls unconscious. This follows the rules for Circles in all other ways. The hero may end this effect at any time. The hero must state “Let none escape until we have proven ourselves in this Circle of Ice” before using this effect. This ability is able to be used two (2) times per day.

**Category:** *Mechanized Deathmaker*

**Requirement:** Iron Soldier

**Power:** Exoskeleton

**Tagline:** Flesh Skin 4 – Ancient Arts, Flesh Lasting Strength – Ancient Arts

**Rules:** The hero is able to temporarily increase the potency of her flesh. Two (2) times per day, the hero may concentrate for one (1) minute and enact a Flesh Skin 4. If any Flesh sourced Skin is active upon the hero, she may use a Flesh Lasting Strength one (1) time per day. The Lasting Strength does not expire when the Skin expires.

**Power:** Pistoning Fist

**Tagline:** Flesh Create Claw, Flesh Exalt Weapon

**Rules:** The hero is able to create a short sword length claw of Flesh on one of her hands. This claw is able to be Exalted, gaining +1 damage for the duration of the claw, and one use of Flesh Troll Strength during the duration, usable only for damaging purposes. The claw counts as a normal weapon for terms of damage type. The claw lasts for thirty (30) minutes, until the claw is set down, or until the hero is rendered unconscious or otherwise incapacitated. This ability may be used one (1) time per day.

**Category:** *Murder Machine*

**Requirement:** Iron Soldier

**Power: Covered in Blood**

**Tagline:** Blood Greater Renew- Ancient Arts

**Rules:** The hero may spend ten (10) seconds slashing up a dead foe in order to cover herself in the blood splatter. At the end of this time, the hero may use a “Blood Greater Renew”. This is a Renew effect. This ability resets as per Wounding Blows.

**Power: Grizzly End**

**Tagline:** Strike of Death – Ancient Arts

**Rules:** The hero gains a Strike of Death against a foe, that she has been fighting, that is bleeding to death. This ability refreshes as per Wounding Blows.

**Category: Overlord**

**Requirement: General**

**Power: Refresh the Troops**

**Tagline:** Bestow <Maneuver> - Ancient Arts

**Rules:** The hero may expend one (1) of his Maneuvers to give them to someone else, instead. The exchange is a one (1) to one (1) ratio. The hero may only grant one (1) ability to a single person, though he may use this ability as many times per battle as he wishes. This does not count as a Renew effect. This ability resets as per Wounding Blows.

**Power: Garrison**

**Tagline:** Flesh Renew

**Rules:** When defending a building in a town the hero considers her own, she may use “Flesh Renew” on two (2) people defending the building with her. This ability resets as per Wounding Blows.

**Category: Supreme Advisor**

**Requirement: General**

**Power: Retrograde Action**

**Tagline:** Aether Greater Renew

**Rules:** When leaving the field of battle, the hero instantly refreshes all Skins and Defensive Maneuvers. If the hero then decides to advance or return to the field of battle, he instantly suffers an Arcane Blood Blast. This Blood Blast is unavoidable in any way. The hero may use this ability when deciding to make a fighting retreat. This ability counts as a Renew effect. This may be used one (1) time per battle. This ability may be used two (2) times per day.

**Power: Twin-Pronged**

**Tagline:** Parry – Ancient Arts, Piercing Blow – Ancient Arts

**Rules:** When faced with at least two (2) types of foes in a single battle, the hero gains one (1) Parry and one (1) Piercing Blow against each type of foe in the battle. These abilities do not count against the Rule of Three. A type of foe is defined as being a different, unique type of creature, such as human, homunculus, werewolf, troll or ghul. Humans from different cultures do not qualify for this ability.



Creatures that are the same but use different types of skills do not qualify for this ability. This ability resets as per Wounding Blows.

***Category: War Hero***

**Requirement: Commander**

**Power: They Loved Me In Tarsikka**

**Tagline:** Crippling Blow - Light

**Rules:** The hero gains one (1) Crippling Blow- Light per battle against a Shadow Creature. This ability resets as per Wounding Blows.

**Power: They Loved Me In Oresund**

**Tagline:** Crippling Blow

**Rules:** The hero gains one (1) Crippling Blow per battle against a Troll or Troll Construct. This ability resets as per Wounding Blows.

***Category: Battlemaster***

**Requirement: Commander**

**Power: Ebb and Flow**

**Tagline:** Renew <Wounding Blow> - Ancient Arts, Renew <Defense> - Ancient Arts

**Rules:** The hero is able to Renew a Wounding Blow after expending a Defense, and is then able to Renew a Defense after expending a Wounding Blow. Each of these is usable one (1) time per battle, and count as a single Renew effect. This ability may be used two (2) times per day.

**Power: Full on Assault**

**Tagline:** Bestow <Wounding Blow #>

**Rules:** The hero is able to expend his Defenses in order to gain more of a combat edge. One (1) time per battle the hero may state “Bestow <Wounding Blow #>”, where the Wounding Blow type is the hero’s highest Wounding Blow, and the number is the number of Defenses expend. The hero then regains that many Wounding Blows of that type. This is not a Renew effect. This ability may be used two (2) times per day.

***Category: Sapper***

**Requirement: Opportunistic Warrior**

**Power: Smoke them Out**

**Tagline:** Flesh Renew

**Rules:** When assaulting a building the hero may use “Flesh Renew” on two (2) people assaulting the building with her. This ability resets as per Wounding Blows.

**Power: Make a Hole**

**Tagline:** Dust Mental Sleep

**Rules:** When assaulting a building the hero may use a two (2) packet “Dust Mental Sleep”. These packets may be thrown from the same hand or from separate hands, though they must be released at

the same time. These packets must be resolved as separate attacks. This ability is resets as per Wounding Blows.

***Category: Right Bastard***

**Requirement: Opportunistic Warrior**

**Power: Nervous Breakdown**

**Tagline:** Spellstrike Aether Mental Feeblemind, Spellstrike Aether Mental Befuddle

**Rules:** The hero may use a “Spellstrike Aether Mental Feeblemind” two (2) times per day. The hero may use a “Spellstrike Aether Mental Befuddle” one (1) time per combat.

**Power: Incite Riot**

**Tagline:** Aether Mental Enrage, Dust Fling <Item>

**Rules:** The hero may use a packet delivered “Aether Mental Enrage” or “Dust Fling <Item>” in any combination up to four (4) times per day.

***Category: Storm Blade***

**Requirement: Striking Warrior**

**Power: Strikes Twice**

**Tagline:** Lightning Stance – Ancient Arts, Spellstrike Storm Arrow

**Rules:** The hero knows that follow up strikes are important. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then call “Spellstrike Storm Arrow” with a single swing after successfully striking the target. She may do this after every successful strike as long as this ability is active. This strike must not be blocked, shielded, dodged, parried, and must be intended to wound the opponent in order to be considered successful. The Spellstrike does not count as a successful strike for this purpose. This Spellstrike may not be used in conjunction with any other Maneuvers. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

**Power: Chain Lightning**

**Tagline:** Storm Lance – Ancient Arts, Storm Arrow – Ancient Arts

**Rules:** The hero may throw two (2) packet-delivered Storm Lances per day. These may be delivered one (1) at a time, or both at once. The hero is able to use two (2) packet-delivered Storm Arrow effects per combat. Each packet must be thrown at the same time, but may be thrown from different hands. This resets as per Wounding Blows.

***Category: Spear of Murder***

**Requirement: Striking Warrior**

**Power: Unseen Death**

**Tagline:** Shadow Meld – Ancient Arts, Shadow Invisibility – Ancient Arts

**Rules:** The hero may gain a Shadow Meld to be used within one (1) minute after delivering her first killing blow of the battle. This ability may be used one (1) time per battle and resets as per Wounding Blows. The hero may also use a Shadow Invisibility one (1) time per day, without having to kill anyone.

**Power: Murder Spree**

**Tagline:** Blood Lance – Ancient Arts, Blood Arrow- Ancient Arts

**Rules:** The hero may gain a packet delivered Blood Lance to be used within one (1) minute after delivering her first killing blow of the battle. This ability may be used one (1) time per battle and resets as per Wounding Blows. The hero may use a packet-delivered Blood Arrow one (1) time per combat, without having to kill anyone. This ability resets as per Wounding Blows

***Category: Cloudleaper***

**Requirement: Windstrider**

**Power: Throat Punch**

**Tagline:** Spellstrike Dust Disrupt Magic

**Rules:** The hero knows that people can't cast spells if they have a crushed throat. Two (2) times a day the hero may use a "Spellstrike Dust Disrupt Magic".

**Power: Blow Away the Cobwebs**

**Tagline:** Fire Dispel Illusion

**Rules:** The hero knows how to reveal illusions. The hero may use a packet delivered "Fire Dispel Illusion" two (2) times per day.

***Category: Air Raider***

**Requirement: Windstrider**

**Power: Convection**

**Tagline:** Spellstrike Fire Engulf <item>, Spellstrike Storm Fling <item>

**Rules:** The hero knows that she stands a much better chance of winning a fight if the opponent doesn't have a weapon, or is on fire. The hero may use a "Spellstrike Fire Engulf <item>" and a "Spellstrike Storm Fling <item>" in any combination three (3) times per day.

**Power: Pillage Energy**

**Tagline:** Dust Drain 5 Mana

**Rules:** The hero may use a packet delivered "Dust Drain 5 Mana" two (2) times per day.

***Category: Vision of War***

**Requirement: Blurred Warrior**

**Power: Hit and Run**

**Tagline:** Flesh Haste – Ancient Arts, Truestrike <Wounding Blow or Maneuver> Ancient Arts

**Rules:** The hero may use “Flesh Haste” one (1) time per battle after delivering a Killing Blow. The Flesh Haste may be used within one (1) minute of the first Killing Blow of the battle. This ability resets as Wounding Blows. The hero may also use any Wounding Blow or Offensive Maneuver as a True Strike one (1) time per day, without having to kill anyone.

**Power: Shoot to Kill**

**Tagline:** Shoot to Kill – Ancient Arts, Renew <Wounding Blow> - Ancient Arts

**Rules:** The hero knows that a good skirmisher can control a battle. The hero must spend one (1) minute preparing herself in concentration prior to the battle. She may then refresh one (1) Wounding Blow, up to Crippling Blow, with a ranged weapon after successfully scoring a hit with a melee weapon. Only one (1) Wounding Blow may be refreshed at a time, though this stance persists throughout the battle. The Wounding Blow must be used before another may be gained. This Wounding Blow may not be used in conjunction with any other Maneuvers. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day. This ability counts as a Renew effect.

**Category: Image of Death**

**Requirement: Blurred Warrior**

**Power: Seeing Red**

**Tagline:** Blood Lance – Ancient Arts, Triggered Blood Heal Wound – Ancient Arts

**Rules:** If the hero is Wounded in a Limb, he may use a packet-delivered Blood Lance. If the Blood Lance successfully strikes the target he may then immediately use a Triggered Blood Heal Wounds. If the Blood Lance is Warded, Shielded, Resisted, Countered, Dodged or otherwise avoided, it is not considered successful. Both portions of this ability may be used one (1) time per combat, and reset as per Wounding Blows.

**Power: Bloodspatter**

**Tagline:** Delay Blood Blast, Blood Blast

**Rules:** The hero may choose to receive a Blood Blast effect. The hero Delays this Blood Blast on herself until such time as she misses with a packet, or the Blood Blast is prevented by Defenses or Protectives or until the battle ends. Until that time, the hero may throw unlimited packet-delivered Blood Blasts until those conditions are met. This ability takes no time to prepare and is usable one (1) time per day. The effect expires if the hero spends more than ten (10) seconds between packets. This Blood Blast the hero receives may not be avoided or prevented in any way, as the hero is throwing her own blood at her foes.

***Category: Freedom Fighter***

**Requirement: Bladebound**

**Power: Guerilla Tactics**

**Tagline:** Resist – Ancient, Triggered Shadow Meld

**Rules:** The hero may spend ten (10) seconds preparing himself, gaining a Resist Restrict after that time. Once the Resist is expended the may Trigger a Shadow Meld immediately. This effect must occur within ten (10) seconds or the Meld effect is lost. This both portions of this ability are usable one (1) time per combat, and reset as Wounding Blows.

**Power: For the People**

**Tagline:** For the People – Ancient Arts, Piercing Blow – Ancient Arts

**Rules:** The hero has a hatred for a cultural villain! The hero should consult the Plot committee for his specific cultural villain. The hero is well known amongst these villains, and those that seek to oppose them. The hero gains Lore: Cultural Villain 1 for no cost, and BGAs that use this Lore will be aided by those that support the hero. In addition, the hero gains the following ability, usable against any foe, not just the cultural villains.

The hero must spend one (1) minute preparing himself in concentration prior to the battle. He may call “Piercing Blow” with every swing. This Piercing Blow may not be used in conjunction with any other Maneuvers. This ability may not be used in the same battle as any other one (1) minute preparation or duration Warrior Order ability. The hero must enter a battle within ten (10) minutes of preparing herself, or this ability is lost. This ability ends if the hero loses her weapon, becomes Wounded, or is otherwise Wounded or incapacitated. This ability lasts for thirty (30) minutes if no other requirement for cancellation has been met. This ability is able to be used one (1) time per day.

***Category: Unmatched Fury***

**Requirement: Bladebound**

**Power: Titan’s Blade**

**Tagline:** Dispel Wall/Circle – Ancient Arts

**Rules:** The hero may slice through any Wall or Circle with ten (10) seconds of sawing with her weapons. The weapon receives an Arcane Destroy effect at the end of this time. The hero must state “My fury knows no bounds, and I cannot be stopped, Dispel Wall/Circle”. This is a permanent ability, but it may not be used with weapons unable to be Destroyed.

**Power: Booming Voice**

**Tagline:** Voice Effect Interrupt Killing Blow

**Rules:** The hero may shout “Voice Effect Interrupt Killing Blow” as loud as she can. Any Killing Blows being performed by creatures that hear the shout are interrupted. The Killing Blows may immediately start over at that time. This ability is usable one (1) time per battle, and resets as Wounding Blows.

***Category: Metaphysical Master***

**Requirement: Shifting Warrior**

**Power: Biorhythm**

**Tagline:** None

**Rules:** If the hero possesses Fast Bleeder, this ability removes that Disadvantage from the hero. If the hero does not possess Fast Bleeder or Increased Stamina, then the hero gains Increased Stamina. If the hero possesses Increased Stamina then the hero's bleed out time increases by one (1) minute. Regardless, the hero may Resist one (1) Disease and one (1) Poison per day. This requires no time to activate.

**Power: Master of the <Weapon Type>**

**Tagline:** Mend <Weapon Type>

**Rules:** The hero must pick a Weapon Type. This must be a specific weapon type, such as Short Swords. The hero gains unlimited Earth Mends usable only on the weapon type. These Mends take one (1) minute to perform.

**Category:** *Master of the Body*

**Requirement:** Shifting Warrior

**Power: Extra Joint**

**Tagline:** Flesh Create Claw

**Rules:** The hero is able to create a short sword length claw of Flesh on one of her hands. The hero may use any Maneuvers with this Claw as if they were Master Maneuvers. The claw counts as a normal weapon for terms of damage type. The claw lasts for thirty (30) minutes, until the claw is set down, or until the hero is rendered unconscious or otherwise incapacitated. This ability resets as per Wounding Blows.

**Power: Stony Sinew**

**Tagline:** Absorb – Ancient Arts, Knockdown – Ancient Arts, Daze – Ancient Arts

**Rules:** The hero is able to use the force of his opponent against him. The hero may Absorb two (2) Knockdowns per combat, and may then call a swing of "Knockdown" within ten (10) seconds of Absorbing this effect. The hero may call "Daze" one (1) time per combat, without having to Absorb anything. These abilities reset as per Wounding Blows.

## **Ancient Arts – Wise-Man Path Powers**

### **Fifty (50) Character Points**

**Category:** *Wise-Man*

**Requirements:** None

#### **Power: Trained Mind**

**Tagline:** Aether Resist against Mental

**Rules:** The hero is able to place two (2) Aether Resist against Mental effects upon herself per day. This Resist takes one (1) minute of concentration to activate.

#### **Power: Concentration**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero is able to Resist Disrupt effects against a specific Realm. The Realm must be selected at the time of purchasing this ability. This ability takes no time to prepare and may be used two (2) times per day.

#### **Power: Natural Remedies**

**Tagline:** Purify <Food or Drink> - Ancient Arts

**Rules:** The hero is able to Purify two (2) foods or drinks per meal. This takes ten (10) seconds of concentration. This ability resets as per Wounding Blows.

### **One Hundred (100) Character Points**

**Category:** *Patron of the Staff*

**Requirements:** Wise-Man

#### **Power: Crucible's Hand**

**Tagline:** None

**Rules:** The hero gains one (1) additional Production Point per event. The hero may gain one (1) fatigue in order to increase this to two (2) total additional Production Points. The hero may only do this one (1) additional time. These Production Points must be used in the creation of an object.

#### **Power: One Step Back**

**Tagline:** Second Chance – Ancient Arts

**Rules:** The hero is able to gain a second chance after missing with one (1) activation of a zero (0) or one

(1) Fatigue cost ritual. The hero may call "Second Chance" and the charge is restored to the focus. This may be used one (1) time per day.

This ability may be used additional times for the cost of one (1) Fatigue per use.

**Category:** *Patron of the Scroll*

**Requirements:** Wise-Man

**Power:** Writings of the Realms

**Tagline:** None

**Rules:** The hero must pick one (1) Realm upon the selection of this power. One (1) successful ritual casting of a Dart spell is increased in charges by one (1). The hero may select a single type of protective, such as Shield or Ward, when selecting this power. One (1) successful ritual casting of this type of Protective is increased in number by two (2), spread amongst different targets, never the same target multiple times. Each portion of this ability is able to be used one (1) time per day.

Each portion of this ability may be used an additional time for the cost of one (1) Fatigue per use.

**Power:** Legends of the Hidden Temple

**Tagline:** None

**Rules:** When selecting this power the hero must select one of the following: The hero gains a small, but significant, bonus when beginning any research project OR the hero is able to craft one item (1) per at-event production period at half the material unit (MU) cost, rare materials are excluded, as long as the item is less than four material units (MU) in value. The hero must select between the choices at the time the power is selected.

### **One Hundred and Fifty (150) Character Points**

**Category:** *Staff of Bones*

**Requirements:** Patron of the Staff

**Power:** Flesh and Bones

**Tagline:** None

**Rules:** One (1) activation of any Accelerate Healing may be used three (3) times before the charge is expended. All three (3) charges must be used within thirty (30) seconds of each other.

This ability may be used additional times for the cost of one (1) Fatigue per use.

**Power:** Touch of the Forge

**Tagline:** Magic Reset Lock – Ancient Arts, Magic Mend – Ancient Arts

**Rules:** The hero is able to fix what is broken. The hero may either reset the expended Resists of a single lock or Mend any one (1) object, one (1) time per day. The hero may choose between these two powers every reset period. These powers may be used multiple times per day at the cost of two (2) production points per use, though the chosen power is all that may be used in this way.



***Category: Staff of Realms***

**Requirements: Patron of the Staff**

**Power: Mystic Balance**

**Tagline:** None

**Rules:** The hero may substitute one (1) Basic Level Mystic Material for another in a formula one (1) time per on-site production period. The hero may substitute one (1) Intermediate Level Mystic Material for another in a formula one (1) time per event.

**Power: Ritual Vessel**

**Tagline:** Charge Weapon <Realm > - Ancient Arts

**Rules:** When the hero successfully completes a Dart ritual, she may instantly gain a Charge Weapon effect upon a weapon that is of the same realm as the Dart ritual. Only one (1) Charge Weapon effect is gained this way, regardless of the number of Darts the ritual would produce. This Charge lasts until used. Only one (1) Charge Weapon effect may ever be placed on the same weapon at a time through this manner. This is a permanent effect.

***Category: Carved in Bone***

**Requirements: Patron of the Scroll**

**Power: Ivory Quill**

**Tagline:** None

**Rules:** The hero is able to eke more out of her existing knowledge when she goes to cross-reference her materials. All applicable skills for research act as if they were one (1) level higher than their existing level.

**Power: Homunculi, Help Me Try**

**Tagline:** None

**Rules:** The hero may draw an additional bone when acting as the prime in a ritual where homunculi are participating. This does not increase the Fatigue the hero possesses, and does not increase the number of bones the Hero must possess in order to begin a ritual. This ability may not be used when the hero has reached 0 fatigue.

***Category: Scribed in Blood***

**Requirements: Patron of the Scroll**

**Power: Blood Sigil**

**Tagline:** Blood Accelerate Healing, Blood Strength, Blood Shield against Physical

**Rules:** The hero draws a sigil, in her own blood, upon an ally. That ally may gain a Blood Accelerate Healing, Blood Strength, or Blood Shield against Physical, as determined by the hero. This ability does not require the hero to become Wounded, though the hero should lightly cut herself, and have

appropriate fake blood phys reps. This ability may be used in any combination two (2) times per day. The Shield effect expires at sunset, and the Strength effect lasts ten (10) minutes, or until used.

This ability may be used additional times for the cost of one (1) Fatigue per use.

**Power: Maker's Blood**

**Tagline:** Resist Break – Ancient Arts

**Rules:** The hero gains three (3) production points for one (1) at-event production period usable for copying, transmuting or refining. These points are not able to be doubled through any means. In addition, the hero may use a portion of his own blood to protect the belongings of an ally, granting a Resist Break two (2) times a day. The hero is not injured in doing this, but should roleplay cutting himself and have appropriate fake blood phys reps. The hero must draw a symbol of his choice upon the object no less than 1"x1" in size, and it must be visible to confer protection. The Resist Break fades at sunset, or upon use.

**Two Hundred (200) Character Points**

**Category:** *Covered in Runes*

**Requirements:** Staff of Bones

**Power: Crafter's Eye**

**Tagline:** Refit – Ancient Arts

**Rules:** The hero may increase the radius of any one (1) trap she creates by one (1) foot two (2) times an event or the hero may refit a suit of armor she has created and is wearing after ten (10) seconds two (2) times per day or the hero gains one (1) additional charge when using Touch of the Realms two (2) times per day. The hero may elect to swap out these powers at sunset each day, but the per-event limit remains in effect if the same power is picked twice.

**Power: Rune of Repulsion**

**Tagline:** Absorb – Ancient Arts, Storm Mental Fear – Ancient Arts

**Rules:** The hero may prepare a Rune of Repulsion upon either palm. This rune must be visible at all times and be at least 1"x1" in size. This Rune allows one (1) successful ritual casting to be Absorbed into the rune and converted to two (2) charges of Storm Fear. This Storm Mental Fear is delivered by packet. Once both charges are used, the rune fades. All charges of the Absorbed ritual are lost in the conversion. The ritual Absorbed must cost at least one (1) Fatigue to complete.

This ability may be used additional times for the cost of one (1) Fatigue per use.

**Category:** *Shielded by Sigils*

**Requirements:** Staff of Bones

**Power: Runic Reflexes**

**Tagline:** Absorb – Ancient Arts

**Rules:** The hero may prepare a piece of cloth to serve as a secondary focus. This focus is a valid target for any Shield or Ward spells. This cloth must be displayed openly and be at least 6"x6". The cloth must

have a 3"x3" sigil on it, as chosen by the wizard. Only one (1) Shield or Ward may be stored at a time. The hero may activate these spells at any time, and no concentration time is required to activate the Shield or Ward. These Shields and Wards may only ever be placed upon the ritualist. Only one charge of a ritual needs to be stored in the cloth, the other charges may be distributed upon other targets as per normal.

**Power: Scrying Sigil**

**Tagline:** Circle against Scrying – Ancient Arts

**Rules:** The hero must have the True Name Advantage in order to select this ability. The hero may comprise a Circle entirely out her True Name symbol. The True Name symbol is repeated over and over to comprise the Circle and the symbols must be touching. The Circle must be at least six (6) inches in width, and should be marked with a grey packet. The Circle may be twenty (20) feet in diameter. The Circle prevents any Scrying on anyone inside the Circle, as long as the hero is inside the Circle. The Circle lasts for one (1) hour, or until the hero is no longer inside the Circle. The Circle prevents nothing else, only Scrying. People may cross the Circle freely. This ability may be used any number of times per day, with no limit.

**Category:** *Hand of the Realms*

**Requirements:** Staff of Realms

**Power: Handcrafted**

**Tagline:** None

**Rules:** The hero receives a two (2) material unit (MU) discount on any one production item one (1) time per onsite production period. This may never reduce an item's cost below one (1) material unit (MU).

**Power: Handled With Care**

**Tagline:** Extend Ritual – Ancient Arts

**Rules:** The hero may extend one (1) successful casting of a ritual that would normally expire at sunset until the following sunset. This must be a ritual that may be stored in a focus. All charges of this ritual are granted this extension. This power must be used when the ritual is first cast.

This ability may be used up to one (1) additional time per day for the cost of one (1) Fatigue.

**Category:** *Guardian of the Realms*

**Requirements:** Staff of Realms

**Power: Vessel of the Realms**

**Tagline:** None

**Rules:** The hero is able to fuel Forge Magic by pure force of will. The hero is able to activate any Forge Magic enchantment even if the enchantment would not normally be able to be activated. This means the hero may use a weapon that has a Greater Enchantment, but no Lesser Enchantment, which normally could not occur, as an example. This in no way allows items to be enchanted differently, just activated.

**Power: Realm Warden****Tagline:** Circle against <Realm> – Ancient Arts

**Rules:** The hero must have the True Name Advantage to select this power. The hero must select a Realm of Energy when selecting this power. The hero may comprise a Circle entirely out her True Name symbol. The True Name symbol is repeated over and over to comprise the Circle and the symbols must be touching. The Circle must be at least six (6) inches in width, and should be marked with a grey packet. The Circle may be twenty (20) feet in diameter. The Circle prevents beings dedicated to the selected Realm for crossing the Circle or using any abilities across the Circle, as long as the hero is inside the Circle. The Circle lasts for one (1) hour, or until the hero is no longer inside the Circle. The Circle prevents nothing else besides being dedicated to the selected Realm. Anyone else may cross the Circle freely. This ability may be used any number of times per day, with no limit.

**Category: Bindings of Bone****Requirements: Carved in Bone****Power: Boatman's Price****Tagline:** None

**Rules:** The hero knows that two coins are better than one. The hero is able to stretch her monetary contributions to her research and make them more effective. Any money contributed to a research project that furthers the project counts as if hero had contributed enough to push it one step further.

**Power: Bone Bracer****Tagline:** Mystic Armor 2 – Ancient Arts

**Rules:** The hero may draw runes and sigils on the forearms of the target. The target gains two (2) points of armor to the target location, though the runes and sigils must be displayed at all times in order to gain the benefit. This acts as Armor in all ways. This armor may not be refit, and does not stack with any other armor in this location. This ability may be used one (1) time per day.

This ability may be used additional times for the cost of one (1) Fatigue per use.

**Category: Structure of Sigils****Requirements: Carved in Bone****Power: Sigil of the Creature****Tagline:** None

**Rules:** The hero may inscribe a Warding Glyph with the basic Ice Arrow effect against Animals, Trolls, or Ghuls above the door to her own home. This functions exactly the same as an inscription made Warding Glyph and carries the same phys rep requirements. This ability may only ever be used on the home of another for the cost of three (3) fatigue. This Warding Glyph expires as per Warding Glyphs. Only one Warding Glyph may ever be active at a time. This Warding Glyph takes five (5) minutes to properly inscribe. This should be noted on the Cabin Notes.

**Power: Sigil of the Shroud****Tagline:** None

**Rules:** The hero may inscribe a Warding Glyph against the Mark Condition above the door to her own home. The Glyph effect is that players staying in this cabin have their Mark quality Obscured while inside. Some effects may be able to penetrate this Obscurement. This functions exactly the same as an inscription made Warding Glyph and carries the same phys rep requirements. This ability may only ever be used on the home of another for the cost of three (3) Fatigue. This Warding Glyph expires as per Warding Glyphs. Only one Warding Glyph may ever be active at a time. This Warding Glyph takes five (5) minutes to properly inscribe. This should be noted on the Cabin Notes.

***Category: Bloodied Contracts***

**Requirements: Scribed in Blood**

**Power: Ties that Bind**

**Tagline:** Imbue Scroll with <Realm or Form> - Ancient Arts

**Rules:** The hero must choose one (1) Form and one (1) Realm when selecting this power. The hero gains ties to this Realm and Form. The hero may also convert any existing scroll to the selected Realm or Form two (2) times per day whenever he wish, provided the scroll could normally be created in this combination.

**Power: Signed in Blood**

**Tagline:** Enhance Benefit – Ancient Arts.

**Rules:** The hero may sign a contract in her own blood. This allows her to increase the benefit of the contract to any benefit that is one (1) production point greater in cost, but only for the hero. She may alternatively gain a benefit worth one (1) production point rather than increase an existing benefit. This may not be used to gain inclusion in a Totem. In exchange, the hero gains the Fast Bleeder Disadvantage for the duration of the contract. If the hero already has Fast Bleeder, she bleeds out in one (1) minute instead. The hero may only enhance the benefit of one (1) contract at a time.

***Category: Bleeding Bones***

**Requirements: Scribed in Blood**

**Power: Strengthened by Blood**

**Tagline:** None

**Rules:** The hero may ignore up to three (3) Fatigue of a single ritual, and the ritual gains one (1) charge of Blood Stabilize. In exchange, the hero gains the Fast Bleeder Disadvantage until sunset. This ability may be used one (1) time per day. If the hero already has the Fast Bleeder Disadvantage, she bleeds out in one (1) minute instead.

**Power: Alchemical Fuel**

**Tagline:** Natural Acid Break – Ancient Arts

**Rules:** The hero may transmute material components, such as fur and metal, of any type to Alchemical material units, not components, but these components only yield one (1) material unit. This conversion requires an alembic. This is a permanent ability. The hero also gains two (2) Acid Breaks per day, after a transmutation has taken place, that expire at sunset. The hero may only ever gain two (2) Acid Breaks per day in this fashion, regardless of how many transmutations have occurred.

### **Three Hundred (300) Character Points**

**Category:** *Glorious Works*

**Requirements:** Covered in Runes

**Power:** Nothing Wasted

**Tagline:** None

**Rules:** The hero is able to eke more raw materials out of salvaged good when using them to create items. When the hero uses nothing but salvaged items to create an item, the hero gains an additional one (1) material unit towards the creation of the item and the hero receives two (2) material units once the creation is completed, as a result of their careful and frugal nature.

**Power:** Instrument of Glory

**Tagline:** None

**Rules:** Two (2) successfully completed rituals of one (1) Fatigue or greater grants one (1) charge of Light Bless Weapon per day.

This ability may be used additional times per day for the cost of one (1) Fatigue per use.

**Category:** *Runic Domination*

**Requirements:** Covered in Runes

**Power:** Runic Demand

**Tagline:** None

**Rules:** One (1) successfully completed ritual of one (1) Fatigue or greater grants one (1) charge of Shadow Mental Decree Flee, and one (1) charge of Storm Shield against Mental per day.

This ability may be used additional times per day for the cost of one (1) Fatigue per use.

**Power:** Runic Persistence

**Tagline:** None

**Rules:** One (1) successfully completed ritual of one (1) Fatigue or greater grants one (1) charge of Shadow Mental Decree Flee. If the charge of Shadow Mental Decree Flee is Warded, Shielded, Absorbed, Redirected or Resisted, it may be activated again within ten (10) seconds.

This ability may be used additional times per day for the cost of one (1) Fatigue per use.

**Category:** *Armored by Sigils*

**Requirements:** Shielded by Sigils

**Power:** Runic Resilience

**Tagline:** Mimic <Spell> - Ancient Arts

**Rules:** After successfully completing any Ward, Shield or Resist ritual, the hero immediately gains the same protective, even if she was not a target of the ritual. If she was a target of the ritual, she gains a

second, Triggered version of the protective, with the trigger being the expenditure of the original protective. This triggered version expires at sunset. Only one (1) triggered protective, regardless of type, may be stored at any time. This is a permanent ability.

**Power: Ablative Sigil**

**Tagline:** Magic Skin 3 – Ancient Arts

**Rules:** After successfully completing any ritual of one (1) Fatigue or higher, the hero gains a Magic Skin 3 upon himself, in addition to the primary effect of the ritual. If the hero already has a Skin, this Skin may be stored as a Triggered Magic Skin 3, with the trigger being the expenditure of the original Skin. This triggered version expires at sunset. Only one (1) triggered Skin may be stored at any time. This is a permanent ability.

**Category:** *Coronet of Sigils*

**Requirements:** Shielded by Sigils

**Power: Obscuring Sigils**

**Tagline:** Obscuring Sigil – Ancient Arts

**Rules:** The hero may openly display a 3"x3" sigil on a piece of cloth at her waist or around her neck. This sigil prevents one (1) attempt to be located via Grey Robe Spirits, or one (1) attempt to have the hero's True Name used against her, should she possess one. More powerful spirits may pierce this Obscurement.

**Power: Learn from Defeat**

**Tagline:** Refresh Fatigue # – Ancient Arts

**Rules:** The hero may refresh the Fatigue from one (1) successful casting of a ritual, should he miss with the activation of a ritual charge. If the charge just misses the target, or is stopped by Shield, Ward, Resist, or Absorb, the hero may call "Refresh Fatigue #", where the number is the number of Fatigue that the ritual cost. Regardless of how many charges the ritual casting provided, the hero may only ever refresh the Fatigue one (1) time. This ability may be used one (1) time per day.

**Category:** *Realm Scrivener*

**Requirements:** Hand of the Realms

**Power: Scribbles of the Realms**

**Tagline:** None

**Rules:** The hero may gain up to three (3) Fatigue, in exchange for lowering the Material Unit cost of a single production period by up to three (3) Material Units. This is a one (1) to one (1) exchange. This ability is able to be used one (1) time during the course of an event, and one (1) time as a BGA. If used as part of a BGA, the hero gains the Fatigue on the first night of play.

In addition, the hero may inscribe a symbol of their choice upon an item of no less than 1" x 1" and that item gains a Resist against Destruction. This ability is usable one (1) time per day.

This Resist against Destruction ability may be used additional times for the cost of one (1) additive fatigue. The first additional use of this ability would cost one (1) fatigue, the second would cost two (2) fatigue and so on.

**Power: By-Product of the Realms**

**Tagline:** <Realm> Charge Weapon – Ancient Arts

**Rules:** The hero must select a Realm when selecting this power. The hero may place a <Realm> Charge Weapon upon their own weapon one (1) time per combat. The hero may also place a <Realm> Charge Weapon upon any weapon three (3) times per day. Only one (1) Charge Weapon may be placed on any weapon at a time.

The hero may place additional Charge Weapon effects upon others for the cost of one (1) Fatigue.

**Category: *Realm Artificer***

**Requirements: Hand of the Realms**

**Power: Time Out of Realms**

**Tagline:** None

**Rules:** For the cost of five (5) fatigue, the hero may extend the duration of a single Forge Magic production item by one (1) event at the time of creation. This ability is able to be used one (1) time per day.

**Power: Realm Enhanced Armaments**

**Tagline:** Imbue <Weapon> <Realm> Dart, Spellstrike <Realm> Dart

**Rules:** The hero may Imbue a weapon with a daily use of a Dart ritual, delivered as a Spellstrike, for the cost of five (5) Fatigue in addition to the cost of the ritual. The weapon is Imbued with only the standard amount of Darts the ritual provides, regardless of other abilities the hero might possess. The wielder may expend these charges as Spellstrikes each day. The imbuing of this weapon lasts for three (3) months or until the weapon needs maintenance, whichever comes first. This effect should be noted on the item tag when it is used. Only one (1) weapon may be Imbued at a time.

**Category: *Champion of the Realms***

**Requirements: Guardian of the Realms**

**Power: Realm Bolstered**

**Tagline:** Absorb – Ancient Arts, Magic Heal Wound – Ancient Arts, Magic Awaken – Ancient Arts

**Rules:** The hero selects a Realm when selecting this ability. The hero may Absorb any one (1) harmful spell per day, with no preparation. After absorbing this spell, the hero gains one (1) use of a touch delivered Magic Heal Wound or a touch delivered Magic Awaken. These uses last until sunset, if not used.

This ability may be used additional times for the cost of two (2) additive Fatigue per use. For example, the first addition use costs two (2) Fatigue, the second costs four (4), the third costs six (6) and so forth.



**Power: Realm Omen****Tagline:** <Realm> Lance – Ancient Arts, <Realm> Arrow- Ancient Arts

**Rules:** The hero selects a Realm when selecting this ability. After the hero successfully kills an opponent, he gains a packet delivered Lance of the chosen Realm type. The effect expires at sunset if it is not used. Only one (1) Lance may be gained at any time. This ability refreshes as per Wounding Blows.

Additionally, the hero may use a packet delivered Arrow of the chosen Realm type one (1) time per combat without the need to kill anyone. This ability refreshes as per Wounding Blows.

Each portion of this ability may be use additional times for the cost of two (2) Fatigue per use.

**Category:** *Steward of the Realms***Requirements:** Guardian of the Realms**Power: Expansion of the Realms****Tagline:** None

**Rules:** The hero is able to extend the duration of any one (1) forge magic enchantment by one (1) event during one (1) on-site production period.

**Power: Division of the Realms****Tagline:** Wall of Suppression – Ancient Arts, Suppress <Realm Enhancements> - Ancient Arts

**Rules:** The hero must have the True Name Advantage to select this power. The hero must select a Realm of Energy when selecting this power. The hero may comprise a Wall entirely out her True Name symbol. The True Name symbol is repeated over and over to comprise the Wall and the symbols must be touching. The Wall must be at least six (6) inches in width, and should be marked with a grey packet. The Wall may be ten (10) feet in length. This Wall may only be placed in the door way of the hero's home. The hero must be there and concentrating to activate and maintain the effect. The hero must stand with her hand raised, and must remain within five (5) feet of the Wall to maintain the wall. The hero may state "I recognize you" to allow people across her Wall with no ill effects. Those not granted permission are subject to having all enchantments of the selected Realm Suppressed until such time as they leave the hero's home. The hero should inform those crossing the line of this effect. This ability is able to be used any number of times per day

**Category:** *Ivory Secrets***Requirements:** Bindings of Bone**Power: Strengthen Limb****Tagline:** Resist – Ancient Arts, Flesh Strength- Ancient Arts

**Rules:** The hero is able to Resist any damaging effect that strikes his limbs two (2) times per day. This ability takes no time to prepare. This does not prevent Mortal Blow, Blast, or Death effects from occurring. Crippling Blow and Lance effects may be Resisted. The hero is also able to use Flesh Strength two (2) times per day.

Each ability may be used additional times for the cost of one (1) additive Fatigue per use, per ability. The first additional use would cost one (1) Fatigue, the second would cost two (2), the third would cost three (3) and so on.

**Power: Reference Section**

**Tagline:** None

**Rules:** The hero spends a lot of her time in libraries. A lot. The hero knows how to find basic information about almost any research topic, though obscure ones might escape her, allowing her to act as if she had a level one (1) Lore for any topic in which she is not versed, as long as it is for research. Additionally, she has become part of the library gossip system! She occasionally overhears information about the research projects of others.

**.Category: Cage of Bones**

**Requirements: Bindings of Bone**

**Power: Threshold of Bones**

**Tagline:** Light Wall against Spirits and Shades – Ancient Arts

**Rules:** The hero must have the True Name Advantage to select this power. The hero may comprise a Wall entirely out her True Name symbol. The True Name symbol is repeated over and over to comprise the Wall and the symbols must be touching. The Wall must be at least six (6) inches in width, and should be marked with a grey packet. The Wall may be ten (10) feet in length. This Wall may only be placed in the door way of the hero's home. The hero must be there and concentrating to activate and maintain the effect. The hero must stand with her hand raised, and must remain within five (5) feet of the Wall to maintain the wall. All Spirits or Shades that cross this line suffer a Light Arrow effect, as long as the hero is concentrating. The hero should inform those crossing the line of this effect. This ability is able to be used any number of times per day.

**Power: Armory of Bone**

**Tagline:** Charge Weapon - Light

**Rules:** The hero must have the True Name Advantage to select this power. The hero is able to inscribe his True Name upon a thrown weapon, arrow, or crossbow bolt. The name must be at least 1"x1" on the weapons. This projectile is able to call "Silver" for one use, as if it were a Blade Poison. Up to three (3) projectiles may be created with a single use of this power. These weapons may be handed to others.

This ability may be used twice per day at no cost, and additional times for the cost of one (1) Fatigue per use.

**Category: Inscribed Fortress**

**Requirements: Structure of Sigils**

**Power: Warding Bones**

**Tagline:** Light Arrow

**Rules:** The hero may inscribe Warding Glyph against Shadow Creatures above the door to her own home. This Warding Glyph provides a Light Arrow effect in place of the standard Ice Arrow effect. This

functions exactly the same as an inscription made Warding Glyph and carries the same phys rep requirements. This ability may only ever be used on the additional doorways of the hero's home for the cost of three (3) Fatigue. This Warding Glyph expires as per Warding Glyphs. Only one Warding Glyph may ever be active at a time. This Warding Glyph takes five (5) minutes to properly inscribe. This should be noted on the Cabin Notes.

**Power: Chilled to the Bone**

**Tagline:** Ice Bands

**Rules:** The hero may inscribe Warding Glyph against Animals, Trolls, Humans, Homunculi or Shadow Creatures above the door to her own home. This Warding Glyph provides an Ice Bands effect in place of the standard Ice Arrow effect. This functions exactly the same as an inscription made Warding Glyph and carries the same phys rep requirements. This ability may only ever be used on the additional doorways of the hero's home for the cost of three (3) Fatigue. This Warding Glyph expires as per Warding Glyphs. Only one Warding Glyph may ever be active at a time. This Warding Glyph takes five (5) minutes to properly inscribe. This should be noted on the Cabin Notes.

**Category:** *Runed Colossus*

**Requirements:** Structure of Sigils

**Power: Runed Man**

**Tagline:** Imbue Sigil <Spell>

**Rules:** The hero must have the True Name Advantage to select this power. The hero is able to draw the symbol for his True Name upon the forehead of an ally. This symbol must be clearly displayed and must be at least 1"x1". The hero may then use this symbol as a Secondary Focus for a ritual, provided the person with the sigil is within five (5) feet of the hero. The hero stores all charges of this successfully cast ritual in the sigil, instead of his focus. The person with this sigil may activate any charges of the ritual, as if he had cast the ritual. When the charges are gone, the sigil fades.

This ability may be used additional times per day for the cost of one (1) Fatigue per use.

**Power: Hand of Ruin**

**Tagline:** Flesh Break <Object> - Ancient Arts, Flesh Strength – Ancient Arts

**Rules:** The hero must have the True Name Advantage in order to select this power. The hero may draw her True Name on the back of her hand, at least 1"x1" in size, and the True Name must be clearly displayed. The hero may use either a "Flesh Break <Object>" as a Touch effect, or a "Flesh Strength" effect usable only for ripping free from Restricts or natural bindings. The hero may only use one (1) of these effects per situation, and this resets as per Wounding Blows. The Sigil expires at sunset.

**Category:** *Bound by Blood*

**Requirements:** Bloodied Contracts

**Power: Autobiography**

**Tagline:** None

**Rules:** The hero's legend has begun to reach that of old. Outside interests are familiar with the writings of the hero, and wish to aid in the writing of her tale, and perhaps get her to pen their own as well.

**Power: Blood Money**

**Tagline:** Create Blood Money – Ancient Arts, Blood Charm to Spirit – Ancient Arts

**Rules:** The hero may create one (1) coin to serve as a focus for this ability. This coin must be marked in the hero's blood. The hero must spend five (5) minutes to imbue her blood magic into this coin. At the end of this time the hero states "Create Blood Money". This coin may be used as a one (1) time ever "Blood Charm to Spirit". When the Spirit receives the coin, the ability is discharged, regardless of the outcome and a new coin must be made. Only one (1) coin may be in existence at a time. This coin only functions for the hero. If the hero loses the coin, another may be made, which causes the initial coin to no longer be Blood Money.

**Category: Tools of Blood**

**Requirements: Bloodied Contracts**

**Power: Iron Ink**

**Tagline:** Imbue Contract with Blood – Ancient Arts, Resist Poison – Ancient Arts, Blood Shield against Physical – Ancient Arts, Blood Arrow - Ancient Arts

**Rules:** The hero may cut herself when she signs a contract. This causes her to gain Pain Intolerance for the duration of the contract, but she may place one (1) Resist Poison, upon herself per day after one (1) minute of concentration. The hero may also use a "Blood Shield against Physical" on herself one (1) time per day, after one (1) minute of concentration. The hero also gains one (1) packet delivered Blood Arrow per combat, which resets as per combat maneuvers.

These abilities may be used additional times per day for the cost of two (2) Fatigue for the Triggered effect, and one (1) Fatigue for the Shield effect, per use.

**Power: Split Quill**

**Tagline:** None

**Rules:** The hero may suffer a Wound to any limb during a game production period for Inscription. In exchange, one (1) scroll gains one (1) additional charge. The name of the hero, though not the True Name, must be signed on the scroll created in this way. This cannot be used during BGAs.

**Category: Hallowed Bones**

**Requirements: Bleeding Bones**

**Power: Brewmeister**

**Tagline:** None

**Rules:** The hero knows that people will spend their entire life looking for the perfect brew. The hero has attracted the attention of a brew aficionado, and gained their patronage, and the people's acclaim and fame forever - for good or ill.

**Power: Bound by Silence**

**Tagline:** Absorb – Ancient Arts, Magic Disrupt <Realm> - Ancient Arts

**Rules:** The True Name Advantage is required to select this ability. The hero's True Name must be inscribed on the back of both hands, no smaller than 1"x1" in size, and the symbols must remain visible. At the time of inscribing these sigils, the hero may select a Realm of Energy. When the hero is struck with a spell or spell effect from that Realm, the hero may call "Absorb". This ability takes no additional preparation. The hero may then use a packet delivered "Magic Disrupt <Realm>", where the Realm is the Realm selected at the time of inscription. This ability must be used within ten (10) seconds of Absorbing the effect, or the ability is lost.

This ability may be used additional times per day for the use of one (1) additive Fatigue. The first additional use of this power costs one (1) Fatigue. The second costs two (2) Fatigue, and so on

**Category: *Mysteries of the Ancestors***

**Requirements: Bleeding Bones**

**Power: Head Wound**

**Tagline:** Blood Resist against Mental – Ancient Arts

**Rules:** The True Name Advantage is required to select this ability. The hero's True Name may be inscribed on the hero's forehead. This True Name sigil must be at least 1"x1" in size, and must be visible. The hero is able to spend one (1) minute to enact a "Blood Resist against Mental" upon herself. This ability may be used two (2) times per day.

The hero may spend two (2) Fatigue in order to gain the Strong Will Advantage until Sunset. The Resist abilities may be used additional times for the cost of one (1) additive Fatigue per use. The first additional use costs one (1) Fatigue, the second costs two (2) Fatigue, and so on.

**Power: Maximize Formulation**

**Tagline:** Improve Formulation – Ancient Arts

**Rules:** The hero knows that bigger is better. The hero may increase any alchemical formulation by one category, such as Acid Dart to Acid Arrow or Strength to Troll Strength, one (1) time per event. The hero must possess the higher category formula in order to increase a formula. This is a permanent conversion. The hero may also salvage any Alchemical Formulation for the full creation cost of the formulation. The hero may also increase any Skin formulation that they use upon herself by one category two (2) times per day, never increasing above Skin 6.

**Four Hundred (400) Character Points**

**Category: *Runic Exaltation***

**Requirements: Glorious Works**

**Power: Vigor**

**Tagline:** Imbue Focus Light Heal Wounds – Ancient Arts

**Rules:** The hero's successfully completed Light Ward against Shadow rituals also grant one (1) charge of

Light Heal Wounds to the hero's focus. This charge expires at sunset, or when expended. This is a permanent effect.

**Power: Ardent**

**Tagline:** Magic Skin 3 – Ancient Arts

**Rules:** The hero's successfully completed Light Ward against Shadow rituals also grant a Magic Skin 3 to the hero. If the hero already has a Skin active, this Skin is stored as a Triggered Skin, with the trigger being the expenditure of the current skin. Only one Triggered Skin may be active at a time. This Skin expires at sunset, or when the Skin is expended. This is a permanent effect.

**Category: Runic Ascendancy**

**Requirements: Glorious Works**

**Power: Master of Materials**

**Tagline:** None

**Rules:** The hero is able to stretch metal and fur material components into providing one (1) additional material unit. This is a permanent ability

**Power: Vigil**

**Tagline:** Magic Skin 3 – Ancient Arts

**Rules:** The hero's successfully completed Light Heal Wounds rituals also grant a Magic Skin 3 to the hero. If the hero already has a Skin active, this Skin is stored as a Triggered Skin, with the trigger being the expenditure of the current skin. Only one Triggered Skin may be active at a time. This skin fades when expended or when sunset occurs. This is a permanent effect.

**Category: Runic Tyranny**

**Requirements: Runic Domination**

**Power: Totalitarian**

**Tagline:** Magic Resist against Mental – Ancient Arts

**Rules:** The hero's successfully completed Shield against Mental rituals, regardless of Source of the Shield, also grant the hero a Magic Resist against Mental. This Resist fades at sunset. This is a permanent ability.

**Power: Mind Tyrant**

**Tagline:** Activate Truestrike <Decree or Befuddle> - Ancient Arts

**Rules:** The hero is able to activate one (1) charge of either Decree or Befuddle imbued in her focus as a Truestrike activation one (1) time per combat. This ability resets as per Wounding Blows.

**Category: Runic Suppression**

**Requirements: Runic Domination**

**Power: Cleanse**

**Tagline:** Imbue Focus Magic Purify Blood – Ancient Arts, Imbue Focus Magic Dispel Lesser Restrict – Ancient Arts, Imbue Focus Magic Dispel Lesser Illusion

**Rules:** The hero may pick one (1) of the following abilities: The hero's successfully completed Dispel Lesser Illusions now grant a charge of Magic Purify Blood or Magic Dispel Lesser Restrict, select one (1) at the time of completion. The hero's successfully completed Purify Blood rituals now grant a charge of Magic Dispel Lesser Restrict or Magic Dispel Lesser Illusion, select one (1) at the time of completion. The hero's successfully completed Dispel Lesser Restrict rituals now grant a charge of Magic Purify Blood or Magic Dispel Lesser Illusion, select one (1) at the time of completion. These additional charges last until sunset, or until expended. This is a permanent ability.

**Power: Lockdown**

**Tagline:** Imbue Focus Ice Entangle – Ancient Arts, Imbue Focus Ice Stasis – Ancient Arts, Imbue Focus Ice Disrupt Magic – Ancient Arts

**Rules:** The hero may pick one (1) of the following abilities: The hero's successfully completed Ice Disrupt Magic rituals now grant a charge of Ice Entangle or Ice Disrupt Magic, select one (1) at the time of completion. The hero's successfully completed Ice Entangle rituals now grant a charge of Ice Disrupt Magic or Ice Stasis, select one (1) at the time of completion. The hero's successfully completed Ice Stasis rituals now grant a charge of Ice Disrupt Magic or Ice Entangle, select one (1) at the time of completion. These additional charges last until sunset, or until expended. This is a permanent ability.

**Category:** *Encased by Sigils*

**Requirements:** Armored by Sigils

**Power: Rune of Reduction**

**Tagline:** Absorb – Ancient Arts, Rune of Reduction – Ancient Arts, Reduce – Ancient Arts

**Rules:** One (1) charge of any protective ritual targeting the hero may be Absorbed and used as a Rune of Reduction, instead. This allows any physical melee or missile attack to be Reduced to one (1) Wound, this may be used against Mortal Blows and Strikes of Death. Only one (1) Rune of Reduction may be active at any one (1) time. This ability may be used two (2) times per day.

This ability may be used additional times for the cost of two (2) additive fatigue. The first additional use of this power would cost two (2) fatigue, the second use would cost four (4) fatigue and so on.

**Power: Runed Skin**

**Tagline:** Mystic Armor 2 – Ancient Arts

**Rules:** The hero must cover all exposed flesh, but not the face, with mystical symbols of the hero's choosing. The hero gains a two (2) point suit of Mystic Armor that takes one (1) minute to reset to its full value. The hero should trace the symbols with his fingers during this minute. No other armor may be used with this ability. This ability expires at sunset, and may be used only on the hero, and only one (1) time per day.

**Category:** *Comprised by Sigils*

**Requirements:** Armored by Sigils

**Power: Layered Sigils**

**Tagline:** Absorb - Ancient Arts, Resist X - Ancient Arts

**Rules:** This ability allows the hero to Absorb any Ward or Shield effect and convert them to a Resist of the appropriate type. A Shield against Physical would become a Resist against Physical and so on. This protective must be provided by the hero through a successfully completed ritual and the Resists may only be used by the hero. Only one charge may be Absorbed per completed ritual. These additional protectives expire at sunset, or when they are expended. This ability may be used three (3) times per day.

This ability may be used additional times for the cost of one (1) additive Fatigue per use. The first additional use costs one (1) Fatigue, the second costs two (2) Fatigue, and so on.

**Power: Throw Sigil**

**Tagline:** Dodge Block - <Protective Name> - Ancient Arts

**Rules:** The hero may use one (1) of her active protectives in the defense of an ally. The hero must be within five (5) feet of the ally, and may call "Dodge Block – <Protective>". This may be used one (1) time per battle, and this ability resets per Wounding Blows.

Additional uses of this ability per battle cost one (1) additive Fatigue. This first additional use per battle costs one (1) Fatigue, the second costs two (2) Fatigue, and so on. This cost resets each battle.

**Category:** *Halo of Sigils*

**Requirements:** Coronet of Sigils

**Power: Blinding Halo**

**Tagline:** Blinding Halo – Ancient Arts

**Rules:** The True Name Advantage is required to purchase this ability. The hero must display her True Name on a piece of grey cloth around her forehead. The sigil must be at least 1"x1" and may not be covered. When someone attempts to scry on the hero, locate the hero via grey robe spirit, or manipulate the hero using her True Name, the hero may state "Blinding Halo." The scryer is then unable to initiate rituals for the remainder of the day, assist in any ritual in a position higher than third, and the scryer's focus loses all active rituals currently in it. If the grey robe spirit reaches the hero, the hero may use this ability to instead compel the grey robe spirit to answer one (1) question before leaving without stating any information about the hero. The spirit may never be compelled to give up the True Name of his summoner, and may resist questions about the common name of the summoner as well, depending on the relationship between the spirit and the summoner. This ability may be used one (1) time per day.

**Power: Guiding Light**

**Tagline:** Activate True Strike <Spell> - Ancient Arts

**Rules:** The hero may use one (1) of her activations per battle from her focus as a True Strike activation. This is usable to be used one (1) time per battle and resets as per Wounding Blows.

**Category:** *Wreath of Sigils*

**Requirements:** Coronet of Sigils



**Power: Soothing Sigils**

**Tagline:** Dispel Enrage – Ancient Arts, Absorb – Ancient Arts, Magic Mental Enrage – Ancient Arts

**Rules:** The hero may Dispel one (1) Enrage effect from an ally, and Absorb that effect into her focus, allowing her to use it packet-delivered as a “Magic Mental Enrage.” This ability may be used on the hero, if the hero becomes Enraged from the cost of two (2) Fatigue. This ability may be used one (1) time per battle, and the Magic Mental Enrage must be used before the end of the battle or the charge is lost. This ability resets as per Wounding Blows.

**Power: Piercing Sight**

**Tagline:** Magic Sense Illusion – Ancient Arts

**Rules:** The hero may use a “Magic Sense Illusion” power one (1) time per day. This ability takes one (1) minute to activate, and may be placed on anyone, not just the hero. This ability fades upon use, or expires at sunset.

This ability may be used additional times for the cost of one (1) additive Fatigue per use. The first additional use costs one (1) Fatigue, the second costs two (2) Fatigue, and so on.

**Category:** *Author of the Realms*

**Requirements:** Realm Scrivener

**Power: Devotee of the Realm**

**Tagline:** None

**Rules:** The hero must select a Realm of Energy when selecting this power. The hero now has a chance of attracting the attention of a being dedicated to that Realm. In addition, the hero will be provided a Rune of Welcome that must be displayed over the hero’s door to her home at all times. Beings dedicated to the Realm will not attack within the hero’s home, for fear of welcoming violence into their own homes, as well. This ability in no way guarantees all Realm members alerted will be friendly.

**Power: Scribe of the Realms**

**Tagline:** Refresh Fatigue 3 – Ancient Arts

**Rules:** When the hero uses all of his Inscription production points during an event, the hero is able to Refresh three (3) Fatigue.

**Category:** *Poet of the Realms*

**Requirements:** Realm Scrivener

**Power: Realm Laureate**

**Tagline:** None

**Rules:** The hero must select a Realm of Energy when selecting this power. The hero has gained the attention of a being dedicated to that Realm. This is a single person that becomes interested in the hero, for better or for worse.

**Power: Realm Limericks**

**Tagline:** None

**Rules:** The hero must select a Realm of Energy when selecting this power. The hero must compose one (1) limerick per month and post it publically, for all to see. The hero's bawdy writings have made her famous amongst the less savory and upstanding beings dedicated to that Realm. These beings are very likely to seek out the author of these limericks.

**Category:** *Clockwork Realmsmith*

**Requirements:** Realm Artificer

**Power:** Engravings of the Realm

**Tagline:** Imbue Weapon <Spells> - Ancient Arts, Spellstrike <Spell> - Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. The hero may use one (1) of her weapons as a secondary focus for her rituals. This focus may hold up to three charges of Darts, Arrows, Pin Foot, Band, Pain or Befuddle spells. This weapon is able to be activated by anyone who is able to use the weapon, deliverable as Spellstrikes. This focus cannot be recharged, and the weapon suffers a Breaking effect at the end of the battle in which the last spell was expended. The spells stored in this focus expire at sunset, or when they are expended.

This ability may be used additional times for the cost of one (1) additive Fatigue per use. This first additional use costs one (1) Fatigue, and the second use costs two (2) Fatigue, and so on.

**Power:** Enamel of the Realms

**Tagline:** Unbreachable Armor – Ancient Arts, Magic Resist against <Realm> - Ancient Arts

**Rules:** The hero must select a Realm of Energy, when selecting this power. The hero may select one (1) piece of Armor. After spending one (1) minute concentrating, this Armor is unable to be breached until sunset. In addition, the hero may spend one (1) minute concentrating, and apply one (1) Magic Resist against the selected Realm to the armor. The spell or spell effect must strike the armor in order to be Resisted. This Resist expires at sunset or when it is expended. Only one (1) suit of armor may be prepared this way per day.

**Category:** *Fate Tinkerer*

**Requirements:** Realm Artificer

**Power:** Blurred Fate

**Tagline:** Blurred Fate – Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. Any successful ritual casting of a Ward of this Realm Type functions as both a Ward against that Realm and both oppositional realm. Once the Ward has been triggered, it is consumed. For example, if Miranda selects the Realm of Fire, a Fire Ward against Shadow functions as a Ward against Fire and a Ward against Ice, as well. This Ward only stops the first of these effects. This ability may be used any number of times per day.

**Power:** Trade Fates

**Tagline:** Redirect Fatigue <Name> - Ancient Arts

**Rules:** The True Name Advantage is required for the purchase of this ability. The hero must select a Realm of Energy, when selecting this power. The hero holds an object of with her True Name displayed

on it, and an object with the True Name of her target on it. For a single ritual casting in which the hero participates in, that is of the chosen Realm, all of the Fatigue that is gained in the ritual is, instead, Redirected to the target. When this is done, the target is aware of who has given them the Fatigue. The target sees a brief flash of the hero's face. A Guide must be present to use this ability. This ability is able to be used one (1) time per day.

***Category: Avatar of the Realms***

**Requirements: Champion of the Realms**

**Power: Infusion of the Realms**

**Tagline:** Absorb – Ancient Arts, Strength – Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. This must be the same Realm as selected in the Champion of the Realms power. One (1) time per battle when the hero is struck by a spell or spell effect from that Realm, the hero may call "Absorb" and instantly gain a Strength effect that must be used before the end of the battle, or it fades. This ability may be used one (1) time per battle and may reset as per Wounding Blows.

**Power: Redemption of the Realms**

**Tagline:** Absorb – Ancient Arts, Magic Heal Wounds – Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. This must be the same Realm as selected in the Champion of the Realms power. One (1) time per battle when the hero is struck by a spell or spell effect from that Realm, the hero may call "Absorb" and instantly gain a Magic Heal Wounds effect, deliverable by Touch, which must be used before the end of the battle, or it fades. This ability may be used one (1) time per battle and may reset as per Wounding Blows.

***Category: Reaper of the Realms***

**Requirements: Champion of the Realms**

**Power: Surge of the Realms**

**Tagline:** Magic Heal Grievous Wounds – Ancient Arts, Magic Arrow – Ancient Arts, Magic Lance – Ancient Arts

**Rules:** The hero may gain one (1) of the following effects the first time after Killing an opponent in battle: Magic Heal Wound, deliverable by Touch, or a Magic Arrow, deliverable by packet. This ability expires at the end of the battle if the effect is not used. This may be used one (1) time per battle, and resets as per Wounding Blows. The hero also is able to use a Magic Lance, deliverable by packet, and a Magic Heal Grievous Wounds in any combination two (2) times per day.

This ability may be used additional times per battle for the cost of one (1) additive Fatigue. The first additional use per battle costs one (1) Fatigue, the second costs two (2) Fatigue, and so on. This cost resets each battle.

**Power: Harbinger of the Realms**

**Tagline:** Delay Death – Ancient Arts, Absorb Ancient Arts, <Realm> Blast – Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. The hero may choose to

suffer a Delay Death effect, in exchange being able to Absorb any Death, Disintegrate, Exsanguinate, Liquefy or Suffocate effect. For every effect absorbed, the hero may use a packet delivered Blast of the selected Realm. This Blast must be used within ten (10) seconds of Absorbing the effect, or it is lost. After the battle ends, the hero suffers a Death effect. This Death effect may not be avoided or prevented in any way. If the hero absorbed an effect that kills the hero but is worse than a simple Death effect, the hero suffers from that effect, instead. This ability is able to be used one (1) time per day.

***Category: Realm Wardens***

**Requirements: Steward of the Realms**

**Power: Realm Martyr**

**Tagline:** Redirect <Realm> - Ancient Arts

**Rules:** The hero must pick a Realm of Energy when selecting this power. The hero may Redirect all effects of a Realm to themselves from one target. Wounds caused by the Realm are healed on the target and transferred to the hero. If the target died as a result of a Death effect from this Realm, the hero dies, and the target is returned to life immediately, as if they had never died. This ability takes one (1) minute to perform, during which time the hero should explain the effect to the target in order to appropriately receive the effects. Protectives are able to be applied to prevent the Redirected effects, but Defenses are not. The hero may do this any number of times per day.

**Power: Realm Vengeance**

**Tagline:** Mimic <Spell Name> - Ancient Arts, Magic <Spell Name> - Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. When the hero sees a battle spell being cast of the selected Realm, she may call "Mimic <Spell Name>". She gains a packet delivered "Magic <Spell Name>". This must be used within ten (10) seconds of Mimicking the spell. This ability is able to be used three (3) times per day.

This ability may be used additional times for the cost of one (1) additive Fatigue. The first additional use costs one (1) Fatigue, the second costs two (2) Fatigue, and so on.

***Category: Realm Protector***

**Requirements: Steward of the Realms**

**Power: Realm Null**

**Tagline:** Wall of Disruption – Ancient Arts, Magic Disrupt <Realm> - Ancient Arts, Magic Suppress Enchantments <Realm> - Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this ability. The hero must have the True Name Advantage to select this power. The hero may comprise a Wall entirely out her True Name symbol. The True Name symbol is repeated over and over to comprise the Wall and the symbols must be touching. The Wall must be at least six (6) inches in width, and should be marked with a grey packet. The Wall may be ten (10) feet in length. This Wall may only be placed in a door way. The hero must be there and concentrating to activate and maintain the effect. The hero must stand with her hand raised, and must remain within five (5) feet of the Wall to maintain the wall. At the time of using this ability, the hero must state the names of those allowed to cross the wall, if any. Anyone not named who crosses the

line is subject to “Magic Disrupt <Realm>” and “Magic Suppress Enchantments <Realm>”. This lasts until the target crosses over the line again. This ability may be used one (1) time per day.

This ability may be used multiple times for the cost of two (2) cumulative Fatigue. The first additional use costs two (2) Fatigue, the second additional use costs four (4) Fatigue, and so on.

**Power: Smith of the Realms**

**Tagline:** None

**Rules:** The hero may tie off one (1) forge magic enchantment per production period, including Between Game Actions, with no cost. This is a permanent ability.

**Category:** *Runed Barrier*

**Requirements:** Ivory Secrets

**Power: Tactics and Strategy**

**Tagline:** Striking Blow - Ancient Arts, Parry - Ancient Arts, Dodge - Ancient Arts, Counter Magic - Ancient Arts

**Rules:** The hero has heavily researched his foes. When facing a foe in which the hero possesses a Lore, such as Lore: Trolls, the hero is able to put his knowledge to good use. The hero may use any of the following abilities a total of three (3) times in combination in a single battle: mastered Striking Blows, mastered Parries, Missile Dodges, or Counter Magic (provided the hero has access to magical ties) when in battle against this foe. The hero may use this ability two (2) times per day.

**Power: Slough Skin**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero is able to Resist any one (1) Poison effect by immediately ending her Skin. The hero should go through the motion of quickly shedding her skin. This ability required no preparation. This ability is usable one (1) time per combat, as long as the hero has a Skin. This ability resets as per Wounding Blows

This ability may be used additional times for the cost of one (1) additive Fatigue per use. The first additional use costs one (1) Fatigue, the second additional use costs two (2) Fatigue, and so on.

An active Skin is required to use this ability.

**Category:** *Servants of Bone*

**Requirements:** Ivory Secrets

**Power: Let Me Check My Notes**

**Tagline:** None

**Rules:** The hero chooses one (1) of the following when selecting the power. The hero may choose to either have a permanent research assistant to aid him in his BGA, though the assistant may only assist on one (1) BGA per set of BGAs OR the hero is adept at deciphering notes in the margins of books, and receives a random packet of research at the beginning of each event.

**Power: Locking Bones**

**Tagline:** Swap Spell <Spell Name> - Ancient Arts

**Rules:** The hero is able to exchange any spell stored in her focus with another ritual of equal or lesser fatigue that has not been imbued in the focus. The hero must have her spell book with both rituals with her in order to use this ability. This ability costs no fatigue to use. The rituals are swapped with the same number of charges, or the number of charges granted by the new ritual, whichever is lower.

This ability may be used three (3) times per day.

**Category:** *Bone Prison*

**Requirements:** *Cage of Bones*

**Power: Usurp Summoning**

**Tagline:** Circle against Spirits – Ancient Arts

**Rules:** The hero must have the True Name Advantage to select this power. The hero may comprise a Circle entirely out her True Name symbol. The True Name symbol is repeated over and over to comprise the Circle and the symbols must be touching. The Circle must be at least six (6) inches in width, and should be marked with a grey packet. The Circle may be twenty (20) feet in length. This Circle does not need to be visible to be functional. When a spirit enters the circle, the hero may enact the circle, preventing the spirit from escaping. Spirits may not dismiss themselves while they are in this circle. Some spirits may be able to ignore this, though not without consequence. This is always seen as a hostile act against the spirit. The hero should inform those crossing the line of this effect. This ability is able to be used any number of times per day

**Power: Entangling Bones**

**Tagline:** Imbue Focus Ice Entangle

**Rules:** Two (2) times per day the hero may Imbue her focus with two (2) charges of Ice Entangle after successfully completing a ritual of one (1) Fatigue or higher.

This ability may be used additional times for the cost of one (1) additive Fatigue per use. The first additional use costs one (1) Fatigue, the second costs two (2) Fatigue, and so on.

**Category:** *Vault of Bones*

**Requirements:** *Cage of Bones*

**Power: Vault of Untold Secrets**

**Tagline:** Vault of Untold Secrets – Ancient Arts

**Rules:** The hero must have the True Name Advantage to select this power. The hero may comprise a Circle entirely out her True Name symbol on the face of a box. This Circle must be at least six (6) inches in diameter. The box may be no larger than three (3) feet in any dimension. The True Name symbol is repeated over and over to comprise the Circle and the symbols must be touching. Any object placed in this box becomes Obscured to anyone except the owner of the box. Should someone simply steal the box, a Mark of the Thief appears on the thief's forehead for five (5) days. The Mark may be dismissed at any time. The hero may maintain the Mark for the cost of one (1) Fatigue per day.

**Power: Vault of Pain**

**Tagline:** Vault of Pain – Ancient Arts, Voice Effect Shadow Mental Pain <Name>

**Rules:** The hero must have the True Name Advantage to select this power. The hero may comprise a Circle entirely out her True Name symbol on the face of a door. The Circle must be at least six (6) inches in diameter. This door must be the only entrance and exit from the room. The True Name symbol is repeated over and over to comprise the Circle and the symbols must be touching. The hero must remain with her hand raised and within five (5) feet of the door when using this power. When the door is shut, the hero may cause two (2) Voice Effect Shadow Mental Pain effects to a single person in the room, stated when the hero uses the effect. This Voice Effect must be used on the same person each time. The hero is able to use additional Voice Effect Shadow Mental Pain effects for the cost of one (1) Fatigue per use.

This ability may only be used one (1) time per day.

**Category:** *Master of the House*

**Requirements:** Inscribed Fortress

**Power: Sigil of Lesser Banishment**

**Tagline:** Sigil of Lesser Banishment – Ancient Arts

**Rules:** The hero may create a Sigil of Lesser Banishment over the doorway to his home. This Sigil must follow the guidelines for Warding Glyphs. This Sigil should be noted on the Cabin Notes of the hero. This Sigil causes some spirits to be Banished upon entering the home. This can be seen as either a friendly effect of a hostile effect, depending on the hero. This Sigil lasts for three (3) days.

This ability may be used on the home of another for the cost of five (5) Fatigue.

**Power: Sigil of Hospitality**

**Tagline:** Sigil of Hospitality – Ancient Arts, Magic Blast – Ancient Arts, Renew Sigil – Ancient Arts

**Rules:** The hero may create a Sigil of Hospitality over the doorway to her home. This Sigil must follow the guidelines for Warding Glyphs. This Sigil should be noted on the Cabin Notes of the hero. This Sigil causes a Triggered Magic Blast effect on anyone within the hero's home that takes any offensive action, including the hero. Once the first Blast is Triggered, the Blasts are able to be triggered for the next ten (10) minutes, after which time the Sigil goes dormant until the following sunset. The hero may immediately renew the defenses by stating "Renew Sigil" and gaining five (5) Fatigue. This ability may only ever be placed over one (1) door at a time, and only at the hero's home.

**Category:** *Forgotten City*

**Requirements:** Inscribed Fortress

**Power: Sigil of the Wandering Mind**

**Tagline:** Sigil of the Wandering Mind – Ancient Arts, Magic Command – Leave this building and do no harm to anyone

**Rules:** The hero may create a Sigil of the Wandering Mind over the doorway to his home. This Sigil must follow the guidelines for Warding Glyphs. This Sigil should be noted on the Cabin Notes of the hero. This

Sigil causes anyone not invited by the occupants of the home to be subjected to a “Magic Command – Leave this building and do no harm to anyone” upon entering the home. This Sigil lasts for three (3) days.

This ability may be used on the home of another for the cost of five (5) Fatigue.

**Power: Sigil of Chastising**

**Tagline:** Sigil of Chastising – Ancient Arts, Magic Command – Write your name and reason for being here on paper

**Rules:** The hero may create a Sigil of Chastising over the doorway to his home. This Sigil must follow the guidelines for Warding Glyphs. This Sigil should be noted on the Cabin Notes of the hero. This Sigil causes anyone not invited by the occupants of the home to be subjected to a “Magic Command – Write your name and reason for being here down on paper” upon entering the home. A pad of paper and a pen or pencil should be attached to the building. This pad and pen are unable to be removed, and the paper is unable to be torn or destroyed via any magic while this Sigil is active. This Sigil lasts for three (3) days.

This ability may be used on the home of another for the cost of five (5) Fatigue.

**Category: Beast of Sigils**

**Requirements: Runed Colossus**

**Power: Mystic Armor**

**Tagline:** Mystic Armor # - Ancient Arts

**Rules:** The True Name Advantage is required to purchase this ability. The hero must inscribe her True Name on the target in a visible location. The name must be at least 1”x1” and must be visible. The target gains three (3) armor immediately. The hero may spend one (1) Fatigue per point of armor to add up to two (2) more points of armor. This Mystic Armor does not stack with any other armor. This armor is unable to be repaired. This ability may be used one (1) time per day.

**Power: Ensorcelled Fists**

**Tagline:** Ensorcelled Fists – Ancient Arts, Magic Create Silver Claws

**Rules:** The True Name Advantage is required to purchase this ability. The hero must inscribe his True Name on the back of the hands of the target. The name must be at least 1”x1” and must be visible. The effect lasts until sunset or until it is used. The target is able to create dagger length claws made of silver for thirty (30) minutes, or until either claw is sheathed, put down, or the hero is knocked unconscious or otherwise incapacitated. The hero may only ever have this power on one (1) person at a time, though after the power is used, he may place it on another target. The same target may never have Ensorcelled Fists more than one (1) time per day.

**Category: Denizen of Runic Destruction**

**Requirements: Runed Colossus**



**Power: Fist of Decay**

**Tagline:** Fist of Decay – Ancient Arts, Begin Lowering Home Defenses – Ancient Arts.

**Rules:** The True Name Advantage is required to purchase this ability. The hero must inscribe her True Name on her hand. The name must be at least 1"x1" and must be visible. The hero is able to deactivate a home defense by herself, even if she would not otherwise meet the requirements. This still takes the ten (10) minutes, but it requires no other assistance, and only this ability needs to be used. The sound and action requirements normally required do not need to be fulfilled. This ability may be used one (1) time per day.

**Power: Consume**

**Tagline:** Magic Storm Break <Object> - Ancient Arts, Magic Storm Arrow – Ancient Arts

**Rules:** The hero may use either a "Magic Storm Break <Object>" or a "Magic Storm Arrow" after any the first time a charge of a ritual is Shielded, Warded, Resisted, Ignored or Absorbed in a battle. Either ability may be used within ten (10) seconds of this prevention, or if no ability is used, the abilities are lost for the battle. This ability may be used one (1) time per battle, and resets as Wounding Blows.

This ability may be used additional times per battle for the cost of one (1) additive Fatigue. The first additional use in a battle costs one (1) Fatigue, the second costs two (2) Fatigue, and so on. This Fatigue costs resets after each battle.

**Category: Scars of Devotion**

**Requirements: Bound by Blood**

**Power: Devoted**

**Tagline:** Devoted to <Name> - Ancient Arts, Blood Heal Wound – Ancient Arts, Blood Cure Disease – Ancient Arts, Blood Dispel Lesser Restrict – Ancient Arts, Blood Strength – Ancient Arts, Blood Purify Blood – Ancient Arts, Blood Awaken – Ancient Arts

**Rules:** The hero is able to work blood magic to be able to show his devotion to a single person. Additional targets of devotion may be stated at the time of using this ability for the cost of one (1) Fatigue per target. The hero must scar himself on the arm one (1) time for each effect he wishes to use on his target. The hero may have up to five (5) scars at one time. He may pick from the following effects in any combination: Blood Heal Wound, Blood Cure Disease, Blood Dispel Lesser Restrict, Blood Strength, Blood Purify Blood, and Blood Awaken. These abilities last until used, or until sunset. The hero is able to use this ability one (1) time per day.

**Power: Behind Every Discovery**

**Tagline:** None

**Rules:** The hero is one of the best researchers the world has ever known or will know, as long as she is given some guidance. When aiding others in their research, the hero counts as two (2) research assistants, rather than one (1). This applies to any BGA in which the hero is listed as a resource.

**Category: Wounded Trust**

**Requirements: Bound by Blood**

**Power: Throne of Blood**

**Tagline:** Throne of Blood – Ancient Arts, Blood Mental Truth – Ancient Arts

**Rules:** The True Name Advantage is required for the purchase of this power. The hero may inscribe her True Name in a Circle six (6) inches in diameter on a chair. The hero may use a “Blood Mental Truth” effect anyone who sits in this chair one (1) time, every ten (10) minutes. Only one (1) chair may be prepared this way at a time, and the effect fades at sunset.

**Power: Sigil of the Traitor**

**Tagline:** Sigil of the Traitor – Ancient Arts

**Rules:** The hero may create a Sigil of the Traitor over the doorway to her home. This Sigil must follow the guidelines for Warding Glyphs. This Sigil should be noted on the Cabin Notes of the hero. Anyone inside the building when the sigil is inscribed is recognized by the sigil and should be noted on the cabin notes. These people may invite others into the home without triggering the effect of the sigil. Anyone not invited into the home, or listed on the cabin notes, that steals anything within the home or harms anyone within the home receives the Sigil of the Traitor on their forehead for five (5) days. This sigil may be dismissed by the hero at any time. The sigil may be extended for the cost of one (1) Fatigue per day. The sigil lasts three (3) days on the home.

This ability may be used an additional time on someone else’s home for the cost of five (5) Fatigue.

***Category: Infused with Blood*****Requirements: Tools of Blood****Power: Higher Stakes**

**Tagline:** Enhance Contract Penalties – Ancient Arts

**Rules:** The hero may include an additional penalty in a contract, which he creates, at no cost, as long as it is of equal or lesser value than the lowest existing penalty.

**Power: Blood of the Traitor**

**Tagline:** Reduce Contract Penalty – Ancient Arts

**Rules:** The hero is able to Reduce the penalty of a contract to any other penalty that is one (1) less Production Point in value than the highest active penalty. This ability is usable one (1) time per day.

***Category: Gift of Blood*****Requirements: Tools of Blood****Power: Blood Scrolls**

**Tagline:** True Strike <Effect> - Ancient Arts

**Rules:** All scrolls the hero creates are immune to Destruction. In addition, the hero may activate one (1) scroll as a True Strike activation one (1) time per day.

This ability may be used additional times per day for the cost of two (2) additive Fatigue per use. The first additional use costs two (2) Fatigue, the second costs four (4) Fatigue, and so on.

**Power: Blood Warding**

**Tagline:** Blood Mental Trance - Ancient Arts, Blood Mental Fear - Ancient Arts

**Rules:** The hero may use a packet delivered Blood Mental Trance two (2) times per combat, and a Blood Mental Fear two (2) times per day. The Blood Mental Trance ability resets as per combat maneuvers.

**Category:** *Ritual Knife*

**Requirements:** Hallowed Bones

**Power: Knife of Lessening**

**Tagline:** Reduce – Ancient Arts

**Rules:** The hero must select a Realm of Energy when selecting this power. The hero may call Reduce to Arrow and Blast effects of the Realm. Arrows are treated as Darts, and Blasts are treated as Lances. The hero may call “Reduce” one (1) time per battle after being struck by one (1) of these effects. This ability resets as per Wounding Blows.

This ability is able to be used additional times per battle for the cost of one (1) additive Fatigue per use, per battle. The first additional use per battle costs (1) Fatigue, the second use costs two (2) Fatigue, and so on. This cost resets every battle.

**Power: Blade of Amplification**

**Tagline:** None

**Rules:** The hero must select a Realm of Energy when selecting this power. All Dart, Arrow, and Lance spells of that Realm are amplified. Darts become Arrows, Arrows become Lances, and Lances become Blasts. However, all damaging spells of the opposing Realms are also amplified against the hero, with Darts being treated as Arrows, Arrows being treated as Lances, and Lances being treated as Blasts. Blasts and Death effects are not amplified. The hero may not wear protectives against the opposite Realms.

**Category:** *Rites of Bone*

**Requirements:** Hallowed Bones

**Power: Hair of the Dog**

**Tagline:** Transmute Fluid – Ancient Arts

**Rules:** The hero knows that life without drinking is life not worth living. The hero knows that the best way to clear up problems is with a stiff drink. The hero may treat Intoxicants as Purify Bloods, Hallucinogens as Awakens, and Paranoia as Strong Will Supplements. This is purely a choice, and not required. Additionally, the hero may convert any of those brews and formulations for others, as long as he was the creator of the brew, three (3) times a day.

**Power: Sigil of the Soul**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero may Resist one (1) Death, Disintegrate, Liquefy, Dissolve, Suffocate or Exsanguinate effect per battle. This ability resets as per Wounding Blows. This Resist takes no time to prepare.

This ability may be used additional times in a battle for the cost of two (2) additive Fatigue per use. The first additional use costs two (2) Fatigue, the second costs four (4) Fatigue, and so on.

***Category: Spirit Wound***

**Requirements: Blood Skull**

**Power: Fine Mist**

**Tagline:** Aether Form – Ancient Arts, Aether Haste – Ancient Arts

**Rules:** The hero is able to use “Aether Form” and “Aether Haste” each two (2) times per day. These abilities may be used additional times for the cost of two (2) additive fatigue each.

**Power: Stone Presence**

**Tagline:** Earth Stun – Ancient Arts, Earth Skin 6 – Ancient Arts, Earth Strength – Ancient Arts

**Rules:** The hero may use two (2) packet delivered Earth Stun effects and one (1), self only Earth Skin 6 per day. While this skin is active, the hero has three (3) uses of Earth Strength. Once the Skin fades, either through expenditure or sunset occurs, these charges of Earth Strength are lost. Additional uses of these abilities may be used for the cost of two (2) additive fatigue each.

***Category: Bloodied Aura***

**Requirements: Blood Skull**

**Power: Child of Blood**

**Tagline:** Absorb - Ancient Arts, Triggered Blood Form - Ancient Arts, Blood Lance - Ancient Arts - Blood Drain - Ancient Arts

**Rules:** When the hero would normally be dead, such as from a Death effect, Disintegrate effect, or simply from bleeding to death, the hero absorbs the shock of death and turns into a mist of Blood instead. The hero must then taste fresh blood in order to regain her physical form. She has one (1) minute to successfully drain the blood from a living creature via a slow three (3) count, at the end of which her target is Drained and receives a Blood Lance effect to the Torso. If she is interrupted while in her three (3) count, her Blood Form is then triggered again, and her one (1) minute count resumes from the previous point. If she is struck by any effect that would damage her while in Blood Form, she is instantly dead.

**Power: Water of Life**

**Tagline:** Transmute Alchemical Resurrection – Ancient Arts

**Rules:** The hero can adjust a single dose of Alchemical Resurrection to have a more specific outcome. The outcome might not be exact, but it can be skewed in a certain direction. This power must be discussed with the Game Staff before being selected.

**Trickster Path**

**Fifty (50) Character Points**

**Category:** *Trickster*

**Requirement:** None

**Power:** Toss Dirt

**Tagline:** Dust Mental Befuddle – Ancient Arts

**Rules:** The hero may use a packet delivered “Dust Mental Befuddle” one (1) time per battle. This ability resets as per Wounding Blows.

**Power:** Daily Dose

**Tagline:** Resist - Ancient Arts

**Rules:** The hero laughs in the face of poisonous danger! The hero may Resist two (2) poison effects per day, with no preparation.

**Power:** Scoff

**Tagline:** Resist – Ancient Arts

**Rules:** The hero laughs in the face of commanding words! The hero may Resist two (2) Decree effects per day, with no preparation.

### **One Hundred (100) Character Points**

**Category:** *Clever*

**Requirement:** Trickster

**Power:** Spike Drink

**Tagline:** Aether Intoxicant Poison – Ancient Arts

**Rules:** The hero is the life of the party. The hero has a small vial that refills with one (1) dose of Aether Intoxicant Poison once per hour, only ever holding one (1) dose at a time. This works for any vial one vial the hero possess, as it is a physical manifestation of his former life. It takes the hero one (1) minute to create a new vial, should the old vial be lost, and the old vial immediately loses its efficacy. This new vial does not have a dose, and fills up after one (1) hour. This may be mixed in with any food or drink with no other requirements.

**Power:** Tolerance

**Tagline:** None

**Rules:** If the hero desires, it requires two (2) Intoxicants, Paranoias, or Hallucinogen poisons in order to cause their desired effect. This is tolerance able to be lowered if the hero desires.

**Category:** *Cunning*

**Requirement:** Trickster

**Power:** Rusted Edge

**Tagline:** Natural Disease – Ancient Arts

**Rules:** The hero keeps a small portion of her blade rusty, to cause a virulent infection in her opponent. The hero may call one (1) swing per battle of “Natural Disease”. This ability resets as per Wounding Blows.

**Power: Sweep the Leg**

**Tagline:** Daze – Ancient Arts

**Rules:** The hero is able to spin swiftly and knock her opponent to the ground during the course of a normal melee routine. She may call “Daze” one (1) time per battle. This ability resets as per Wounding Blows.

**One Hundred and Fifty (150) Character Points**

**Category:** *Daring*

**Requirement:** **Clever**

**Power: Showoff**

**Tagline:** Shadow Mental Decree - Cheer – Ancient Arts

**Rules:** After Disarming, Parrying, Recovering, Countering, Absorbing or Dodging against an opponent, the hero gains a use of one (1) packet delivered Shadow Mental Decree - Cheer against that same opponent. This ability must be used within ten (10) seconds, or the ability is lost. This is usable one (1) timer per battle, and resets as per Wounding Blows.

**Power: Egotistical**

**Tagline:** Shadow Mental Decree – Compliment – Ancient Arts

**Rules:** After successfully striking an opponent, the hero gains a use of one (1) packet delivered Shadow Mental Decree - Compliment against the same opponent. This ability must be used within ten (10) seconds, or the ability is lost. This is usable one (1) time per battle, and resets as per Wounding Blows.

**Category:** *Dashing*

**Requirement:** **Clever**

**Power: White Knight**

**Tagline:** Shadow Mental Decree - Apologize – Ancient Arts

**Rules:** The hero must select whether she wants to defend a Lady or Gentleman when selecting this power. During a non-combat situation, the hero gains a use of one (1) packet-delivered Shadow Mental Decree - Apologize to use against someone she feels has insulted a lady/gentleman, as selected, sibling, or someone she considers her boss or superior. This resets as per Wounding Blows.

**Power: Social Climbing**

**Tagline:** Flesh Awaken – Ancient Arts, Flesh Heal Minor Wounds – Ancient Arts, Flesh Purify Blood – Ancient Arts

**Rules:** The hero must select whether he wants to defend a Lady or Gentleman when selecting this power. The hero gains a use of one (1) of the following per battle for use on a lady/gentleman, sibling, or someone he considers to be his boss or superior: Flesh Awaken, Flesh Heal Minor Wounds or Flesh Purify Blood. This resets as per Wounding Blows.

**Category:** *Dexterous*

**Requirement:** **Cunning**

**Power: Pilfer**

**Tagline:** Swipe <Object> - Ancient Arts

**Rules:** The hero is able to take any item out of someone's hand and have it appear in her own hand in any non-combat situation. She must be within range of touching the individual. She may call "Swipe<object>" and the object must be given to the hero. This is usable two (2) per day.

**Power: Bendable**

**Tagline:** Slip Bindings – Ancient Arts

**Rules:** The hero is able to use the Slip Bindings ability one (1) time per battle. This ability allows the hero to escape from Pin Foot, Bands and Entangle effects on a three (3) count. The hero should state "Slipping Free 1...Slipping Free 2...I Slip Free". This ability resets as per Wounding Blows.

**Category: Facile**

**Requirement: Cunning**

**Power: Quickly Grasped**

**Tagline:** Mimic <Talent> - Ancient Arts

**Rules:** The hero is able to view another person using a talent, and she is able to use that talent for any amount of times for up to one (1) hour in length. Production skills, Lores, Crafts, Trap Dodge and Magical Talents may not be mimicked. If the hero already possesses an ability, she may increase her level by one (1) when using this ability. This is usable two (2) times per day.

**Power: Trajectory**

**Tagline:** Trick Shot – Ancient Arts

**Rules:** The hero is able to use one (1) Trick Shot per battle or situation. This additional Trick Shot is usable outside the normal Rule of Three. This ability resets as per Wounding Blows.

**Two Hundred (200) Character Points**

**Category: Chutzpah**

**Requirement: Daring**

**Power: Braggart**

**Tagline:** Shadow Mental Command – Flee from this battle in shame and dishonor – Ancient Arts

**Rules:** One (1) time per battle the hero has a use of a packet delivered "Shadow Mental Command – 'Flee from this battle in shame and dishonor'". This must be accompanied by a short speech about her own greatness, ten (10) seconds in length. This ability resets as per Wounding Blows.

**Power: Wave Off**

**Tagline:** Flesh Renew – Ancient Arts

**Rules:** The hero must tell his allies not to aid him in engaging a foe. He must spend ten (10) seconds discussing how he will best his foe. He may then call "Renew", and refresh either one (1) Wounding Blow or Defense. This is usable one (1) time per battle, and resets as per Wounding Blows. This is a Renew effect.

***Category: Gambit***

**Requirement: Daring**

**Power: Bait and Switch**

**Tagline:** Disarm – Ancient Arts

**Rules:** The hero allows himself to be struck before using any attacks against an opponent. This attack may be stopped via protectives, Defenses, Skins or Armor. The hero may then perform a Disarm against that opponent. This is usable one (1) time per battle. This ability resets as per Wounding Blows.

**Power: Unprotected Lunge**

**Tagline:** Piercing Blow – Ancient Arts

**Rules:** The hero gains a “Piercing Blow” after all of her Defenses are expended. This Piercing Blow may only be expended with a thrust.

***Category: Charisma***

**Requirement: Dashing**

**Power: Persuasive**

**Tagline:** Shadow Mental Command – Agree with me completely – Ancient Arts

**Rules:** The hero is able to use one (1) "Shadow Mental Command - agree with me completely" when the hero is engaged in a non-combat conversation with someone. This must be preceded by an impassioned argument made to the target of the Command. This argument must take at least ten (10) seconds. This ability may be used two (2) times per day.

**Power: Flatterer**

**Tagline:** Aether Charm to Spirit – Ancient Arts

**Rules:** The hero gains one (1) use of “Aether Charm to Spirits” against a spirit. This must be preceded by no less than three (3) compliments to the spirit. This is usable one (1) time per day.

***Category: Etiquette***

**Requirement: Dashing**

**Power: Eye for Intrigue**

**Tagline:** Sense Truth– Ancient Arts, Sense Magic - Ancient Arts, Sense Health – Ancient Arts

**Rules:** The hero is able to use Sense Health as many times as she would like during the course of a day. She also gains the use of Sense Truth one (1) time per day, and Sense Magic two (2) times per day.

**Power: Hospitality**

**Tagline:** Mimic <Skill> - Ancient Arts

**Rules:** While the hero is in her own home, or she is the host for at least two (2) other people in a different place, she is able to use the following Talents, even if she does not already possess them: Appraisal, Chirurgery, Disable Security, Healing Ways, Leechcraft, Open Secret Doors, Studia Mortis, and Tracking. If the hero already possesses that Talent, she may increase her level by one (1) when using this ability. This ability may be used two (2) times per day.



***Category: Fast Hands***

**Requirement: Dexterous**

**Power: Knee Kick**

**Tagline:** Knockdown – Ancient Arts

**Rules:** The hero is able to swiftly kick her opponent in the knee during part of a normal melee swing. She may call one (1) Knockdown per battle. This ability resets as per Wounding Blows.

**Power: All in the Reflexes**

**Tagline:** None

**Rules:** The hero is able to catch a thrown weapon in the air and immediately throw it back; regardless of if he has the thrown weapon skill. If he attempts this and does not catch the weapon, he suffers the effect of the thrown weapon and the appropriate Wound location. He may not do this with arrows or packets. This is a permanent skill.

***Category: Fast Feet***

**Requirement: Dexterous**

**Power: Sidestep**

**Tagline:** Dodge - Ancient Arts

**Rules:** The hero is able to easily move out of the way of projectiles. He may use one (1) Missile Dodge per battle. This is usable outside of the Rule of Three. This resets as per Wounding Blow.

**Power: Sure Feet**

**Tagline:** Sure Feet – Ancient Arts

**Rules:** Falling into a river of slime is not on the hero's agenda. The hero is able to be considered fully on any landing area in dexterity or jumping challenges with only one (1) foot on the area, as opposed to the normal two (2) feet required. This ability may only be used in the presence of a Guide. The Guide will sometimes allow this ability to work in other ways, as well.

***Category: Adept***

**Requirement: Facile**

**Power: Weak Point**

**Tagline:** Weapon Break – Ancient Arts

**Rules:** The hero has an innate understanding of objects and how they are put together. She is able to use her weapon to easily break another weapon, though not a shield, even without a weapon breaker being wielded. This works for all weapons she is skilled in using. She gains one (1) Weapon Break per battle, which is usable outside of the normal Rule of Three. This resets as per Wounding Blows.

**Power: Around the World**

**Tagline:** None

**Rules:** The hero may imitate any one (1) level one (1) Lore skill for the purposes of BGAs. This is usable one (1) time per BGA period.

**Category:** *Inept*

**Requirement:** Facile

**Power:** Zot

**Tagline:** Triggered Storm Destroy <Object> - Ancient Arts

**Rules:** A hero is able to place a “Triggered Storm Destroy <Object>” effect on any hand-held object so that the next person that touches the object causes it to fall apart. A Guide must be present for the use of this ability. This is usable two (2) times per day. The Triggered Storm Destroy effect expires at sunset.

**Power:** Unprofessional Speaker

**Tagline:** Voice Effect – Shadow Mental Command – “Disagree with everything I just said” – Ancient Arts

**Rules:** The hero knows that public speaking is the key in many situations. The hero may use a “Voice Effect – Shadow Mental Command – “Disagree with everything I just said”” after giving a speech of at least thirty (30) seconds in length. This is usable two (2) times per day, and may not be used in combat.

### **Three Hundred (300) Character Points**

**Category:** *Bold*

**Requirement:** Chutzpah

**Power:** Taunt

**Tagline:** Magic Mental Enrage - Ancient Arts

**Rules:** After delivering an insult to the opponent, the hero may use a packet delivered “Magic Mental Enrage” one (1) time per battle. This ability resets as per Wounding Blows.

**Power:** Calming Assurances

**Tagline:** Voice Effect – Magic Shield against Fear – Ancient Arts

**Rules:** The hero may give a thirty (30) second speech before a battle to let people know that the situation could be worse. This speech should mention many ways in which the situation could be worse. After the speech, the hero may call out a “Voice Effect – Magic Shield against Fear”. This ability is usable two (2) times per day.

**Category:** *Roast Master*

**Requirement:** Chutzpah

**Power:** Nothing That Can't Be Improved

**Tagline:** Magic Mental Erase Memories - Ancient Arts

**Rules:** Through a judicious application of insults, the target enters a state in which their mind shuts down from the insult barrage and may be manipulated. Two (2) times per day, the hero may use a packet delivered Magic Mental Erase Memories, but no followed up memory implantation is allowed. This must be preceded by at least three (3) different insults.

**Power: Quivering Pile**

**Tagline:** Magic Mental Trance - Ancient Arts

**Rules:** The hero may deliver three (3) insults to his foe. After the insults, he may use a packet delivered "Magic Mental Trance". This ability may be used one (1) time per battle. This ability resets as per Wounding Blows.

**Category:** *Risk Taker*

**Requirement:** Gambit

**Power: High Risk and High Reward**

**Tagline:** Absorb Skin – Ancient Arts, Strength # - Ancient Arts

**Rules:** The hero may end all Skin effects to add the skin's current value to a single swing as a Strength effect. This ability is able to be used three (3) times per day.

**Power: Trade-In**

**Tagline:** Absorb Skin – Ancient Arts, Magic Shield against Physical – Ancient Arts, Magic Ward against the Realms – Ancient Arts, Magic Ward against the Forms.

**Rules:** The hero may end any Skin of two (2) points or higher to gain a Magic Shield against Physical, and may end any Skin of three (3) points or higher to gain either a Magic Ward against the Realms or a Magic Ward against the Forms. The skins must be at full value for this to occur. The hero may do this any number of times per day.

**Category:** *Confidence Man/Woman*

**Requirement:** Gambit

**Power: Burglar**

**Tagline:** Shadow Meld – Ancient Arts

**Rules:** The hero may use the "Shadow Invisibility" ability two (2) times per day, with their weapons out. The hero may not move his feet from his current location, though he may pivot in place, while this ability is active.

**Power: Little Death**

**Tagline:** Shadow Feign Death Poison – Ancient Arts

**Rules:** The hero has a small vial that refills with one (1) dose of Shadow Feign Death Poison two (2) times per day. This works for any vial one vial the hero possess, as it is a physical manifestation of his former life. It takes the hero one (1) minute to create a new vial, should the old vial be lost, and the old vial immediately loses its efficacy. This new vial does not have a dose, and fills up after one (1) hour. This may be mixed in with any food or drink with no other requirements.

**Category:** *Entrancing*

**Requirement:** Charisma

**Power: Direct the Conversation**

**Tagline:** Absorb – Ancient Arts, Magic <Effect> - Ancient Arts

**Rules:** The hero may call Absorb to a mind-affecting ability two (2) times per day. The hero then gains the use of the ability as a packet delivered "Magic <effect name>" usable within one (1) minute of absorbing the effect.

**Power: Flash and Dazzle**

**Tagline:** Shadow Mental Trance – Ancient Arts

**Rules:** The hero may use a Shadow Mental Trance in which six (6) packets are thrown simultaneously. The hero must first spend thirty (30) seconds introducing her fabulous feats and abilities. This ability is able to be used two (2) times per day.

**Category: Rakish**

**Requirement: Charisma**

**Power: Honest**

**Tagline:** Shadow Obscure – Ancient Arts, Magic Shield against Mental – Ancient Arts

**Rules:** The hero may use the Shadow Obscure ability two (2) times per day, usable only on herself. In addition, the hero may use Magic Shield against Mental two (2) times per day, usable only on herself.

**Power: Tell Me Your Secrets**

**Tagline:** Flesh Mental Truth - Ancient Arts

**Rules:** The hero may use a packet delivered Flesh Mental Truth ability two (2) times per day. This ability is used by the hero repeating the phrase he wishes to check the veracity of, and then asking the person if the phrase is true or false. The hero may then check the true or false answer for truth.

**Category: Well-Mannered**

**Requirement: Etiquette**

**Power: Subtleties**

**Tagline:** Fire Sense Illusion – Ancient Arts

**Rules:** The hero may use the Fire Sense Illusion ability two (2) times per day.

**Power: Ideals from a Different Age**

**Tagline:** Resist against Disease – Ancient Arts, Resist against Pain – Ancient Arts, Resist against Fear – Ancient Arts, Resist against Poison – Ancient Arts, Resist against Knockdown – Ancient Arts

**Rules:** The hero may pick one (1) of the following abilities: Disease, Poison, Fear, Pain or Knockdown. Two (2) times per day the hero may tell a tale to up to three (3) other people. This tale must last at least one (1) minute, and be a parable in the vein of "back in my day...", at the end of this minute the hero may bestow a Resist <single effect from list> to those three (3) people and himself. This effect may change with each telling, but all of the effects bestowed by a single tale must be the same.

**Category: Perfect Gentleman/Lady**

**Requirement: Etiquette**

**Power: Receiving Visitors**

**Tagline:** Refresh Mana 5 – Ancient Arts, Refresh Fatigue 2 – Ancient Arts, Magic Ward against Magic –

Ancient Arts, Magic Shield against Destruction – Ancient Arts

**Rules:** The hero has prepared her home to be welcoming and inspiring to those who seek rest and respite at the hands of the hospitality of the hero. The hero may hold an Audience of Tales two (2) times per day. Up to five (5) visitors may tell a story of themselves in a situation in which they highlight one (1) of their attributes. This story does not need to paint them in a heroic light in any fashion. At the end of the stories, the hero thanks the visitors for their gifts and grants the heroes one (1) of the following abilities: Refresh Mana 5, Refresh Fatigue 2, a Magic Ward against Magic, or a Magic Shield against Destruction to a single item, which expires at sunset.

**Power: Greetings and Salutations**

**Tagline:** Aether Greater Renew – Ancient Arts

**Rules:** The hero may extol her own virtues in the form of a tale no less than one (1) minute in length. This tale should be an example of the hero doing something clever, seemingly insurmountable, humorous or embarrassing. The hero is able to perform an Aether Greater Renew on himself and up to two (2) people he is sharing his tale with. He may do this two (2) times per day, but never in the same battle.

**Category:** *Delicate Touch*

**Requirement:** Fast Hands

**Power: Just the Tips**

**Tagline:** None

**Rules:** The hero is no longer able to be fooled by contact poisons on items. The hero's touch is so light as to not disrupt any poison on the surface. This does not remove the poison, but instead just keeps it from being expended on the hero. If the hero purposefully begins roughly handling an object, it is up to the Guide's discretion as to whether the ability should cease working, though a warning of potentially ending the ability should first be given.

**Power: Assassin's Grasp**

**Tagline:** Assassin's Grasp – Ancient Arts

**Rules:** The hero is able to coat a glove for themselves in a contact poison in such a way as to allow the poison to be activated at will by the hero. The hero must be wearing this glove to allow it to occur. Any glove can be prepared this way, though only one (1) glove may be prepared at a time. It takes five (5) minutes to prepare a glove in this manner. Creating a new glove immediately ends the ability of the old glove. No one besides the hero may use this glove. Only one (1) poison may be stored at a time. This may only be used in non-combat situations.

**Category:** *Liar's Hands*

**Requirement:** Fast Hands

**Power: Nary a Twitch**

**Tagline:** None

**Rules:** The hero is no longer able to be effected by any Truth abilities. Her dedication to deceit is unflappable. This is a permanent ability.

**Power: Hoodwink**

**Tagline:** None

**Rules:** The hero is able to swap one (1) item he is trying to sell with someone else's better, more expensive item. This allows the hero to sell one (1) item found on the appraisal sheet at a higher value than normal as a BGA. This can only take one (1) BGA per event, and the value he receives is always better than the item's base appraisal rate. There is no guaranteed rate of return other than "more than base" for this skill.

**Category:** *Constant Motion*

**Requirement:** Fast Feet

**Power: Too Old For This**

**Tagline:** Trap Dodge – Ancient Arts

**Rules:** The hero is able to leap aside and avoid the harmful effects of traps that would otherwise cause him harm. One (1) time per day, the hero may call "Trap Dodge" and avoid the effects of a trap.

**Power: Faster Than Sound**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero is so quick they can even outrun sound, for a split second, causing it to become incomprehensible and distorted. The hero may call "Resist" to any one (1) Voice effect. This is usable two (2) times, but only one (1) time per fight.

**Category:** *Quick Maneuvering*

**Requirement:** Fast Feet

**Power: Escape Route**

**Tagline:** Aether Form – Ancient Arts, Shadow Invisibility – Ancient Arts, Earth Meld – Ancient Arts, Dust Form – Ancient Arts

**Rules:** The hero is able to quickly determine a route of escape from almost any situation. The hero may use any of the following abilities a combination of two (2) times per day: Aether Form, Shadow Invisibility, Earth Meld, and Dust Form.

**Power: Tunneler**

**Tagline:** Mass Earth Invisibility– Ancient Arts

**Rules:** The hero has dug so many tunnels in the past; the actual digging is no longer necessary. The hero may use the Mass Earth Invisibility ability one (1) per day, taking up to two (2) people with him. Each person under the effect of this power may take up to twenty (20) steps before emerging. This counts as an illusion.

**Category:** *Savant*

**Requirement:** Adept

**Power: School of Hard Knocks**

**Tagline:** Magic Skin 3 – Ancient Arts, Refresh Toughness 2 – Ancient Arts

**Rules:** The hero has lived a tough life. The hero may use a Magic Skin 3 two (2) times per day and a Refresh Toughness one (1) time per day. This Refresh Toughness ability takes ten (10) seconds of concentration to perform, and restores up to two (2) toughness. This ability may be used in the same battle as a Second Wind.

**Power: Rig**

**Tagline:** None

**Rules:** The hero gains the Disable Security 1 ability, and the ability to set traps, but not produce or install them. Finally, the hero may apply blade poisons, and mix elixirs into food and drinks, without meeting the requirements.

**Category: The Planner**

**Requirement: Adept**

**Power: The Network**

**Tagline:** None

**Rules:** The hero has organized a network of sources outside of the naked eye. The hero may ask questions or ask for aid from his network one (1) time as a BGA. The hero is guaranteed a response at all times, though aid on larger projects might take multiple actions. It is not required that this network reveal themselves fully, even to the hero.

**Power: The Aide**

**Tagline:** None

**Rules:** The hero has pinpointed a single source of great aid and information. The hero gains the name of a single NPC helping him with his BGAs. The hero may list them in place of any single BGA action resource, and have them count as a level two (2) Lore ability in a single specific subject, chosen by the hero, a crafter with a one (1) uncommon recipe and two (2) common recipes, though the hero must provide the aide the money to fund the production, with equivalent of a level five (5) production skill, or an aide in research.

**Category: Professional Faker**

**Requirement: Inept**

**Power: Hinder**

**Tagline:** Triggered Shadow Mental Fear – Ancient Arts, Triggered Ice Pin Foot – Ancient Arts

**Rules:** The hero is adept at making matters worse for those she wishes ill, both directly and indirectly. The hero gains Hinder as a possible BGA, usable one (1) time per period. Hinder is used to purposefully slow or stop progress of an event occurring in the world. This may be used to slow the progress of other townspeople, but continually hindering the same person will result in the revelation of the forces hindering them. Hindering large events is easier than hindering small events, due to matters of scale. Hinder actions are approved by the Plot committee, and any rejected action does not consume a BGA, but instead may be resubmitted. In addition to this, the hero gains either a Triggered: Shadow Mental Fear or a Triggered: Ice Pin Foot usable two (2) times per day at the hero's discretion. The Triggered effect is selected at the time the hero selects the ability. These abilities take one (1) minute to put this

ability into place. The trigger is being struck in melee combat. Only one (1) Triggered effect may be active at a time, and the first successful hit on the hero triggers the effect.

**Power: At the Source**

**Tagline:** None

**Rules:** The hero is able to trick both people, and objects, into thinking he possesses talents that he does not possess. Each day at sunset, the hero selects either a Realm or a Form to which he is "tied". The hero may answer any Sense Magic Ties questions with the Realm or Form he selected. In addition, the hero is able to use scrolls that require having a certain level of knowledge in terms of Circle or Mystery advancement or the amount of bones known. The hero qualifies as having ten (10) bones, or as being an initiated second Circle spell caster of the Realm or Form he selected. He meets the appropriate source type requirements of these scrolls or other items.

**Category:** *Spontaneous*

**Requirement:** Inept

**Power: It's an Adventure!**

**Tagline:** Second Wind – Ancient Arts, Refresh Fatigue 3 – Ancient Arts, Refresh Mana 5 – Ancient Arts

**Rules:** The hero has a taste for adventure and adventurous acts. The hero has a knack for finding adventure, or making activities more exciting. This power is used only with the presence of a guide, and only in adventure situations. The hero's natural aura of adventure-lust causes unpredicted things to occur while on adventures. The hero keeps this under control most of the time, and decides when this bursts forth. The hero may attempt to get through a seemingly dangerous situation with the use of this power, though other times this causes unforeseen events to occur. This power is entirely guide-controlled when used in this fashion. Alternatively, the hero may use his lust for adventure to shine in battle and continue the good fight. The hero may use an additional Second Wind one (1) time per day, even if he has otherwise used a second wind in that battle, or he may Refresh 3 Fatigue, or he may Refresh 5 Mana to himself. This power is only ever usable one (1) time per day.

**Power: That Works**

**Tagline:** None

**Rules:** The hero knows that being beholden by a set of rules and common occurrences just doesn't work for her. The hero may trade in one (1) Wounding Blow and one (1) other Combat Maneuver to gain one (1) swing of Blindside, or any Pierce or Break Combat Maneuver, even if they do not meet the qualifications for the skills with her normal weapons. The sacrificed Wounding Blows and Combat Maneuvers reset as per Wounding Blows.

**Four Hundred (400) Character Points**



***Category: Brash***

**Requirement: Bold**

**Power: Death is but a Door**

**Tagline:** Absorb – Ancient Arts, Shadow Armor 3 – Ancient Arts, Shadow Skin 6 – Ancient Arts, Renew <Wounding Blow> - Ancient Arts

**Rules:** The hero gains an Absorb against a one (1) Death effect per day, the hero may then expend the Absorbed energy to gain Armor of Shadow, this three (3) point suit of armor does not stack with any other armor, and it may not be refit, or she may gain Skin of Shadow, six point skin. The hero gains either of these, and resets one (1) Wounding Blow. This is a Renew effect.

**Power: Time is but a Window**

**Tagline:** Absorb – Ancient Arts, Magic Resist against Magic – Ancient Arts, Shadow Invisibility – Ancient Arts, Renew – Ancient Arts

**Rules:** The hero gains an Absorb against one (1) Death effect per day, the hero may then expend the Absorbed energy to gain a Magic Resist against Magic that expires at sunset, or they may instead immediately gain Shadow Invisibility. The hero gains either one of these and may reset one Wounding blow. This is a Renew effect.

***Category: Brazen***

**Requirement: Bold**

**Power: Neglected Preservation**

**Tagline:** Aether Haste – Ancient Arts, Ignore Weaken – Ancient Arts, Renew – Ancient Arts

**Rules:** The hero is used to her cocksure attitude and swagger being all she needs to get through sticky situations. This has sometimes leads to her doing things without thinking, regardless of how remarkable they might be. The hero has two (2) uses per day of Aether Haste that do not Weaken the hero after use, though only one (1) may be used per battle. These Hastes are self only. If the hero chooses to use these Aether Hastes to engage in or continue battle, this returns two (2) Wounding Blows, counting as a Renew Effect.

**Power: If You Can't Beat Them**

**Tagline:** Shadow Mental Enslave – Ancient Arts

**Rules:** The hero is a master at convincing people they are better served by standing along the hero's side. The hero must loudly state three (3) reasons why his opponent should join his side, at the end of which, the hero gains a packet Shadow Mental Enslave, usable against the target he tried to convince. This ability is usable one (1) time per day.

***Category: Jester***

**Requirement: Roast Master**

**Power: At the Feet of Kings**

**Tagline:** Aether Mental Feeblemind – Ancient Arts, Fire Awaken – Ancient Arts

**Rules:** The hero has long learned through her time at court that insults and mockery can be used to

convince someone that their course is unwise without being held to the same strictures of other advisors. Jesters learn to placate as well as humiliate. The hero may either speak calming words for ten (10) seconds and then use a packet delivered Fire Awaken, or insult and mock a target for ten (10) seconds and then use a packet delivered Aether Mental Feeblemind. The hero may use this power two (2) times per day, in any combination of Awakens or Feebleminds.

**Power: The Fool**

**Tagline:** Spirit Empathy – Ancient Arts, Shadow Invisibility – Ancient Arts, Fire Dispel Illusion – Ancient Arts, Flesh Troll Strength – Ancient Arts, Earth Weaken – Ancient Arts

**Rules:** The hero has a long history of playing the role of The Fool, so much so that his role has begun to suffuse his very being. The hero is regarded as a Fool by the Spirit Court, and is treated with deference and concern. The hero gains the Spirit Empathy power, and has gained notoriety within the Spirit Court. In addition, the hero may take advantage of his ability to be everywhere or nowhere, to be liminal. He may use Shadow Invisibility, a packet delivered Fire Dispel Illusion, Flesh Troll Strength or a packet delivered Earth Weaken two (2) times a day in any combination.

**Category: Bard**

**Requirement: Roast Master**

**Power: The Back Corner of the Tavern**

**Tagline:** None

**Rules:** The hero was a staple at several taverns and inns during her checkered past. The hero gains the BGA action Bardic Knowledge. This can be substituted for any Lore skill, it may be used as a performance craftsman skill in order to produce money, or it can be used as an information gathering skill, in which various rumors and stories are either remembered or gathered anew.

**Power: Once More with Feeling**

**Tagline:** Aether Greater Renew – Ancient Arts, Aether Refresh Mana 5 – Ancient Arts, Aether Refresh Fatigue 2 – Ancient Arts, Shadow Obscure – Ancient Arts

**Rules:** The hero is adept at inspiring through embarrassment and mockery. The hero may insult up to three (3) different people, using a different insult each time. The hero may then use Aether Greater Renew, Aether Refresh Mana 5, or Aether Refresh Fatigue 2. These all count as Renew effects and may be used a total of three (3) times a day. The hero also gains a self-only Shadow Obscure, usable one (1) time per day.

**Category: Danger is my Familial Name**

**Requirement: Risk Taker**

**Power: Watch This**

**Tagline:** Absorb – Ancient Arts, Triggered <Effect> - Ancient Arts

**Rules:** The hero has no respect for her own life and she may do feats that are impressive, but no person would attempt if they cared at all about their own safety. The hero is able to tie effects to themselves that lash out against their attackers as well. Two (2) times per day, the hero may tie any of the following spells to themselves, though no more than one (1) spell may be tied at a time: Disease, Grim Poison,

Befuddle, Trance, Sleep, Feeblemind, Dart, Arrow, Lance, Blast, Death, Pin Foot, Bands, Entangle, Prison, Petrify, Stun, and Pain. These tied spells must be cast by allies, and not by foes, in order to be Absorbed. The hero Absorbs the effect and may release the Triggered effect when she is struck in combat. While this ability is active, the hero may not have a Ward or Shield effect, but may have Resist effects upon them. Arcane sourced spells may not be Absorbed.

**Power: Wired**

**Tagline:** Redirect – Ancient Arts

**Rules:** The hero has spent so much time around security that he has a preternatural sense of danger inherent in its existence. Two (2) times per day the hero may Redirect all Trap damage to himself regardless of how many people the trap would strike, or the hero may prevent the contents of a chest from being destroyed with a Break or Destroy spell on the lock. These abilities may be used in any combination, but only two (2) times per day.

**Category:** *Last Roll Pays For All*

**Requirement:** Risk Taker

**Power: The Crossroads**

**Tagline:** Shadow Skin 4 – Ancient Art, Shadow Blast – Ancient Art

**Rules:** The hero remembers the intricacies of her final death from her previous life, including what happened afterwards. The hero remembers that she once struck a deal with a person or being prior to their death. Upon remembering this fact, the hero is bound once more by the contract that she was held to before, though she knows not the terms or the holder of the contract. The hero may immediately select one (1) advantage she does not possess. This remembered contract also grants them a Shadow Skin 4, usable only at night, and a packet delivered Shadow Blast, usable at any time. Each power may be used one (1) time per day. These powers come with a price, as the contract is once again active.

**Power: Hounded**

**Tagline:** Shadow Form – Ancient Arts, Shadow Meld – Ancient Arts, Blood Heal Wound – Ancient Arts, Flesh Haste – Ancient Arts, Blood Lance – Ancient Arts

**Rules:** Havrost, the Knight of Blood and Shadow, Houndmaster of Lenduthrang. The hero remembers events from her past events that recall she was once cursed after breaking a contract so that the mythical Hounds of the Maelstrom would hound her until she was dragged down into the Grim Prison, screaming for pity. The hero immediately becomes Marked, this has no other effects on the character other than requiring this to be placed on the cabin notes and the character must answer “Yes” if asked if they are marked. The hero gains two (2) Acute Senses and Light Sleeper immediately. The hero is very close to the Grim Prison and can feel the Hounds closing in. The hero gains the Shadow Form, Shadow Meld, a packet delivered Blood Lance, Blood Heal Wound, and Flesh Haste. These abilities are usable two (2) times per day in any combination. As long as the character is in Shadow Form, she gains the Shadow Creature descriptor, and takes full damaging effect from Light damaging spells and weapon swings.

***Category: Hasim's Nine***

**Requirement: Confidence Man/Woman**

**Power: Shaded Castle**

**Tagline:** Spellstrike Blood Cause Disease – Ancient Arts, Spellstrike Blood Grim Poison – Ancient Arts, Mass Shadow Meld – Ancient Arts, Blood Form – Ancient Arts

**Rules:** The hero remembers a time when the clearing out of the warrens beneath a tall castle on a mountain top was taking place. The hero recalls portions of that experience, and the remembered skills have begun to surface. The hero has myriad skills at her disposal, though the nature of them is strange, and the use of them might be considered disturbing. This skill may not be taken without first speaking to the Plot Committee. The hero has the following abilities to choose from: Spellstrike Blood Grim Poison, Spellstrike Blood Cause Disease, Mass Shadow Meld (self and up to two others), and Blood Form. The skills may be used a total of three (3) times, but no skill may be used more than one (1) time per day. In addition, the hero gains Sense Magic Ties, usable as the Celestial ability.

**Power: Hex**

**Tagline:** Spellstrike Blood Afflict – Ancient Arts, Dust Disrupt Magic – Ancient Arts, Dust Drain – Ancient Arts

**Rules:** The hero is a master at placing powerful, temporary curses on her weapons. The hero may use a Spellstrike Blood Afflict one (1) time per day. The hero is also able to unleash a hex upon those that break her weapons. When one (1) of the prepared weapons receives, and is affected by, a Break or Destroy effect, the hero is able to use a Dust Disrupt Magic or Dust Drain, with no prior preparation. Only one (1) weapon may be prepared at a time, and the hex delivered via packet. Each effect may be used one (1) a day. The effects must be used within one (1) minute of the weapons being broken or destroyed, or the effect is lost. Indestructible or weapons that resist the effects do not cause the effects to be Triggered.

***Category: Man of Wit***

**Requirement: Confidence Man/Woman**

**Power: Storm Drake Oil Merchant**

**Tagline:** Sickly Treatment – Ancient Arts, Intolerance Treatment – Ancient Arts, Frail Treatment – Ancient Arts, Rapid Healing Supplement – Ancient Arts, Magic Resist against Mental – Ancient Arts

**Rules:** The hero remembers a time in her past life where she was a travelling merchant, selling her strange wares to all that would listen. Her various tinctures of the past seem to have made their way into the present, along with the hero. The hero possesses a vial that produces a Sickly Treatment, Intolerance Treatment, Frail Treatment, or Rapid Healing Supplement dose a total of three (3) times per day. Any one (1) vial selected by the hero may do this, and if the vial is lost, another vial the hero selects simply takes its place. Any doses already used that day are used from this vial as well. If the vial was filled at the time of being lost, that dose is lost. This vial may only be used by the hero, though the effects may be applied to others by the hero. In addition, the hero now possesses the Strong Will advantage, and gains a Magic Resist against Mental usable on them one (1) per day, after one (1) minute of concentration.

**Power: The Wrong Person**

**Tagline:** Absorb – Ancient Arts, Shadow Mental Command – Leave me along, and don't hurt anyone else, just retire – Ancient Arts, Shadow Obscure – Ancient Arts

**Rules:** The hero is adept at escaping awkward and potentially life-threatening situations. The hero is able to change magic directed at him, and redirect it against his would-be assailants. Three (3) times per day, the hero may Absorb any Mind-Affecting or Restrict effect, and immediately use a packet delivered Shadow Mental Command - "Leave me alone, and don't hurt anyone else, just retire". This Command effect must be used within ten (10) seconds of Absorbing the effect. In addition, the hero gains Shadow Obscure, usable one (1) per day, after one (1) minute of concentration.

**Category: Cult of Personality****Requirement: Entrancing****Power: Insidious Whispers**

**Tagline:** Arcane Mental Befuddle – Ancient Arts, Arcane Mental Trance – Ancient Arts, Arcane Mental Decree <command> - Ancient Arts, Magic Shield against Physical – Ancient Arts, Magic Shield against Mental – Ancient Arts

**Rules:** The hero has a way of manipulating the minds of others in a way that is unsurpassed. The hero is able to make each of the following into an Arcane effect once per day: Befuddle, Trance, or Decree. This may be used with spells with the Mass descriptor. The hero gains the Strong Will Advantage. The hero also gains one (1) use of either Magic Shield against Physical or a Magic Shield against Mental usable upon the hero after one (1) minute of concentration one (1) time per day.

**Power: Malicious Subversion**

**Tagline:** Magic Shield against Physical – Ancient Arts, Magic Shield against Mental – Ancient Arts

**Rules:** The hero is adept at mind control in a way previously unseen. The hero may throw an additional packet when casting any packet delivered Mind-Affecting spell or ability, except for Enslave, up to three times per day. Each packet must be thrown at the same time, but may be thrown from different hands. The hero gains Strong Will and a use of either Magic Shield against Physical or Magic Shield against Mental one (1) time per day. This takes one (1) minute of concentration to activate.

**Category: Leader of the Masses****Requirement: Entrancing****Power: Pizzazz**

**Tagline:** Triggered Shadow Mental Befuddle – Ancient Arts, Triggered Shadow Mental Trance – Ancient Arts, Triggered Shadow Mental Fear – Ancient Arts, Resist – Ancient Arts

**Rules:** The hero is adept at misdirection and small tricks meant to disarm and disorient. The hero may use the each of following abilities one (1) time per day: Triggered Shadow Mental Befuddle, Triggered Shadow Mental Trance, and Triggered Shadow Mental Fear. Each triggered effect takes one (1) minute to put into place, and may not be used with any other triggered abilities. Upon being struck in combat, the ability is triggered. This strike must be a melee strike. The hero is also able to Resist any Befuddle or

Decree effect two (2) times per day. This takes no additional preparation.

**Power: Represented**

**Tagline:** Redirect Mark <Name> - Ancient Arts

**Rules:** The hero may hand out up to two tokens with her personal symbol on them; all symbols must be approved by the Plot committee. These symbols allow the wearer to stave off any adverse Mark effects until sunset. The token may not work two (2) times in a row for the same person, with the personal protection wearing thin upon the recipient. In addition, the hero may choose to Mark one (1) of her followers, rather than take the effect of the Mark themselves. Redirect Mark <name>.

**Category:** *Rugged*

**Requirement:** Rakish

**Power: Knowledge of Historical Artifacts**

**Tagline:** Resist – Ancient Arts

**Rules:** The hero gains the Identify Magic item ability, even if he does not meet the pre-requisites, usable once per day. The hero gains two (2) points of Toughness, and the Pain Resistance advantage. These points of Toughness do not stack with any other Toughness. The hero may also Resist Pain, Knockdown or Stun one (1) per day. This Resist requires no additional preparation. The hero may pick one (1) ancient culture and gain Lore: Ancient Culture (chosen culture) level 1 for free.

**Power: Treasure Hunter**

**Tagline:** Redirect – Ancient Arts, Ice Shield against Destruction – Ancient Arts, Dodge – Ancient Arts

**Rules:** The hero is adept at both a melee weapon and a crossbow, allowing her to use a one (1) Wounding Blow and a one (1) other Offensive Maneuver with the crossbow per combat. He gains one (1) Missile Dodge per day, usable outside of the Rule of Three. He may resist one (1) Contact or Blade Poison per day, and may grant one (1) Ice Destruction Shield to any object per day. In addition the hero may Redirect one (1) Destruction effect from affecting the contents of a chest or locked box to an item he possesses. The hero picks one (1) ancient culture and gains Lore: Ancient Culture (chosen culture) level 1 for free.

**Category:** *Agent of the Law*

**Requirement:** Rakish

**Power: In Good Standing**

**Tagline:** Resist – Ancient Arts, Aether Mental Erase Memories – Ancient Arts

**Rules:** The hero is able to impersonate officials and military officers of several major nations and organizations with ease. When selecting this power, the hero may choose up to three (3) nations and two (2) well known organizations. She is able to cobble identities together that stand up to most high-level security. Direct interaction with the person, or direct contacts of the person, he is impersonating is problematic. The hero will receive name, rank, commanding officer, any direct subordinates and two (2)

events in which they were involved in, as well as family history for their contacts. Any personal symbols or company symbols are provided as well. In addition, the hero may Resist any Truth effect two (2) times per day, and gains one (1) use of Aether Mental Erase Memories per day.

**Power: Obscurely Elite**

**Tagline:** Resist – Ancient Arts, Aether Mental Erase Memories – Ancient Arts

**Rules:** The hero is able to impeccably impersonate a member of a secret or highly regarded organization within any one nation's government. When selecting this power, the hero may select one (1) nation, and choose an organization if it is known, with Plot committee approval, or approach the Plot committee for aid. The hero will receive a name, title, if appropriate, any secret rituals, symbols, or codes associated with the organization, a detailed list of known members within the organization, and contacts that the member being impersonated would have, as well as if those contacts were face to face meetings or just written correspondences in the past. In addition, the hero may Resist any Truth effect twice per day, and gains one use of Aether Mental Erase Memories per day.

**Category: Court Denizen**

**Requirement: Well Mannered**

**Power: Courtier**

**Tagline:** Fire Dispel Illusion – Ancient Arts

**Rules:** The hero spent the majority of her time at the court of a former ruler. She is skilled at unraveling the mysteries and intricacies of the courtesans. The hero may use the Fire Dispel Illusion power two (2) times per day. In addition, the hero gains the Magic Sense ability or Healing Ways. The hero also gains Lore: Culture Royalty, where the culture is the same as the culture of the hero.

**Power: Games of Court**

**Tagline:** Shadow Mask Aura – Ancient Arts, Flesh Mental Truth – Ancient Arts

**Rules:** The hero is skilled at playing the games and participating in the machinations of the courts. The hero gains the use of Shadow Mask Aura one (1) time per day, Flesh Mental Truth one (1) time per day, and Shadow Meld one (1) time per day. In addition, the hero gains the Magic Sense ability or Healing Ways. The hero also gains Lore: Culture Royalty, where the culture is the same as the culture of the hero.

**Category: Diplomatic Immunity**

**Requirement: Well Mannered**

**Power: And Only the Truth**

**Tagline:** Aether Mask Aura – Ancient Arts, Absorb – Ancient Arts, Refresh Mana 5 – Ancient Arts, Aether Greater Renew – Ancient Arts

**Rules:** The hero is immune to the Truth effect. In addition, the hero may use Aether Mask Aura one (1) time per day. The hero may Absorb one (1) Mind-Affecting spell and use the absorbed spell to refresh 5

Mana, or use an Aether Greater Renew. This is usable one (1) per day.

**Power: The Form of Negotiations**

**Tagline:** Aether Form – Ancient Arts, Absorb – Ancient Arts, Refresh Mana 5 – Ancient Arts, Aether Greater Renew – Ancient Arts

**Rules:** The hero is immune to the Truth effect. The hero gains the use of Aether Form once per day. The hero may Absorb one (1) Restrict spell and use the Absorbed spell to refresh 5 Mana, or use an Aether Greater Renew. This is usable one (1) time per day.

**Category: *Man/Woman of Wealth and Taste***

**Requirement: Perfect Gentleman/Lady**

**Power: Sanctuary**

**Tagline:** Delay – Ancient Arts, Earth Ward against Magic – Ancient Arts

**Rules:** The hero's home is a mansion of hospitality. The hero has prepared his home in such a way as to be hospitable to those in times of need, and to provide rest to those that desire it. The hero prepares a glyph, as per the rules for Warding Glyphs, which faces inside his home, hung over one (1) door. The hero may design this glyph, which must be approved by the Plot committee. As long as anyone inside the home is within line of sight of the sigil, all bleed-out, poison, and disease counts are suspended, though they resume once the visitor leaves the home. Anyone that lives in the home gains Light Sleeper (people staying on the home must be noted on the cabin notes in order to benefit), the hero also gains the Medium, Healing Ways, and Magic Sense abilities while inside the home. In addition, the hero gains one (1) Earth Ward against Magic a day, usable only on the hero. This takes one (1) minute of concentration to activate.

**Power: Iniquitous Den**

**Tagline:** Fluid Mental Intoxicant Poison – Ancient Arts, Fluid Mental Paranoia – Ancient Arts, Fluid Mental Hallucinogen – Ancient Arts, Fluid Mental Enslave Poison – Ancient Arts, Earth Ward against Magic – Ancient Arts

**Rules:** The hero's home is secretly a den of ill repute. The hero prepares a glyph, as per the rules for Warding Glyphs, which faces inside her home, hung over one (1) door. The hero may design this glyph, which must be approved by the Plot committee. Any drink the hero touches may receive a Fluid Mental Intoxicant effect. Food may receive either a Fluid Mental Paranoia or a Fluid Mental Hallucinogen effect. One (1) drink per day may contain a Fluid Mental Enslave Poison. This enslave effect is a poison and is stopped by either poison or mind-affecting protections and removed by things that cure either of those. This enslave may only be used in the following ways: the hero may question the visitor as long as she desires, or the hero may command the visitors to kill themselves. No other uses of Enslave are valid with this power. The hero is immune to poisons while in his own home. Poisons garnered elsewhere are retained while in the home, however. Any visitor that leaves the home and breaks line of sight of the glyph instantly receives a Purify Blood effect only usable on poisons received while in the Den. The hero



gains Acute Smell and Acute Taste, and the hero gains one Earth Ward against Magic a day, usable only on the hero. This takes one (1) minute of concentration to activate.

**Category:** *Allow me to introduce myself*

**Requirement:** Perfect Gentleman/Lady

**Power:** You Can Call Me Boss

**Tagline:** Crippling Blow – Ancient Arts

**Rules:** After the hero receives any Meld, Form, or Invisibility ability, the hero is able to swing a Crippling Blow on her next swing. This has no limit on the number of times this can be done in a day. However the swing MUST be the very next swing. If the hero uses two (2) weapons, the Crippling Blow may be used in either hand, though it must be the next swing, regardless of hand.

**Power:** Didn't See You There

**Tagline:** Shadow Meld – Ancient Arts

**Rules:** After the hero spends all of his Wounding Blows, he gains the use of a Shadow Meld. He may use this one (1) time before the end of the battle, and he may use this again if he receives a Renew effect and once again runs out of Wounding Blows. He may use this ability a maximum of three (3) times a battle.

**Category:** *Ghost Touch*

**Requirement:** Delicate Touch

**Power:** Sap Essence

**Tagline:** Spellstrike Aether Afflict – Ancient Arts, Triggered Aether Cleanse – Ancient Arts

**Rules:** The hero's hand has the ability to become spectral and otherworldly. One (1) time per day the hero may use a dagger length claw and strike out against his opponent, calling a Spellstrike Aether Afflict. The hero may also use a Triggered Aether Cleanse one (1) time per day with no prior preparation. This protection triggers at the hero's discretion while he is affected by an effect that Cleanse can remove (Disease, Poison, Weaken, Slow, or Disrupt).

**Power:** Claw

**Tagline:** Spellstrike Shadow Disease – Ancient Arts, Spellstrike Shadow Arrow – Ancient Arts

**Rules:** The hero has the power to cause her hand to pass through shadow as it lashes out, leaving some of it behind as she strikes her opponent. Using a dagger length claw, the hero may call one (1) swing of Spellstrike Shadow Disease per battle. This ability resets as per Wounding Blows. She may also use a single swing of Spellstrike Shadow Arrow, one (1) time per day.

**Category:** *Hands of Aether*

**Requirement:** Delicate Touch

**Power:** Stir the Pot

**Tagline:** Aether Restore – Ancient Arts, Aether Cleanse – Ancient Arts

**Rules:** Any food prepared by the hero may carry a single dose of Aether Restore and a single dose of Aether Cleanse, each usable one (1) time per day.

**Power: Aetheric Slap**

**Tagline:** Spellstrike Aether Mental Befuddle – Ancient Arts, Spellstrike Aether Mental Feeblemind – Ancient Arts

**Rules:** The hero's hand carries the incredible impact of Aether behind it. Using a dagger-length claw, the hero may call a Spellstrike Aether Mental Feeblemind one (1) time per day. She may also call a Spellstrike Aether Mental Befuddle one (1) time per battle. This resets as per Wounding Blows.

**Category: Forgery**

**Requirement: Liar's Hands**

**Power: In the Mold**

**Tagline:** None

**Rules:** The hero is adept at creating worthless replicas of priceless items. As a BGA, the hero may forge any gem, piece of non-magical jewelry, art work, or other such items that she possesses. She should note the exact item on her BGA; at check-in the following game, she will receive money equal to that item's value. She also gains a Fence as a contact, usable for information gathering BGAs.

**Power: Pressing Your Own**

**Tagline:** None

**Rules:** The hero is able to create facsimiles of one nation's money. She should select either the Principalities or Akathia when selecting this power. She gains five (5) crowns or riyals every event, and gains a Launderer as a contact, usable for information-gathering BGAs.

**Category: Message, Interrupted**

**Requirement: Liar's Hands**

**Power: Your Letter, Sir**

**Tagline:** None

**Rules:** The hero has paid off a messenger or courier and receives one (1) letter each event that was not meant for the hero; the letter never reaches its intended recipient. In addition, the hero may request the courier to act as a rumormonger for him, and receive no less than one (1) rumor each month as a BGA. It is possible people would be very unhappy with the hero, were they to find out...

**Power: Where'd My Package Go?**

**Tagline:** None

**Rules:** The hero has paid off a courier to "accidentally" lose packages in transit...at his house. The hero will receive at least one (1) package each event. There is no guarantee this is something useful or valuable, though sometimes, it will be. It is possible people would be very unhappy with the hero, were they to find out...

**Category:** *Run, Runner*

**Requirement:** Liar's Hands

**Power:** Marathon

**Tagline:** Flesh Haste – Ancient Arts, Magic Shield against Restrict – Ancient Arts, Magic Resist against Restrict – Ancient Arts.

**Rules:** The hero may ignore the restrictions on Haste once per day. In addition, she gains use of Flesh Haste one (1) time per day, and gains a Magic Shield against Restrict and a Magic Resist against Restrict one (1) time per day. The shield and the resist take one (1) minute of concentration to activate upon the hero.

**Power:** Uncatchable?!

**Tagline:** Ice Slow – Ancient Arts

**Rules:** The hero receives an additional Resist against Restrict any time a Resist against Restrict is granted to them. In addition, the hero gains a Shield against Restrict any time any Shield is granted to them. If the hero already has a Shield against Restrict, he is not granted another. The hero may use a packet Ice Slow one (1) time per battle.

**Category:** *Impossibly Fast*

**Requirement:** Constant Motion

**Power:** Lightning Feet

**Tagline:** Lightning Feet – Ancient Arts, Dodge – Ancient Arts

**Rules:** With a burst of energy, the hero may dodge all missile attacks for one (1) minute. This is usable two (2) times per day. This ability takes no time to prepare, and may not be used in the same battle as any one (1) minute preparation or duration Warrior Order ability.

**Power:** Was That Solid?

**Tagline:** Ignore – Ancient Arts, Reduce – Ancient Arts

**Rules:** The hero may Ignore all Walls and Circles. The hero may also Reduce Disintegrate, Liquefy, Dissolve or Exsanguinate to a Death Effect, one (1) time per day.

**Category:** *Aiding and Abetting*

**Requirement:** Quick Maneuvering

**Power:** Not Leaving without Them

**Tagline:** None

**Rules:** Any Form, Meld, or Invisibility power that the hero possesses may be used on another person AND the hero at the same time, two (2) times per day.

**Power:** Under Cover of Night

**Tagline:** None

**Rules:** The hero may transform any Form or Meld power she possesses into a Shadow Invisibility. This ability may be used three (3) times per day.

**Category:** *Outlaw*

**Requirement:** Quick Maneuvering

**Power:** Ride Together

**Tagline:** Triggered: Magic Dispel Restrict – Ancient Arts, Magic Dispel <Wall or Circle> - Ancient Arts

**Rules:** The hero is adept at getting her compatriots out of sticky situations. The hero may grant a Triggered: Magic Dispel Restrict two (2) times per day, but never to herself. This is Triggered when the target is affected by any Restrict effects. This takes one (1) minute of concentration to place this power. The hero may also Dispel any Wall or Circle one (1) time per day.

**Power:** Mount Up

**Tagline:** Magic Shield against Restrict – Ancient Arts, Slip Bindings – Ancient Arts

**Rules:** The hero must assign a name he calls his group of allies, up to five. Preferably this should take the form of <Hero's Name>'s Alliterative Allies, such as Roland's Rough Rangers. After doing so, the hero may give up to a one (1) minute speech in which he expresses the fact they are disrespected and mistrusted, but they are the people that get the job done. At the end of this time, he may grant a Magic Shield against Restrict to each of his allies. This is usable one (1) time per day. The hero also has a one (1) time per day use of Slip Bindings. This Slip Bindings works against Pin Foot, Bands and Entangle effects, and works on a slow three (3) count. Slipping Free 1...Slipping Free 2...I Slip Free.

**Category:** *Intrinsic Ability*

**Requirement:** Savant

**Power:** Don't Tell Anyone, But...

**Tagline:** None

**Rules:** The hero is able to mimic magical abilities. The hero must choose a style of magic to mimic at the time of selecting this power. She may choose a single celestial realm, a single totem, or ritualism. If she chooses Celestial magic, she gains a magical tie to that realm, and may use any spell third or lower two (1) times a day, but never the same spell twice. If she chooses Totemic Power, she gains a magical tie to all of the totem's realms and forms, and may use any spell of sixth or lower, but never totemic resurrection, two (2) times a day, but never the same spell twice. She must say all appropriate verbal components to a spell, as if she was casting them. If she chooses ritualism, she gains fifteen (15) bones to use in two (2), and only two (2), rituals. She may contribute these bones to another ritual, as per the normal rules for contributing bones, but this contribution counts as one (1) of her rituals for the day.

**Power:** I'm a Warrior, Really!

**Tagline:** None

**Rules:** The hero is a great and powerful warrior...or at least he has the power to make people think so. He may use any Combat Maneuver available for his weapon and either a trick shot or a crippling blow

each once per day. In addition, the hero may use second wind once per day, if he does not possess the ability. If he does possess the power, one of his refreshed wounding blows may be up to a Crippling Blow.

**Category:** *Dedicated Genius*

**Requirement:** Savant

**Power:** If I Add Just a Little More of this Red Stuff...

**Tagline:** None

**Rules:** The hero is adept at tinkering with brews and formulations until the work, even though she possesses no practical knowledge of the skill. The hero may choose any one (1) formulation available to all alchemists of five (5) production points or lower, and one (1) brew of three (3) production points or less, and may make them for only the material cost once per production period. They qualify for the requirements to use these formulations and brews. If the hero possesses a formula not publicly available, she may bring the formula with her when she produces goods, and make that formula instead, provided it adheres to the requirements.

**Power:** Do These Normally Have Wires?

**Tagline:** None

**Rules:** The hero is able to produce any commonly available trap of five(5) production points or less, one (1) time per production period, provided they have can afford the material cost. If the hero has a design that is not commonly available, he may substitute that in its place, though any rare components must be provided. In addition, the hero may create any one (1) lock of five (5) production points or less, provided they can afford the material cost. The hero may now disarm and set any traps, and may install and remove locks, though not pick locks.

**Category:** *The Six P's*

**Requirement:** The Planner

**Power:** Resources

**Tagline:** None

**Rules:** The hero may purchase any one (1) Mystic Material, provided she provides the material cost equivalent, as a BGA, to be exchanged at the start of the next event. She may only do this one (1) time. In addition, she now has expedited Research actions. Though the nature of the increased speed will not be revealed, it will always been faster than normal for the hero's current speed of research.

**Power:** Stockpile

**Tagline:** None

**Rules:** Whenever the hero creates any one (1) production item of four (4) production points or less, regardless of material unit cost, the hero may create another of the same item for no production points and half of the material unit cost, rounded up. If the item is created in batches, the entire batch is

produced again. This power may be used one (1) time per onsite production period. This may not be used with BGA production actions.

***Category: Ringleader***

**Requirement: The Planner**

**Power: Shadow Broker**

**Tagline:** Shadow Mask Aura – Ancient Arts

**Rules:** The hero receives one (1) random BGA from another character one (1) time per event if they choose to use Shadow Broker as her BGA. However, they do not receive the character's name attached. When using Shadow Broker, the hero also receives one (1) NPC BGA, with no name attached. In addition, the hero may use Shadow Mask Aura one (1) time per day. These are copies. No one loses any BGAs.

**Power: People Do That For Me**

**Tagline:** None

**Rules:** The hero receives a monthly list of people in the area of her with bounties on their heads, should she use this as a BGA. The hero runs a successful shadowy bounty hunter operation elsewhere in the world, and has minor underworld contacts usable for information gathering and research, as well as receiving two (2) crowns or riyals each month as a result of collected bounties. The hero has become known for this, and will be sought out for expertise...or vengeance.

***Category: Sabotage***

**Requirement: Professional Faker**

**Power: Undermine**

**Tagline:** Ignore Home Defense – Ancient Arts, Storm Destroy – Ancient Arts, Magic Shield against Destruction – Ancient Arts

**Rules:** The hero is able to completely devastate home defenses one (1) time per day. The hero may use Ignore Home Defense, allowing them to ignore any Lock, Glyph or Haven effect, one (1) time per day, though traps are not ignored in this fashion. In addition, the hero has two (2) packet delivered Storm Destroy effects per day, and may put a Magic Shield against Destruction on one (1) item per battle.

**Power: Back Door Man**

**Tagline:** Earth Invisibility – Ancient Arts, Storm Mental Enrage – Ancient Arts

**Rules:** The hero is able to use Earth Invisibility one (1) per day, and has three (3) packet-delivered Storm Mental Enrages per day. In addition, the hero gains Strong Will.

***Category: Impersonate***

**Requirement: Professional Faker**

**Power: Salute Your General**

**Tagline:** Magic Shield against Fear – Ancient Arts, Flesh Renew – Ancient Arts, Blood Stabilize – Ancient Arts, Flesh Cure Disease – Ancient Arts, Flesh Giant Strength – Ancient Arts, Flesh Heal Wound – Ancient Arts

**Rules:** The hero is adept at pretending to be a great military leader. She knows how to pretend to know what she is doing with incredible efficiency. She may issue the following commands one (1) time per battle: "You there, hold the line!", after which she may grant a touch-cast Magic Shield Against Fear; "Quickly, get back into the fray!", after which she may grant a touch-cast Flesh Renew; "Are you paid to bleed?", after which she may grant a touch-cast Blood Stabilize.

One time (1) per day she may issue the following commands, "What would your mother say about this?" after which she may grant a touch-cast Flesh Cure Disease, "NO! Hit them hard, not like a drunken baby!" after which she may grant a touch-cast Flesh Giant Strength, and finally "Did I give you permission to die, soldier?" after which she may grant a touch-cast Flesh Heal Wound.

Each power may only be used while in combat.

**Power: Trust Me, I'm an Expert**

**Tagline:** Magic Resist against Magic – Ancient Arts

**Rules:** The hero is adept at pretending to be a learned scholar. The hero may use any one (1) maximum level lore skill as a BGA. He may also grant three (3) production points to a single person other than himself once per event. He may also relate a one (1) minute tale about a similar, but completely false situation to three (3) other people, giving them one (1) Magic Resist against Magic each, though this never affects the hero, one (1) time per day.

**Category: *Spur of the Moment***

**Requirement: Spontaneous**

**Power: I Bet We Can Take Them**

**Tagline:** None

**Rules:** The hero believes that she, and her friends, can take anyone in a fight...even if that is not remotely true. The hero must give reference an event that never happened, and explain how it was like the current situation. This must take at least one (1) minute. She may then grant Flesh Troll Strength to herself, and four (4) others. This is usable once per day. She may do the same, and then grant a Triggered: Flesh Accelerate Healing to herself and four (4) people, also one (1) per day, with the Trigger being when the target begins to bleed to death.

**Power: I Think I Read About This**

**Tagline:** None

**Rules:** The hero may pick one Advantage or Talent at sunset, the hero now possesses this Advantage or Talent until the following sunset. No monetary or magical skills may be selected. In addition, hero may use any combat maneuver they possess with any weapon she is skilled in, regardless if this would normally be allowed.

**Category:** *Bad Idea*

**Requirement:** Spontaneous

**Power:** Have You Ever Gone Troll Tipping?

**Tagline:** None

**Rules:** The hero gains a tie to troll magic and has begun to have strange dreams. This power must be discussed with Plot before selecting it.

**Power:** What of the What Now?

**Tagline:** None

**Rules:** The hero gains a tie to a strange and unusual form of magic and has begun to have strange dreams. This power must be discussed with Plot before selecting it.