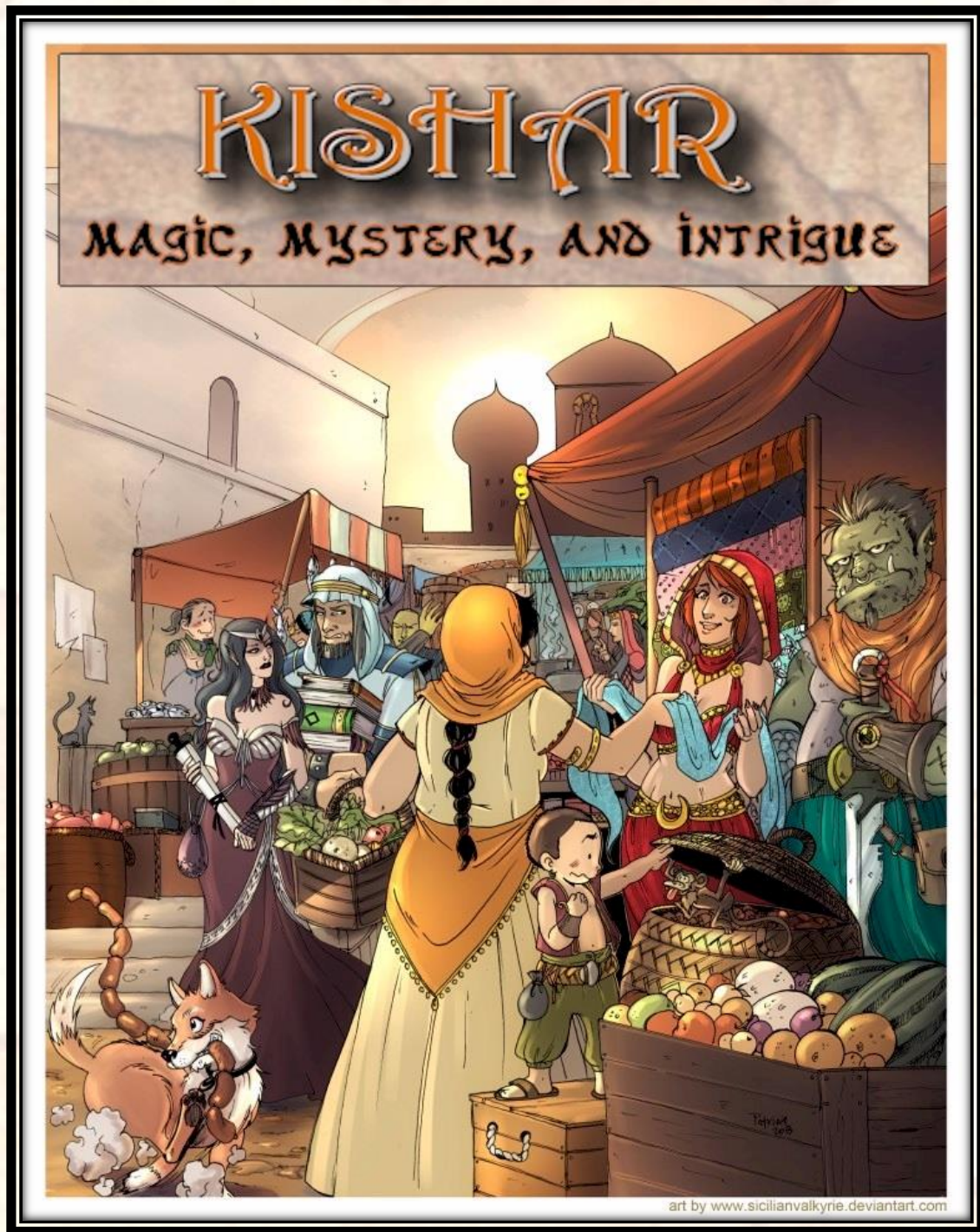




LIVE ACTION ROLE-PLAYING AND COMBAT

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Cover image by P. Leonardo Cavalieri

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Sulaiman the Second image © Rev Imhotep, <http://revimhotep.deviantart.com/>

INTRODUCTION

WHAT IS KISHAR?

Kishar is a Live-Action Role-Playing Game featuring real-time combat with padded weapons (a boffer larp). Kishar is played in real time. We try to pause the game as little as possible. This fosters a sense of immersion – you feel more and more as if you’re really “in” the game. A Kishar Event is divided into threads – coherent mini-stories in which players work together on specific problems or to achieve goals.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game (RPG) is a game where you don’t play as yourself - you take on the guise of a character. Your character has a different name than you, and might have a different physical appearance, mannerisms, opinions, or beliefs. While you are playing Kishar, you will play as your character – doing and saying what that character would do. Because we don’t want people to get hurt, there are rules for safety. Because some of what happens in Kishar is impossible in real life (like magic or divine powers), we have rules for how to pretend. The goal is not to “win”. In fact, there is no way to “win” this game. You can be the best with a sword or a great crafter, but the point is to participate in a group activity, enjoy yourself, and make sure everyone else has a good time as well. Your character might come up against something that they just can’t handle. They might even permanently die. But, as with all games, the process of playing should be what’s fun – not “winning” or “losing”.

WHAT IS A BOFFER LARP?

In Kishar, when you attack another character with a weapon, you actually swing the weapon prop. If you hit them, your character hit them. Because it’s not safe to swing real weapons, we use padded props meant to simulate weapons. Traditionally, such props were called “boffers”. Padded weapons can be homemade or bought from stores (see the [section on Weapon Standards](#)). What’s important is that you can hit people with them in a way that doesn’t hurt or leave marks. Note the “can” in that sentence – you can still hurt people with padded weapons if you’re fighting unsafely! We use soft packets to represent things that would be thrown in the game, such as bolts of magic, glass vials bearing poisons, etc. There are safe and unsafe ways to do this, too – the [section on Safety](#) also covers this.

WHO CAN PLAY KISHAR?

Players must be 18 years of age unless accompanied to each Event by a parent or legal guardian, in which case they must be at least 16. If players have received disciplinary action from another game in the last 10 years, they must disclose this when they join Kishar. Bigots are not welcome at Kishar.

WHY PLAY KISHAR?

We play Kishar to have fun. If you aren’t having fun, speak to an [Organizer](#). We also play safely! See the [section on Safety](#), and make sure you follow the rules there. Safety is more important than fun if they are ever in conflict. Finally, we play to have a good time as a group. If what you’re doing is designed to make other people’s game less fun, you probably shouldn’t do it. Don’t be intimidated by the size of the rule book. While you will benefit from reading the whole thing, you only need to read some parts of it to play. The second half of the book is devoted to powers and options specific to certain player characters. You can also learn the game as you go at an Event.

WHO IS KISHAR FOR? WHAT KIND OF COMMUNITY IS IT?

Kishar is more than just a game to many of us. It's a community where even people who've recently joined can become friends and have fun together. While we love to grow that community, we also want to preserve the unique atmosphere that we have built together. Although we must ask for a game fee to run the game, Kishar is not a business. We created this game to play with friends (old and new) and have been running it as a labor of love for over a decade. We invest a great deal of time, energy, and our own money into everything about the game, from writing the plots and lore, to the logistics of renting game spaces and developing the props and other kit. It has never turned a profit, and we don't expect it to. All the work done by players is on a volunteer basis, to make the game the best it can be.

We strive to make Kishar as diverse and inclusive as we can, both in and out of game. We want players of all races, genders, religions, sexual orientations, nationalities, sizes, and levels of physical ability to feel welcome, safe, and valued. This means we will not tolerate any kind of bigotry, harassment, or marginalization. In addition to the categories stated above, Kishar is also explicitly friendly toward ethically non-monogamous (ENM) lifestyles, and you should expect to see those kinds of relationships treated with equal validity and normalcy as monogamous relationships, both in the game world and outside of it. This commitment to our values affects the game world as well; while the various cultures of the Kishar world are far from perfect, they generally do not reflect the same prejudices of our world. Similarly, we try to ensure that player costuming does not attempt to imitate real-world races or cultures. Blackface or brownface makeup is not permitted, and while our costuming takes inspiration from many real-world cultures, no real Earth culture should be directly copied as a costume.

Kishar is not competitive, it is collaborative. We ask people to think about how they can make the game excellent for other players. This is a lightest-touch game with an emphatic priority on player safety. Player-versus-Player (PvP) is not enabled by default (although it can be under certain circumstances); that goes for combat as well as for things like stealing or using powers on people outside of combat. While disagreements between player characters are inevitable and often a fun way to introduce drama to a scene, we try to discourage any mechanics that might inadvertently lead to strife between players themselves. Each Season, we give awards to honor players who made the game fun for others.

Mechanically, Kishar's rules system roughly resembles many RPGs. There are four defined combat roles (Guardian, Aggressor, Healer, and Savant) to encourage strategy and cooperation in combat. Player abilities vary in how frequently they can be used, but the system assumes you have approximately the same resources each Encounter. We update the rules each Season for balance. Rather than gaining experience points, players earn a single Progression for each game Event. Progression can be spent on powers on a 1 for 1 basis. Kishar has a robust crafting system with a large variety of items that can be produced to give mechanical benefits to player characters. Game activities are generally opt-in for all players. While live combat is one of the most common game activities, there are also players who choose to engage primarily or even exclusively in roleplaying activities, puzzles, and story-based threads. Encounters vary in length and difficulty, and information about each excursion is often made available to players. Players should also expect to spend time out of character supporting others by playing various non-player characters. All activities will be in support of an overall story that involves everyone.

In short, if you are looking for a diverse group where the focus is on telling a story and engaging in lightest-touch combat mechanics, and if you like costuming, consensual tension between characters, and building a community, this is a good fit for you. If you are looking for a pay-to-win game, or a heavy PvP game, or a full-contact combat sport, this is not the game for you. If you are unwilling or unable to learn about respectful points of view for real-life differences, this is not the game for you.

INCLUSION

The world setting of Kishar is deliberately one in which characters of all genders have equal potential. The Organizers of this game acknowledge the incredible diversity of real-world gender, gender expression, sexual orientation, and sexuality. It is always our intent to make players comfortable no matter their gender, sex, or sexual orientation, and players should never feel that their personal characteristics in these areas, or those of their characters, prevent them from being a full participant in our make-believe world. If an NPC on screen portrays sexism or discrimination, expect this to be presented as a negative characteristic.

We acknowledge that there are characters of all types (including bi/pan and trans characters, both of whom are often invisible even in fantasy genres) in our genre, and that gender should not be a consideration when it comes to a character's role or abilities. While a leadership position may be held by a male NPC, by a cisgender NPC, or by a heterosexual NPC, this should never be construed as a suggestion that non-male, non-cis, or non-het characters could not equally occupy these positions. Inheritance is gender-blind in the dominant society of the setting, as are military service and membership in the clergy.

We have made a distinct effort to feature egalitarian, non-traditional marriage and family arrangements. Players are welcome to portray their characters as having non-traditional relationship and love models, like polyamory or other forms of ethical non-monogamy – these are acknowledged as existing in the world setting. We have provided PC lineages that are genderless for those who wish to explore or portray these concepts, but this should not be taken as an assumption that other lineages could not be played in this manner. We do not expect to be able to represent every aspect of real-world variance on screen, but we want all players to understand that they are welcome, and that we will be happy to tell stories with them.

Players are invited to become part of this conversation by helping us find ways to make the game more inclusive. We have tried to strip strict binary or cis-normative language from this book, but we may have missed something! Please let us know if you find any problems.



(Left image from <https://www.them.us/story/progress-pride-flag-intersex-inclusive-makeover>)
(Right image from https://commons.wikimedia.org/wiki/File:Polyamory_flag_with_infinity_heart.svg)

CULTURAL APPROPRIATION AND RACISM

Kishar is not set in the real world – it is inspired by works of fantasy such as the *أَلْف لَيْلَةٍ وَلَيْلَةٍ* (*One Thousand and One Nights* aka *the Arabian Nights*), the *महाभारतम्* (*the Mahabharata*), the *源氏物語* (*the Tale of Genji*), or the *黑暗傳* (*Hēi Àn Zhuàn* aka *the Epic of Darkness*). In the same way that many international LARPs have taken their guidance from *The Lord of the Rings*, Arthurian mythology, or other similar Western fantasy, we have created a world of magic and myth that simply draws from other popular sources. We have Sultans, but they are not historical figures.

No one in Kishar is portraying a character that is meant to exemplify (in any way) a real-world culture. There are no *samurai* in Kishar, no one is from China, and there are no Arab peoples. Although players may be required to represent having green skin (to be an orc or waterborn) or blue skin (to be a water aetherite or Sah’Jann), no one will ever be using makeup to attempt to represent a member of a real-world people. We take a strong stand against racism regarding real-world peoples, and it will not be tolerated in any way at our games. Additionally, there are no real-world deities or sacraments that are used in this game. A character might be a holy warrior or serve a god as a cleric, but they may only use one of the invented deities from our world setting. Symbols for these deities are drawn from traditional fantasy symbolism, and none are intended to imitate or evoke specific deities of any real-world culture still found in present times. We support a vision for gaming as an inclusive hobby. Any player who attempts to violate these standards by creating a character that serves only as a poor caricature of the history, peoples, or cultures of other countries has failed to understand the purpose of our game and will be asked to leave our Events until they change their behavior.

If any party wishes to speak to us about the game in this context, we are happy to engage in dialog.



(Image from <http://www.raven-site.de/>, no longer maintained)

NO HATE ALLOWED

Kishar is not a business – it is a community of like-minded people who get together to have fun with a niche geeky hobby. No one profits from your money here - it is always used to enable Organizers to put on Events. While we would like to be universally welcoming, we cannot welcome everyone without excluding some. There is no “[Paradox of Tolerance](#)” – tolerance cannot be extended to the intolerant.

Our [Code of Conduct](#) lists (among many other things) hateful behavior as something that will get you sanctioned or expelled from the group. To be clear, the Organizers consider credible evidence of membership in or sympathy towards a hate group to be sufficient cause in and of itself to be banned from this game. We rely on the Southern Poverty Law Center (SPLC - <https://www.splcenter.org/>) to define and track these groups. Organizers will not need to see an explicit incident of racism, misogyny, homophobia, etc. at game before we act.

To put it very bluntly, if you cannot behave as a civilized member of society, we don't want you at our game or in our life.

COOPERATIVE PLAY (MUDITA)

With enough players, intra-player conflict seems inevitable at times. Some of this comes from clashes in playing style, interpretations of genre, conflicting IC goals, OOC personal issues, and lingering conflict imported from other environments. There is a very reasonable place for player conflict in LARPs, but in a game whose focus is not PVP, we see that place as being story-enhancing cooperative conflict. Conflict can produce fun and interesting stories that would not occur by default, but conflict should be between characters, not between players. If conflict develops spontaneously during play, it's still appropriate to check in with other players involved during the next OOC time.

Kishar is a different game than your average fantasy LARP. We offer a non-traditional setting, with non-traditional setting elements and unique plot lines. We offer the opportunity to play atypical characters, who might be corrupt, selfish, vain, or arrogant. The setting itself is not a world where good always wins. We try to offset the negative aspects of this by providing a unifying theme in the Adventurer's Guild, which is a required element for every PC. Additionally, the mechanics of the system strongly encourage cooperation – every character benefits from things provided by other classes, and no PC can craft everything their character might want.

When we LARP, we should strive to have fun as well as to enhance others' fun: to make people laugh, to make them sing, to make them cry if something dramatic happens. We especially want to make new players feel welcome. The best word we've found for this approach to gaming is Mudita (मुदिता), a Buddhist word for unselfish, sympathetic, altruistic joy. It's being happy when others are happy. It's something that is easy to do for people you love, or people you're close to, but hard to do for strangers, or people you don't always get along with. It's a mindset that enables a community in which people come together and have fun *with* each other, not *despite* each other.

Often, we might be friends with some players but not others. It is very tempting to focus on making the game fun for the people you know best, and there's nothing inherently wrong with that. When taken to extremes, it can lead to cliques, impressions of favoritism (or actual favoritism!), and the bad parts of faction-based play. So, spend some time thinking about how you can enhance the game for everyone, not just the players you know. Does that player's character need an ally, or a mentor, or a student? Do they need a partner-in-crime, a love interest, or a rival? Do it or find another character and play matchmaker. Is there some interesting way in which your character's backstory could be combined with theirs? Talk to the player and find out! Maybe that scoundrel who stole your character's family inheritance is also the other character's hated uncle! Now there's a significant NPC who could show up in-game to give your characters a reason to cooperate. We encourage you to write stories together.

Most of all, work to make each other enjoy the game! We sometimes see people who want to "win" at a LARP. In Kishar, you win when other people are happy to see you show up to an Event. You do not win by being the highest level. You do not win by having the most Influence. You do not win by having the most lunari. You do not win by being able to kill any monster. You do not win by causing other players to suffer, to regret coming to game, or to like you less as a person because of how you play the game. You do not win by being antagonistic to people who don't want to be on the receiving end of that.

Good players show up with Mudita on their minds. You don't have to be best friends with everyone in the game - come to game because you want it to be the best game it can be, for as many people as possible. Be a net positive. We promise you, we will all win together.

STAFF AND POINTS OF CONTACT

THE ORGANIZERS

The full-time staff who run the game and do not play in it. They have full access to all information about players, including their character sheets, backgrounds, and inventory. Organizers are responsible for the game rules, item cards, in-game currency, and changes to character sheets. Organizers see all information about ongoing plots. A list of the Organizers and their duties can be found here:

Name	Position	Responsibilities
 J (he / him)	Rules Manager	Arbitrating rules, system development, maintaining rule book, item card creation and development
	Safety Manager	Assessing costumes and props for safety
	All Volunteer	See Volunteering at Kishar
 Kasi (any)	PC Manager	Approving player characters and backgrounds, maintaining character sheets, rules calls as needed
	Logistics Manager	Maintaining kit, standard props, and costumes Maintaining player and game records
	All Volunteer	See Volunteering at Kishar
 Raven (they / them)	Player Plot	Bringing individual player stories into Events
	Tabletop Manager	Maintaining and updating the Tabletop rules, bestiary, maps, miniatures, and related items
	All Volunteer	See Volunteering at Kishar

The Organizers may be contacted by email at kisharmarshals@gmail.com and in our very active Discord community. Please join it here: <https://discord.gg/T9QbP8Augg>



VOLUNTEERING AT KISHAR

Kishar runs through the efforts of volunteers – the game simply wouldn't be possible without them. While not full-time staff like the Organizers, volunteers provide invaluable services to the game and help fill in the gaps. They are the glue that holds the game together, and we couldn't do it without them. As a list of all the people approved for a given Volunteer role and their email addresses can be found on our website: <http://kisharlarp.org/volunteers.php>

CHARACTER CONSULTANTS

These volunteers help new players create characters and help existing players improve their current ones. If players want to spend Progression at game, they do so with a Character Consultant, who then emails these expenditures to the Organizers to have them permanently added to the character's sheet.

CHEF

Organizing, transporting, and/or preparing food and drink for sharing widely at game events. Communication with players about allergies and food ingredients and coordinating plans with other chefs. Cleaning and organizing the kitchen spaces and dishes and maintaining sanitation. While we will make reasonable efforts to accommodate allergies, we cannot guarantee perfection. Providers may choose to take training in how to safely handle food but are not necessarily expected to have this.

CHRONICLER

Chroniclers are charged with helping other players understand ongoing stories, settings, and plots. They take notes about Events as they occur, either from their own observations and experiences or by asking other players about them. They should encourage players discussions, collect and organize materials distributed to players, and act as a clearinghouse of IC information. If a player is uncertain what the Adventurer's Guild knows about a topic, they should seek out a Chronicler. Some PCs may also choose to write IC logs of their experiences at an Event. Chroniclers should work together to pull IC information about plots. The Organizers will provide an online document they can edit together to do this.

COMMUNICATIONS

This volunteer category is perhaps the broadest. All these volunteers participate in helping the game advertise, communicate internally, and/or present information. This might include promoting the game online, creating flyers or ads for the game, moderating discussion on Facebook or Discord, maintaining the game's website, or assisting in game photography.

MECHANICS

Mechanics consultants are volunteers who are very comfortable with Kishar's rules, as well as having a sense of game balance and spaces where the game can grow its available options. Most importantly, these volunteers are the first point of contact for any player with Experimental patterns. These should be discussed with a mechanics consultant before being brought to the Organizers. These volunteers can also assist Proxies or Narrators in creating non-player characters and environmental conditions.

MEDIATOR

These volunteers are elected by the players and are empowered to deal with conflict, whether between players or between players and Organizers. Players may report things to them anonymously. Please note that mediators are not therapists and are not intended to mediate conflicts unrelated to Kishar.

MEDICS

Medics are players with real-life medical training (beyond CPR). Ideally, these players have real-life experience as a first-responder, nurse, physician, military medic, or something similar. At Kishar, they use their real-life skills to administer first-aid and handle any medical emergencies at game. Kishar will provide a first aid kit but supplementing this with additional needed items is highly helpful. The call “Medic!” should always be reserved for OOC injuries. The IC call is “Healer!”, to indicate the difference.

MUSIC

Music consultants assist players who want to sing or play an instrument at game. While no one needs permission to perform, these volunteers have expertise in what styles of music are appropriate for different regions of the Kishar setting. They can help players import music from real-life places while changing inappropriate references into something that works in the setting. As we often joke, there’s no place called “Ireland” in Kishar’s setting, so please don’t sing about it! Plus, these players are often musicians and are sometimes willing to work with other players on duets or to accompany music.

NARRATORS

Narrators write and run plot (from a single thread to multi-game arcs) for other players. All plots must be pre-approved by an Organizer. While running their plot, Narrators may portray NPCs as needed, utilize approved items from the game’s kit, make temporary rules calls, and use set pieces, props, or costumes as needed for their plot. Narrators do not have access to player, character, or meta-plot information beyond that which is common knowledge and may not approve character sheet changes.

PROXIES

Proxies are players who are empowered to design combat Encounters and to provide custom stats to non-player characters. Narrators who are not Proxies will be provided with pre-approved stats for non-player characters. Organizers may call on Proxies to assist with non-player characters in scenes where the Organizers are needed for other duties. In the absence of an Organizer, proxies are empowered to make temporary rules calls known as ‘field rulings’.

QUARTERMASTER

Quartermasters oversee the game’s IC money, crafting, and the distribution of loot. They handle buying and selling for players, producing item cards if these are needed at game, and allocating the Event’s spoils into “loot bentos” to be distributed to players. They can change one type of coin or gem into another as needed, and they handle the “foreign coins game”, in which players exchange foreign coins for a random amount of lunari. Quartermasters can also tell you the buy and sell prices for in-game items, so that players can plan their future purchases or price their crafting appropriately.

STAGEHAND

Stagehands are trained in how to pack and unpack the game’s costumes, props, and scenery. They arrive early and stay late, helping the Organizers to get the game ready and put it up in good order. This is also a great way for anyone who wants to be a Proxy to learn about what’s currently available to use.

VOLUNTEER RESPONSIBILITIES AND BENEFITS

Volunteers who are active in their role (have performed their duties at least once this Season) receive 1 Influence with “[the Crowd](#)” to thank them for their time and dedication. They receive this during the first Event that Season where they perform their role. If they perform their role between Events, they receive it at the next Event. Volunteers with more than one role still only receive this benefit once per Season.

Position	Responsibilities
Character Consultant	Providing help with rules and assisting players in building & improving characters. Bringing a copy of the rulebook to Events.
Chef*	Organizing, transporting, and/or preparing food and drink for sharing widely at game events. Communication with players about allergies and food ingredients and coordinating plans with other chefs. Cleaning and organizing the kitchen spaces and dishes and maintaining sanitation.
Chronicler	Helping PCs to understand the ongoing story, setting, and plot. Taking notes; asking questions of other PCs regarding things that they missed; compiling materials and encouraging discussion; and serving as a central clearinghouse of information about ongoing story.
Communications*	Promoting Kishar online, create flyers and other advertising media for use in print and online, generate and moderate discussion about the game, work on the website, photography, operate our Discord.
Mechanics	Assisting players in submitting ideas for Artificing or other Experimental crafting or custom rules.
Mediator	Resolving conflicts between players or between players and staff. Reporting feedback to staff and players anonymously.
Medic	Maintaining real-life medical training beyond CPR. Ideally, being a first-responder, nurse, physician, or military medic. Using these skills to treat first-aid situations and medical emergencies at game.
Music	Organizing the game’s songbook and helping players adapt out-of-genre music.
Narrator	Creating and delivering plot, portraying significant recurring non-player characters, making temporary rules calls (only while running plots).
Proxy	Giving information to and directing non-player characters, designing combats, making temporary rules calls (while running combats).
Quartermaster*	Buying and selling item cards, exchanging coins and gems, handling crafting, assisting with check-in, creating temporary item cards.
Stagehand	Packing and unpacking the game’s kit to assist the Organizers.

* - These roles often require further designation. Volunteers who act as single points of contact or the head coordinator in these areas will receive further titles, such as: Discord Admin, Website Admin, Photographer, Head Chef, Dish Czar, Lead QM, etc.

HOW TO BECOME A VOLUNTEER

For all roles, players who wish to become Volunteers must be Active Players (have attended at least 1 of the last 3 Events). Attending at least 6 Events is preferred, to better understand game culture. Roles marked as “**Apprentice**” should work with an Organizer or a player who currently holds the role (their sponsor) for at least 2 Events while performing their function in a probationary manner. While in their probationary period, actions taken in the role must be approved by their sponsor. At the end of this period, an Organizer will assess their efforts and either approve the volunteer, extend the apprentice period, or ask them to try again in a Season. Players who are absent for an entire Season will be marked (Inactive) in their role. If they are absent for two Seasons they are removed from the list of Volunteers.

Position	Requirement
Character Consultant	Apprentice (should be comfortable with character creation, be familiar with the Roles / Paths, and have read all power trees)
Chef	Players who wish to be chefs should reach out to the Head Chef to learn about existing kitchen policies and current needs.
Chronicler	Apprentice (should submit at least two Guild Chronicles (writeups of an Event) as well as submit materials to be included in the Plot document)
Communication	Apprentice (The player should demonstrate a needed skill in this area)
Mechanics	Apprentice (should submit original Experimental patterns and/or other mechanically complex pieces for review)
Mediator	Mediators must be vetted by the entire group, including an opportunity for players to disclose any problematic incidents they have had to the Organizers in confidence. Organizers will set up a vote open to all Active players. If there are no serious concerns and the vote is at least 2/3 in favor, the player becomes a Mediator.
Medic	Should possess real-life medical skills beyond a CPR certification. Can be appointed immediately by an Organizer since knowledge of game culture is less important here. Ideally, medics should help supplement the game’s first aid materials.
Music	Apprentice (should submit 2 examples of converting lyrics for use in the Kishar setting, as well as a short writeup explaining their musical background and whether they would be willing to perform)
Narrator	Apprentice (should submit a thread. At least 1 Encounter should be RP-heavy and at least 1 Encounter should be combat. Ask an Organizer for a blank template to use.)
Proxy	Apprentice (should submit 2-3 custom NPCs, Encounter Modifiers, etc. with original mechanics for review)
Quartermaster	Apprentice (should be comfortable with simple arithmetic and know the denominations of all in-game currency as well as the crafting rules)
Stagehand	Players who wish to be Stagehands should reach out to the existing Stagehands about how they can contribute.

PLAYER CHARACTERS VS. NON-PLAYER CHARACTERS (MONSTERS)



Player characters (PCs) are recurring characters that progress as a player attends Events. Their growth is shaped by their player, who will be the only person to portray this character. The central story of the game revolves around PCs – they may not be the most prominent members of society, but we focus on their daily lives and adventures.

Non-player characters (NPCs) are all other characters. They may have names, powers, and stories of their own, but they mainly exist to interact with the PCs. An NPC may be played by different players if necessary. NPCs that are hostile to the PCs are collectively referred to as “monsters”. Spending time playing NPCs is sometimes referred to as “monstering”. NPC time is meant to be enjoyable of its own right – playing

a quest giver or an antagonist and not having to worry about the outcome can be freeing! In general, playing an NPC is a service to the game – without NPCs, the protagonists of the story would have no adversaries to defeat, no villains to outsmart, no bureaucrats to negotiate with, and no victims to save.

THE AZIZ RULE

NPCs are often used to drive plot, but NPC players may not be fully familiar with the setting or used to improvising details about a temporary character. In any situation where an NPC has not been given specific information about a character name or story, they may use the name ‘Aziz’ (ah-ZEEZ) to indicate this. This can be extended to anything requiring a name, such as a street name, business name, or the NPC’s “supervisor” who’s not on screen. Players should respect the use of this name as a signal to not interrogate the NPC for more details in this area.

PC COSTUMES

PCs are expected to have costumes that fit into the game world and allow other players to clearly identify that PC. Try to avoid excessively modern touches when creating a costume. If you are unsure how to get or make a costume, talk to other players. Costume items can be handmade or bought at stores or secondhand shops and often cost less than you might think. NPC costumes will be provided by the game. Since the game’s wardrobe does not contain every possible costume piece that might be needed for every possible NPC, PCs are asked to be understanding when interacting with NPCs. If an NPC’s costume is unclear, a character may always ask them who they appear to be. Players are expected not to attempt to attack an NPC who is in the process of narrating their appearance.

NPC SHIFTS AND REWARDS

Collaborative games only work when all players contribute to the game. PCs can volunteer to NPC, and this provides extra rewards, but every PC will be expected to spend some time as an NPC. There are a variety of ways in which we might do this, as outlined in this section.

Players who are PCing should expect to sign up for an NPC shift each Day, during which they will NPC instead of playing their PC. Generally, there are three shifts on Saturdays and two shifts on Sundays. An online sign-in sheet will be available for players who RSVP to the game, and a paper copy will be available at game. Each shift will be capped at 1/3 of the players who have RSVPed. Players who want to PC together are advised to sign up for the same NPC shifts when possible. NPCs can be assigned to combat (outdoor) threads or to RP (indoor or outdoor) roles. Players with mobility restrictions will be accommodated to the best of our ability if they want to participate in combat threads, including the use of [turrets](#) (portable stools for stationary combatants).

ROLLING SHIFTS

Because the models above only work if people participate in them, it's very important that players don't simply take their PC time and then ignore the obligation to NPC reciprocally. If you miss an NPC shift at any point, for any reason, you will take the next available NPC shift that you can (in addition to any other NPC shifts that you would normally take). Since we don't anticipate more than three standard NPC shifts in any given Day, if you were to accumulate a backlog of three shifts, then you would need to NPC a whole Day to "clear the backlog" before you could PC again. In this case, you would not receive the normal rewards for NPCing an entire Day or an extra shift since you are simply clearing an "owed" shift.

NPC REWARDS

NPCing as part of the models above is expected – it's part of what makes the game work, and without it we could not deliver the content players want. However, some players choose to NPC more than the default amount. Players who NPC a full Day receive a base of 50 Kismet. Players who take additional NPC shifts will receive 25 Kismet per shift (day shift) or 15 Kismet (Dungeon shift).

THE A B MODEL, AKA DOUBLE-HOOKING

Combat dungeons will use an A/B or 'double hook' model, in which PCs will be split in half, and each group will NPC for the other. Players are advised to split themselves as evenly as possible, although each group should take into consideration whether they want a more challenging combat experience or not. Healers and Guardians should be assigned to each side, rather than clustering up.



IN-CHARACTER VS. OUT-OF-CHARACTER

To help distinguish between those things your character says and does, and those things you, the player, say and do, we use the notion of In-character (IC) and Out-of-Character (OOC). Unless otherwise indicated, it's assumed that once you are playing Kishar, the things you do and say will be In-Character. If you are not, you can make the [OOC hand gesture](#). Where possible, stay IC! It can be difficult to stay IC if all the people around you are all talking OOC. Organizers reserve the right to ask people who are excessively OOC to relocate to an OOC area so as not to be harmful to others' immersion. "ICly" means "in an in-character manner". Similarly, "OOCly" means "in an out-of-character manner".

IC SPACES, OOC SPACES, RP SPACES

To help people stay IC, we will designate the main play area for any given game as "In-character" space. Players in that space should expect to be always IC. Likewise, players in the designated OOC space will generally be understood to be out of character unless they make it clear that they are IC. This space will generally include the area where meals are served and some couches, so that people who are tired or have low energy can rest. Finally, part of the IC space will be set aside for RP scenes. In warm weather, this might be outside, but in cold weather it will be inside around couches. When players are in the main space, they should be mindful of being loud to not disturb any ongoing RP scenes.

PHYS-REPS, OOC OBJECTS AND PEOPLE

Some people are not visible or present in-game either. To represent this, they will hold [a hand or weapon over their head](#). Sometimes, however, a person will be out-of-game for a long time. In this case, they may choose to put on a [neon orange headband](#). Ignore these people IC – your character does not see them! You may always ask whether a person or object is present ICly if it is unclear. [Narrators](#) may also wear orange headbands while narrating, to indicate that they are not present as a character.

METAGAMING VS STEERING

Try to separate what your character knows (IC information) from what you, the player, know (OOC information). You have much more knowledge than your character does, so place reasonable limits on what your character would know about things not reflected on your character sheet. During casual conversation at Events or online, you may gain knowledge your character does not have. There are various ways to handle this. The simplest is to try to ignore it while playing. When a player uses OOC information to gain an advantage over another player, or to cause harm in some way, this is considered an example of "metagaming". This is, at best, an unfortunate situation, but in many cases, it may violate our community norms.

On the other hand, a player might also use OOC information to deliberately make character choices that will support other player's stories or enhance the play experience for other people, even at the cost of complications for their own character. This is called "steering", and while it takes experience to do it correctly, it's considered an appropriate way to use OOC information. If you don't think you can "steer", try to avoid using OOC information as much as possible.

NAME BADGES AND ORANGE HEARTS

We strongly encourage players to get custom name badges with your character name and pronouns (especially useful if your PC's pronouns are different from yours). Disposable adhesive name badges will generally be available otherwise. Players may ask for an orange heart at check-in. These might appear as enamel pins or stickers to be added to name badges. A player wearing an orange heart is making a

public statement that they invite other characters to flirt with their character. This statement does not imply anything about the player – *it is an IC statement only*. This mechanic does not give consent for physical touch, and players should use common sense. If you're not sure – ask!

(Pictured here – just some of what player characters might have to deal with in game!)



SAFETY MECHANICS

ANNOUNCEMENT BELL

Our current site features two bells. One of these is large, stationary, and outside the main play area. This bell will only be rung if there is an emergency. If you hear it, please gather in the main play space so that we can make sure everyone is accounted for and deliver important information to you. This bell will not be rung for any other reason, and players should avoid jostling it or striking it. If you are planning to step out of game for a long period of time, such as to take a nap, please let someone know!

We also have a small handbell with the phrase “Adventurer’s Guild” carved on it. This bell will be kept near the main entrance to the primary play area. If there is an IC reason for players to receive important information, a character will ring this bell. This is typically for an NPC to give you information about a job or other event. We need your silence and attention to be able to convey this information. Players should quiet down within a few seconds of hearing the handbell. The handbell is intended to replace shouting for quiet, so under no circumstances should players shout for people to be quiet.

APPROPRIATE BEHAVIOR

Kishar is a game for adults. Despite this, there may on occasion be children present, especially if a player brings their children by while arriving or departing from an Event. While violence and swearing may be part of your character’s vocabulary, and sexual or violent content may be part of the game, please be aware of your surroundings. Some language, situations, or humor are always inappropriate. If your actions make other players uncomfortable or they ask you to stop [OOClly](#), respect their wishes. Players who do not feel comfortable calling another player out may always speak to an [Organizer](#) or [Mediator](#). Nudity in public and alcohol/illegal drugs are not acceptable due our site rental agreements! Skimp (for all genders) is fine, but costumes must be street legal.

BLEED

Players in immersive games need to be aware of a phenomenon called “[bleed](#)”. This term dates to the mid-2000s, and it refers to situations in which emotions, feelings, fears, or desires bleed over from a player to their character (*bleed-in*) or from the character to the player (*bleed-out*). LARPs can be deeply emotional, and all players are responsible for making sure that they are aware of any external influence on their behavior. Issues that occur with bleed usually involve the alignment between IC feelings or actions and OOC feelings or actions. Just because a player’s character flirts with your character, that does not imply that the player has an OOC interest in you. Likewise, partners who LARP together are advised to discuss whether they expect their IC relationship(s) to mirror their OOC ones. Players who find their character in conflict with another character, especially when the conflict is serious, might assume that the other player has an OOC issue with them as well. Make sure you are not assuming things that have not been stated explicitly, check in with other players frequently, and don’t start a new OOC relationship simply because of an IC connection! While there are no specific mechanics in use to avoid bleed, we do require players to be aware of the possibility that they will encounter it. When in doubt – talk it out! Clear and open communication is the only thing that can dispel these problems.

CLAPPING FOR ATTENTION

If a Volunteer or Organizer needs players to be quiet to receive important information that’s OOC, they will start to clap deliberately and rhythmically. This is a signal to everyone around them to do the same, while otherwise getting quiet. The clapping will spread outwards until everyone in the area is clapping,

at which point the clapping will stop so that the information can be given. If you see someone doing this, please follow along, stop talking, and wait. Do not shout for people to be quiet.

LIGHTEST TOUCH

Kishar is “lightest touch”. This means that when you throw a [Packet](#) or swing a weapon in combat, your goal is for the packet or weapon to contact your target in the lightest possible manner and not to hurt or cause harm! If your opponent feels you are striking too hard, they will ask you to “pull your blows”. Do not argue or attempt to ridicule them for not wishing to be hurt. Players may opt to strike harder if both players have previously agreed to do so, but this should be reserved for 1-on-1 combats, such as duels.

LOOKDOWN

If you need to leave a scene in progress but you don’t want to stop play or disrupt other players’ roleplay, you may employ the Lookdown mechanic. Shield your eyes with your hand and leave the room. Please be careful to make sure you can see where you walk. Lookdown is a request for other players to ignore you and not to stop the scene. Do not follow someone using the Lookdown mechanic, although you are welcome to check in with them later.

PHYSICAL CONTACT

Players should get OOC permission before touching each other. This can be verbal, or it can be clear non-verbal communication, such as extending a hand for a handshake or opening your arms for a hug. Let the other player choose whether to mirror the gesture and accept the touch. For any power or ability in the game that requires touch, that touch (with consent) should be on impersonal areas of the body such as the shoulders. If consent is not given, or is not clear, these powers should be used by touching the air near the player, without touching them. A distance of at least a foot from them is fine.

TRIGGERS

A trigger is a stimulus that evokes a strong trauma reaction in person. These stimuli can be extremely varied, and it is often impossible to know what might lead to a trigger without being informed. As such, players with triggers must disclose these to the [Organizers](#) in writing (an email is fine), and they should re-submit this information at least once a Season. The Organizers will compile a list of player triggers and distribute them to [Narrators](#) (or if necessary, warn players in general). Narrators should provide trigger warnings for their stories, as well as common-sense content warnings when possible. A mere dislike of something is NOT a trigger.

NOTE: Sexual assault, self-harm, harm to children or real-world animals, and suicide should be assumed to always be on the list of triggers. Where possible, avoid using these in plots.

UNIVERSAL OUT

Should any in-game roleplay make you uncomfortable, or should players be dropping out of character inappropriately, feel free to say, ***"The Sultan would not approve of this conversation."*** This phrase is used even in parts of the game setting where there is no Sultan! This phrase means you should either move the topic of conversation (if In Character) or to please resume playing (if Out of Character). In general, it is considered rude to be loudly Out of Character in In Character spaces.

Respect the universal out phrase and do not use it trivially or jokingly. Anyone who ignores this, trivializes this, or abuses this to harass another player is violating our [Code of Conduct](#).

POWERS (THE BASICS)

(This is condensed from the [section on Powers](#) and is designed for a first-time reader.)

Powers allow characters to affect the world. If a power has a [Cast Time](#) (given in seconds), this represents gathering energy or to finding an opening in an opponent's defenses. If a power does not list a [Cast Time](#), it is [Instant](#). Powers related to weapons often use the [Substitute](#) mechanic, which allows you to call a special effect when using the weapon instead of calling its usual effect. Powers that use the [Add](#) mechanic improve damage or healing by adding to it numerically. The types of powers are:

Type	Symbol	Description
Consumable		Single-use powers that cannot be recharged.
Sure	S	These powers function all the time unless turned off.
Reliable	R	These powers may be called upon whenever a character wishes, but may have other limitations on their use, such as a Cast Time.
Difficult	D	By default, these powers may only be used once per Encounter. An Encounter is defined as the time between the last time there was combat and the end of the next combat, or 30 minutes.
Thread	T	Powers or effects that last for the entire Thread. Threads last until players return to the main building.
Thread (Renewing)	T*	These powers grant an effect that is re-applied at the start of each Encounter in a Thread.
Thread (Locked)	T!	These powers grant an immediate effect and may not be used again until the next Thread.
Exhausting	E	These powers can normally only be used once per Day.
Event-Exhausting	E!	The powers can only be used once per Event. They do not Refresh each Day and cannot be Refreshed by powers.

Powers also vary by how they are delivered:

- **Self** powers may only affect the caster. Any power which says "gain" is a Self power.
- **Touch** powers require the target to be touched. Unless the power says otherwise, these powers may also target the caster. [Touches should be consensual](#) and to areas of the body such as shoulders.
- **Packet** powers require a successful packet strike.
- **Melee Point and Click (MP&C)** powers require pointing to the target to call the effect (max 6 feet).
- **Point and Click (P&C)** powers require you to point to the target and call the effect (max 30 feet).
- **Swing** powers require a successful strike with a Melee weapon.
- **Projectile** powers require a successful strike with a ranged weapon such as a bow or crossbow.
- **Burst** powers affect targets within Melee range (within 6 feet). Usually, this will only target enemies.
- **Blast** powers are ranged powers that affect enemies within Melee range of their point of impact.
- **All** powers target all enemies or all allies (including you) within your immediate area.

NOTE: Some powers refer to an "ally". You are your own ally. If the power says, "other ally" or "another ally", you cannot use it on yourself or benefit from it when used on others.

GAME GESTURES

Kishar uses several hand and arm gestures with specific meanings – being familiar with these will help you understand what’s happening during game play. The gesture for [Lookdown](#) is discussed earlier in this section of the rulebook.

OUT OF GAME → INVISIBLE

Putting a hand or weapon over your head indicates that you are [Out of Game](#). Unless someone has a power that specifically allows them to interact with you, they should avoid doing so ICly. This power can also be used to indicate invisibility, in which case the results are the same – simply ignore that player until they put their hand or weapon down, at which point they ‘appear’.



DOWN → UNCONSCIOUS



A player who has been reduced to 0 HP is unconscious and commonly said to be ‘down’. Rather than lying flat on the ground, which can present a hazard to players still in the middle of combat, we ask that people step aside to the nearest safe area. Once they are away from the fighting, they should sit or take a knee (if physically able) and place one hand on the opposite shoulder, letting that arm cross their body. They should close their eyes or look down, avoiding interaction with the other players until they receive healing or are brought above 0 HP.

If you are playing a Healer, get used to looking around for players who are down! While in this state, players are “bleeding”, and if ignored long enough, these characters might die. See the [section on bleeding](#).

Players who are unconscious should avoid loudly announcing their state or asking for healing. It is the responsibility of other players to notice them and act.

OUT OF CHARACTER



To clarify that an action you take or statement you make is OOC, you can make the OOC hand gesture. Hold up either hand, with the first two fingers extended and the other fingers and thumb tucked into your palm.

Make sure that the person you're talking to can see the hand gesture, or it may not be recognized.

NOTE: Sometimes players make this gesture close to the body or across the chest. We advise against doing this, since it can easily look like the gesture for "Down/Unconscious".

FLYING

This gesture indicates flight. Place your arms out wide and flap or glide. While flying, only [Ranged powers](#) can hit you, and you can only use [Self](#) powers.



SPEAKING ANOTHER LANGUAGE

To clarify that you are speaking something other than the 'default' language ([the Jeweled Tongue](#)), hold your thumb up to your chin and point your index finger, making an 'L' shape.

Players who speak languages other than the Jeweled Tongue may then ask you which specific language you are speaking – they might or might not understand it. If a character is speaking in a language you don't understand, do your best to ignore what they are saying.

For a variety of reasons, players are asked to use this gesture instead of making "nonsense" sounds and pretending to speak a language.



GAME POLICIES

CODE OF CONDUCT AND WAIVER

Most of our interpersonal policies are in the extensive Code of Conduct, which is posted on the website: <http://kisharlarp.org/inclusion.php>

All players must read and sign a player waiver, in addition to agreeing to abide by the Code of Conduct. Players with legal guardians must have their guardian sign the waiver in front of an [Organizer](#).

Questions about the Code of Conduct or the waiver can be directed to an [Organizer](#) or a [Mediator](#).

CHARACTER BACKGROUNDS

While it's not mandatory, players are welcome to write character backgrounds if they want their character's past to have an impact on the plot, or if they want to make sure it's consistent with the world setting. Players may not use other PCs or named NPCs without permission.

FACTIONS

Players who enjoy playing together and who present themselves as a group are in a faction. Factions often have a name or symbol and might represent any number of in-game situations. To ensure that no one faction overpowers the game, faction size is restricted. Please remember that everyone comes to Events to have fun and play the game. Factions should do their best to make the game more colorful, more exciting, and more fun for all players. If an [Organizer](#) feels that the behavior of a faction is creating a hostile or negative environment, they reserve the right to take measures to correct this situation.

NOTE: Players are asked to refrain from actively recruiting new players into factions until those players attend their third Event. Players who join the game with the pre-existing intention to join a specific faction are excluded from this restriction.

NERFING

Kishar is a work in progress, and the Organizers do not expect it to be perfect. As such, it may be necessary from time to time to adjust or otherwise alter the game. Sometimes these changes may make something more powerful, but often these changes will be made to correct oversights or reduce the effectiveness of overwhelming abilities or rules interactions. This practice is commonly referred to as "nerfing". Kishar has the following policies:

1. Permanent changes to the rules will be announced on an official forum. Temporary rulings may be made at an [Organizer's](#) discretion, but they must be made permanent in this manner.
2. Any player who has been nerfed may request to have whatever resources were used (Progression, Influence, Kismet, etc.) to acquire that power or item refunded or transferred elsewhere.
3. Any player who feels their character dynamic has been disrupted by a permanent change NOT relating to their individual sheet may request a similar reassignment of powers or resources.

ROUNDING AND ORDER OF OPERATIONS

Some powers or effects in Kishar might require you to round numbers. For example, you might get a beneficial effect based on $\frac{1}{2}$ of some other number, or you might inflict a penalty on your opponent based on $\frac{1}{2}$ of some other number. Rounding always works against the user of the power. If something is beneficial to them, it rounds down. If it is harmful, it rounds up.

It is possible (albeit unlikely) that powers might cause you to have several numeric alterations on the same number. If this happens, apply any multiplications first, then any divisions, then any additions, and finally, any subtractions. As an example, if you are wielding a weapon with base damage 2 and are using a power that doubles your damage, while a friend uses a power that grants you +1 damage, your final number would be 5: $(2 * 2) + 1 = 5$. If you're not sure how to apply stacking powers, ask an [Organizer](#)!

REBUILDING

If you're not having fun, there's no reason to continue playing a character you don't like. Between Events, a player may choose to Rebuild their Character by notifying an [Organizer](#) in writing (email is best!). The player may change everything on their character's sheet, including Lineage and Class. Even character names and backstory may be changed. Total Progression and item cards are retained, although [Organizers](#) reserve the right to remove or exchange items as necessary for the integrity of the game. This change is permanent and cannot be undone.

Players are encouraged not to invoke this option casually, as it reflects a serious and sudden change to the game environment. [Organizers](#) reserve the right to reject any request for a Rebuild that is frivolous or being done solely to gain statistical advantage or to evade in-character consequences.

RETIRING A CHARACTER

From time to time, players may decide they no longer wish to play a character, or the character may die permanently. In either case, players may opt to receive a Progression bonus for creating their next character. This bonus is computed as follows:

$(1/3 \text{ of } (\# \text{ of character's Progression} - \text{starting } 3)), \text{ rounded down}$

If a player voluntarily retires a character, they may work with Organizers on a suitable IC end scene. A few items without mechanics may be "willed" to other characters (with Organizer approval). If necessary for story reasons, Organizers can approve "mechanics-free" versions of items. As an example: "This was the sword of the great Adventurer Aziz. In her honor, we keep it up on the wall here."

VOTING

On rare occasions, the Adventurer's Guild may face some large-scale decision, such as whether to pursue a long-term goal or make a dangerous choice with serious repercussions. For these situations, players who cannot attend may proxy their votes to an [Organizer](#). While the Adventurer's Guild has a non-elected Guildmaster who technically makes the final decision, there is a firm tradition of soliciting the input of the whole Guild on matters of consequence. Out-of-character, these are decisions that should really be in player hands, so please allow us to hand-wave a little so as not to dictate to you.

EVENT STRUCTURE

NOTE: Organizers reserve the right to deny any person admission to our community and/or the ability to attend Events if we feel their presence would be harmful. Current players are asked to notify us if potential players are concerning or have been known to be problematic or harmful in the past.

BEFORE GAME

RSVPS AND THE BETWEEN EVENTS FORM

RSVPing is extremely helpful to the game's organizers. Discord or something similar will be used to allow players to indicate that they plan to attend an Event, and whether they plan to PC or NPC. To pre-spend [Progression](#), email the [Organizers](#) at kisharmarshals@gmail.com (emails received less than 2 days before Events may not be processed) or (preferred) include your Progression spends when submitting your Between Events form at <https://forms.gle/fcfYmeFDx9PaYbEn6>.

EXPENDITURES

Players may spend [Progression](#) using the [Between Events form](#). At Events, [Build Points](#) for Crafting can be spent with a [Quartermaster](#), and [Progression](#) can also be spent with a [Character Consultant](#).

CHECK-IN AND PACKETS

When they arrive at an Event, players should get in the check-in line. This is where they pay [Game Fee](#) (if they have not done so in advance, which is preferred) and make sure they are signed up for an [NPC shift](#). Players then get into a second line where they receive their character packet. This contains all the PC's items and currency, in addition to new [Claim Tickets](#) and a pre-printed copy of their character sheet. If their current character should receive any Rumors, these will also be included. For logistics reasons, only one PC may be portrayed each Event. Player packets should be returned to a specified location at the end of the Event. All in-game materials must be returned to your player packet. If you accidentally take your player packet home after an Event, please inform the [Organizers](#) immediately!

GAME FEE AND DONATIONS

Kishar is a community, not a business, and it is not run for profit (no Organizer or Volunteer is paid a salary or receives direct compensation for running the game). Game fees cover the cost of site fees, equipment, storage, and kit upkeep. Remaining funds are used to purchase items genuinely needed by the game and to cover Scholarships. Game Fee is \$30 per Day (\$60 per 2-Day Event and \$90 per 3-Day). Game Fee includes the cost to sleep on site in a bunk, but nicer beds are available for an extra \$20 per person. Players that NPC the whole Day play for free, but they must pay for sleeping arrangements if they sleep on-site. This is \$30 for bunks or \$50 for a nicer bed. In addition to the Game Fee, players may donate up to \$60 per Event in cash to help fund the game. Donations of this form are worth 1 Kismet per dollar. Players may donate items such as props or weapons for Kismet, at an [Organizer's](#) discretion. Accepted items are listed here: <http://kisharlarp.org/wanted.html>. Kishar is **not** a Non-Profit Organization, so donations to the game do not count as charitable donations for tax purposes.

NOTE: We prefer not to raise Game Fee, but we occasionally must when our costs and site fees increase. Please check with us for current pricing if you are new to Kishar.

SCHOLARSHIPS AND FEE REDUCTIONS

Kishar is an inclusive space, and we strive to accommodate players with limited resources. For every 5 players who pay for a full Event, Organizers will provide 1 Scholarships usable by a player who could not otherwise pay the game fee. Organizers will not ask questions about your circumstances. They are first-come, first-serve, but can be denied if we feel they are being abused. Players may also ask for a reduction in the game fee to what they can afford, which we will accommodate as much as possible.

NOTE: Players from groups historically underrepresented in LARP may request scholarships to Kishar if they are interested in trying the game. It's the least we can do as a community for inclusion.

LOOT DISTRIBUTION

Kishar handles loot carefully to prevent players from having to argue about how to divide money and items. The Adventurer's Guild charges fees for jobs and collects loot along the way, which is then divided between the Adventurers present. [Quartermasters](#) use input from the [Organizers](#) to create 'bentos' - small boxes of similar (though not identical) rewards. Some bentos (at random) may include additional rare items. All PCs receive a bento box Saturday night. They should remove the contents and return the empty box to the [Quartermasters](#). Once a PC receives items or coins from a bento, they own those items and may do whatever they want with them. Crafting [components](#) are a common thing to find in bentos – players are advised to sell or give these to players with the [Craft power](#).

SPECIAL LOOT AND CLAIM TICKETS

PCs receive purple Claim Tickets at check-in, which are used to determine the allocation of 'special loot'. The number of tickets will be 5 – (# of [Major / Mythic magic items](#) owned), with a minimum of 1. Tickets may not be bought, sold, traded, or given away. All special items gathered over the course of the Event are collected and then given out via a random drawing. The player with the first number drawn gets the first pick of the items, then the player with the second number drawn, and so forth. If one of your tickets is selected, you cannot win again but should retain your tickets so we know who those numbers belong to. If you are currently capped on [Major / Mythic magic items](#), but you win another one, you must either give away or sell one of your current ones. These drawings will happen on Sunday mornings and are run by the [Quartermasters](#). Players who will miss the drawing can give their tickets to another player or to a [Quartermaster](#) to choose for them. ([Quartermasters](#) will try to pick the most mechanically advantageous option remaining for any given PC.) When the special loot drawing ends, the Claim Tickets have no further value and can be discarded. New Claim Tickets will be used each Event.

ROLEPLAY IN THREADS

Most of the IC time at Kishar is spent in threads - coherent mini-stories in which players work together on specific problems or to achieve goals. For players who participate in outdoor combat threads, there is some inevitable downtime as NPCs necessary for the next scene are assembled, costumed, and given directions by a [Proxy](#). PCs will be accompanied by a [Narrator](#), and they are welcome to use the built-in downtime in several ways. First, if they have access to these abilities, they can ask the [Narrator](#) about using the [Tracker](#) power, a lineage-based [Scent](#) power, or a [Knowledge](#) power that applies to the current situation. If they have the [Curious](#) power, they can ask about spending a Clue. Likewise, PCs might choose to use the time to perform a [Ritual](#) of some sort. If none of these are applicable or there is additional downtime, the [Narrator](#) may choose one of the following to encourage PCs to stay IC:

- **Reflection:** if appropriate, the PCs might take a moment to discuss the circumstances they find themselves in. Who is their employer? Why are they doing this task? How might it relate to the larger issues currently in play? Are there any complications they should consider? Does anyone have any related information to share about the situation? The Narrator may (but is not required to) choose a single PC who contributed the most insightful information or asked the best question, and award them a [Dodge](#) usable in the next Encounter.
- **Search:** if the PCs remain IC while searching their immediate surroundings until the next Encounter is ready, the Narrator may (but is not required to) provide them with some small bonus to take into the next Encounter, such as +5 [Temporary HP](#) or [Add](#) 5 to their first single-target attack or Heal in the next [Encounter](#).
- **Traveler:** an NPC who can provide more context appears and offers to speak with PCs about the current situation or environment. This is still perfectly appropriate in most outdoor environments, since there are always locals, merchants, or wandering entertainers. It is less appropriate in dungeons or previously sealed locations.

These options are best used sparingly, and [Narrators](#) are encouraged not to use more than one of them per Thread. PCs should still be encouraged to stay IC as much as possible – it enhances everyone’s experience to be able to participate in ongoing roleplay. As a note, it’s common for players to have various issues with auditory processing or hearing. Players may always ask the [Narrator](#) to repeat themselves or to speak more clearly, especially when there’s a lot of environmental noise (like leaves).

PLAYER-DRIVEN PLOT (DELVES)

Each Event has two hours set aside for player-driven plots, one on each Day. Players can run RP scenes, discuss the plots, hold meetings, or perform. Players with IC residences or businesses may choose to “host” this time at their location(s). This time will also be used for Delves - special scenes where characters may voluntarily let others enter their mental landscape. While there, they may seek out memories, soothe trauma, and identify memory blocks or alterations. Because these require a lot of preparation for a Narrator to run, the Organizers must be notified ahead of time if a player wants their character to be Delved. Once the Delve has been confirmed, it will be scheduled in one of the player-driven plot blocks at an Event. All PCs who wish to participate are welcome. Collectively, the group will search the mental landscape, and if possible, attempt to assist the character being Delved in some way. If specific sought memories have been altered, concealed, or erased, the Narrator should give hints in this direction. Appropriate trigger warnings should be provided for this scene. Once someone has been Delved, they may not be Delved again for 5 Events. PCs must request their own Delves!

NIGHT PLOT

When the [Organizers](#) are off-site and otherwise unavailable, [Narrators](#) may be authorized to run pre-approved independent plots at night that do not require an Organizer. If they are ALSO a proxy (or if they have a proxy with the NPCs), they may adjust stats for NPCs if additional challenges are needed. Narrators should take care that any such threads do not prevent players from interacting with planned threads at Events. Players who don’t want to or can’t attend Night Plots may be able to contribute to them in other ways. Please ask the Narrator if you could contribute Favors, Influence, money, or another resource to help the Players who will be on the Night Plot.

SCHEDULE OF GAME EVENTS

For two-day Events, we expect things to happen on roughly this schedule:

Saturday	
10:00 AM – 10:30 AM	Organizers Arrive and Set Up
10:30 AM – 11:15 AM	Player Check-In <i>(Players arriving after Check-In closes will be delayed in playing!)</i>
11:15 AM – 11:45 AM	Game Introduction, Cast Photo, Opening Scene
11:45 AM – 12:45 PM	Lunch
12:45 PM – 03:00 PM	Saturday NPC Shift 1
03:00 PM – 05:15 PM	Saturday NPC Shift 2
05:15 PM – 06:15 PM	Dinner
06:15 PM – 08:30 PM	Saturday NPC Shift 3
08:30 PM – 09:30 PM	Dungeon Set up, Player-driven Plot
09:30 PM – 10:45 PM	Combat Dungeon A
10:45 PM – Midnight	Combat Dungeon B
Midnight - ???	Organizers Leave, Volunteer Night Plot (If any)

Sunday	
09:00 AM – 10:00 AM	Breakfast
10:00 AM – 10:30 AM	Special Loot Drawing, Organizers Arrive
10:30 AM – 12:45 PM	Sunday NPC Shift 1
12:45 PM – 01:45 PM	Lunch
01:45 PM – 04:00 PM	Sunday NPC Shift 2
04:00 PM – 05:00 PM	Player-driven Plot, Game Ends
05:00 PM – 06:00 PM	Packing Up, Site Clean-up
<i>Given the lack of suitable restaurants close to site with enough capacity, we don't hold an official "Afters" dinner, but players are welcome to organize one informally!</i>	

THREE-DAY EVENTS AND CAST PARTIES

The last Event of a Season is typically a three-day Event. In that case, Friday will be a Cast Party. This time might include some non-canonical silly threads (commonly called “silver-border threads”), party games, board games, or downtime for players to socialize. Saturday morning, in place of the normal setup and Check-In, Organizers will hand out special awards called Scimitars to players who have been outstanding that Season. These awards are based on a survey all active players fill out. The schedule for Cast Parties will be dynamic, but it typically looks like this:

Friday	
04:00 PM – Midnight	Organizers arrive, set up, run Check-In as needed <i>(Players should arrive as close to 4PM as possible)</i>
05:30 PM – 06:30 PM	Dinner
06:30 PM - Midnight	Games & Socialization
Midnight - ???	Volunteer Night Plot (If any), Bonfire (occasionally)

CREATING A PLAYER CHARACTER

Making a Player Character (PC) is an excellent way to learn more about the game. A PC is a fully-fleshed-out character with a past, opinions, mannerisms, scars, hopes, and fears. If you find it easiest to make statistical choices first, follow this guide. If you prefer to conceptualize the whole character, and then pick the powers that fit that character, skip straight to the [section on Character History](#), then return here. Players may have up to three PCs active at once (as opposed to retired). However, players may only earn Progression and use powers, Influence, or [Build Points](#) for 1 PC per Event.

PC CREATION OVERVIEW

To create a new PC, you'll record choices and send them to the [Organizers](#). If you need help, you can contact a [Character Consultant](#). Go to the "New Players" page of the Kishar website: <http://kisharlarp.org/newplayers.php> and find the "Submit a New PC" form. As you make the choices below, enter these into the form and submit it when you are done. An [Organizer](#) will contact you before an Event with any questions or with a copy of your new PC sheet.

1. Choose a Lineage. Each Lineage requires different costuming and provides different benefits. We've provided a summary table of the [Lineages](#) available in Kishar.
2. Choose a Class. A Class is a combination of a Role (what does your character do) and a Path (how do you do it). We've provided a summary table of the [Classes](#) available in Kishar.
3. Make note of the [starting Hit Points](#) (HP) for your class. This will appear on your character sheet.
4. Choose 3 powers, which may be from [Craft](#), [Universal](#), or [the three power trees associated with your Class](#). Each Event, you'll earn more choices. See the [section on Powers](#) for more information.
5. Choose 2 Rituals – ceremonies you can use if other people share your Path (remember, your Class determines your Path). Select these Rituals from the appropriate listing for your Path. There are [Fused](#) and [Plot](#) Rituals of your Path as well! See the [section on Rituals](#) for details.
6. When you check in at your first Event, your character will be issued some items, weapons, and money. This is referred to as your Starting Equipment. While you won't get this until you arrive at the game, there are some simple decisions to be made here. What kind of weapons or shields does your character use? You should look at the [Starting Equipment](#) and decide what you will select.
7. Last, choose a [Standing](#), choose up to two [Backgrounds](#), and answer a list of questions designed to help you understand the basics about your new character – who they are, where they've been, and what they're like. These questions are referred to as the [Character Questionnaire](#).

That's it! Don't forget to submit the New PC form when you're done!

NOTE: Some Standings, Backgrounds, and Lineages require a deeper understanding of the world setting. These specify that you must obtain permission from an [Organizer](#). For EACH such piece that applies to your new character, you must NPC one Event to help you understand the game's culture and the larger context for those decisions. For those Events, you earn Progression as normal. If this is not your first character, you may waive this with [Organizer](#) approval.

1. CHOOSE A LINEAGE

The summary table below can help you select a lineage for your character. Each lineage has certain benefits. Some lineages require makeup or prosthetics - these lineages often have stronger powers associated with them to offset this. You can find more details under the [section on Lineage Details](#) that follows.

NOTE: If you are new to LARPing, we recommend that you choose a lineage with fewer costuming and makeup requirements. Many lineages require an attempt to present a different skin color, whether through makeup or other means. Player makeup should NEVER suggest an attempt to replicate the skin tone or features of ANY real-world race or ethnicity. Players whose makeup veers into this territory will be instructed to remove it or leave the game.

LINEAGE SUMMARY TABLE

Name	Short Description
Thin- or Half- blood	A scaled-down version of a lineage below, or a cross between two lineages.
Aetherite	Beings that manifest the imprint of the elements.
Celestine	Winged beings with a connection to the divine.
Construct	Artificial beings created by ancient Artificing.
Dhampir	Pale-skinned beings descended from vampires.
Dragonkin	A reptilian lineage with draconic blood and powers.
Dwarf	Stocky folk who take pride in their beards and braids.
Elf	Long-lived folk with pointed ears.
Fellblooded	The distant descendants of Efreet (beings of fire).
Feytouched	Ephemeral beings with Fey ancestors.
Formian	Ant people from below the ground.
Gnoll	Desert-dwellers with hyena features.
Hiwani	A motley group of beings that manifest animal traits.
Human	Eclectic folk who follow all pursuits in life.
Orc	Fierce warriors often rejected by high society.
Sah'Iann	Direct descendants of Djinn (beings of air).
Shar'vin	Crystalline humanoids that are genderless and logical.
Stoneborn	Distant descendants of the Dao (beings of earth) with rough, stony skin.
Waterborn	Distant descendants of Marid (beings of deep water).

LINEAGE DETAILS & FORMATTING

The description section sets out general facts about the lineage's origins, history, common demeanor, and talents. Sample pictures of "good" to "excellent" costuming are included for each lineage. Values are given for the age at which a character of that lineage would normally be considered young, middle aged, and elder. Names are mentioned only when there is something notable or unusual about a specific lineage. Otherwise, players should choose names appropriate to their character's region of origin and the setting.

NOTE: Organizers will reject inappropriate names or those that will damage immersion.

Costuming - The costuming section describes any prosthetics, accessories, or makeup required to portray a character of that lineage. Some lineages also have extra details that can be added for the best costume but are not required. These are prefaced with "Optionally".

NOTE: 'Upper body' DOES NOT include the hands. Due to the discomfort and loss of manual dexterity involved in covering hands, they are considered optional for makeup, gloves, or other coverings.

Any element of costuming, such as hand coverings, fangs, masks, or wings, that renders a person unsafe for combat should be removed before fighting. When combat is likely, players should remove these elements and place them somewhere safe. They are still considered present.

Powers - These powers are available automatically when you select a given lineage. Powers are color-coded to represent how often they come into play. See the [section on Powers](#) for explanations.



THINBLOODED OR HALFBLOODED

When a child has parents from two different lineages, this often produces a child of one lineage or the other. When one parent is from a human lineage and another parent is not, the resulting child may be born as a less-pronounced version of the non-human parent's lineage. These children are typically called "thinblooded" and might be referred to using the non-human parent's lineage. A "thinblooded elf", as an example, might show less-pointed ears or have a more human complexion. A "thinblooded gnoll" might have gnoll ears and a tail but otherwise appear human. Thinbloods exist primarily for players who do not want to meet the higher standard of makeup/costuming asked of certain lineages, and who would like to play a more scaled-down version of the lineage that is comfortable for them.

When neither parent is from a human lineage, the resulting children might manifest as an obvious mixture of the lineages of their parents, but sometimes they primarily favor one parent with a single feature from the other. These children are often called "halfbloods". A "halfblood orc/celestine" might appear as a normal orc with small greenish wings and a "halfblood elf/fellblood" might appear as an elf with curling horns. Halfblood constructs are rare, but could be partially organic and partially artificial, for a variety of reasons (including the in-genre use of magical prostheses for players who need them). Halfbloods exist primarily for players who would like to choose lineage costuming from several sources or who are interested in the roleplay of these characters.

NOTE: Mainstream society has no prejudice against halfbloods or thinbloods – their birth is in no way their fault. While a player could choose to have their character ICly look down on halfbloods or thinbloods, this would be considered arbitrary and unjustified by most mainstream cultures.

Organizer approval is required for halfbloods or thinbloods. Make sure that your costuming still meets the standards required to identify your character as something other than human and that it is distinct from the normal standards for a core lineage. Halfblood characters between two types of elf, dwarf, or human are not meaningfully distinguishable from normal, so they are not allowed.



Costuming - Select a single trait from another lineage listed below (thinblood) or a single trait from each of your two lineages (halfblood). If you choose something that would cover exposed skin, such as makeup, your makeup can be patchy or cover only certain areas. Most commonly, partial traits are expressed in a character's face or head, such as partial makeup, horns, or ears.

Powers - For each of your base lineages, if that lineage grants multiple powers, choose any single one. If that lineage grants only one power, you receive no powers from it.



AETHERITES



Aetherites claim they are the first lineage – created by the [Dynamae](#) from the raw stuff of elements as the world was first forged. Certainly, they are old, but this legend is an oral tradition, rather than a written record. A common saying is that the elements never forget. Aetherites can live two to three centuries. Each aetherite embodies one of the four elements – Air, Earth, Fire, or Water. When you create an aetherite character, choose one of these. Aetherites in general can be somewhat solitary beings and they usually exhibit temperaments that match their elements. They often prefer natural environments to urban ones. Many aetherites revere something they call the Dynamae – a primal combination of all the elements is somewhere between an ancestor and a deity, which ties into the origin story for their lineage.

(Age Range: Young – 50, Middle-aged – 100, Elder – 200)

Costuming - Select one of: Air, Earth, Fire, Water. Upper body makeup (or bodysuit) in an appropriate color and motif (their skin shimmers slightly) for your character's element. Hair in a slightly darker or lighter shade of the same color. *Optionally, masks that portray the element and/or body glitter over their makeup.* Aetherites favor loose, minimal clothing in colors that complement their element.

Elemental Bond	S	Your character gains Minimize (element) and Vulnerable the opposing element (Fire <-> Water, Earth <-> Air).
Elemental Flare	E	For this Encounter, you either gain 10 Temporary HP or Add 1 All.

CELESTINES



Celestines resemble humans or elves with feathery wings. Many celestines believe that they were the original servants of the gods. Wing coloration is usually white, red, or gray, silver, or gold. Celestines have heard many stories about the color of their wings. Golden or silvery wings supposedly implies favor from the gods of light, and reddish or black wings implies disfavor. Most celestines deny this color association as pure superstition. Celestines live as long as a century.

Celestines were once able to fly, but they lost any ability to do more than slow their falling. Many scholars said they failed some duty to the gods, resulting in the creation of clerics. Recently, the intervention of an artificer in the Adventurer's Guild appears to have resulted in celestines born able to fly in the city of Samazar. Because they look so much like the fabled servants of the gods, celestines are sometimes called half-angels, but they are not a hybrid lineage.

(Age Range: Young – 20, Middle-aged – 40, Elder – 80)

Costuming - Celestines have a pale complexion (use a little white or shimmer makeup) and have feathery wings. Wings can be small and should be worn carefully so as not to pose a risk to players around you. Wings can be removable for combat. Wing colors other than those listed require the Unusual Background. *Optionally, celestines may wear elf ear tips.* Celestines favor robes and loose clothing and may use minimal chest coverings in warm weather, so their wings are less constrained.

Divine Healing	D	Touch , Heal 7.
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CONSTRUCTS



Constructs are made from a wide variety of materials – wood, stone, or metal foremost. Most of them have one of two origins. Hundreds of years ago, the Runemakers of Astra learned to create constructs that could outlast their creators. Armies of such beings were used to crush their opponents. A coalition of forces disbanded the Runemakers and freed their constructs. Some constructs are much older, created by the artificing invented by djinn a millennia ago. These constructs tend to be found dormant, buried in the desert sands. Some believe constructs are immortal if properly cared for, and this rumor sometimes causes resentment. Constructs do not sleep, but they must enter a state of rest in which daily self-repairs are carried out. They do appear to have a soul, although it has a strange quality to it. Constructs are often very curious people. Many of them are unused to finding their own way in the world, and are uncertain of who, or what, they truly are. Constructs may be genderless or not. Constructs often adopt names from objects around them, rather than using names from their region of origin.

(Age Range: Young – 20, Middle-aged – 100, Elder – ???)

Costuming - Upper body makeup (or bodysuit) suited to the material of their construction. Hair is of any color, but many constructs are bald. Facial makeup should be patches or panels, or circuit-like line designs. *Optionally, faux-metal prosthetics, panels, or masks may be used, but these must be safe for combat.* Constructs rarely exhibit any sort of fashion sense – their clothing is minimal and piecemeal.

Sentinel	S	Your character gains Immune to Stun and Sleep .
Armored Soul	S	Your character gains Minimize Spirit.

DHAMPIR



Dhampir are created from the union of a vampire and a mortal - usually a human or elf. Dhampir are usually unable to have children and live as long as two centuries. Like vampires, dhampir dislike direct sunlight and thirst for blood. Most Dhampir prefer the blood of living sentients, but they can sustain themselves on animals. They must also eat normal food and drink but need less of it than beings of other lineages.

Dhampir tend to have a certain obsession with life and death than permeates all they do. Some people enjoy the sensation of a dhampir's bite, although most people find it painful and shocking. Some dhampir go out of their way to separate themselves from their heritage by choosing not to feeding off sentients.

(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Upper body makeup (or bodysuit) in very pale shades, and some shimmer makeup. Dhampir should wear small fangs, but these should be removable for combat or if they interfere with speech. *Optionally, a dhampir born to an elven parent may wear elf ear tips.* Dhampir tend to wear subdued but well-tailored clothing. They often favor lace or shimmery veils when dressing up.

Blood Drain	D	Feed on a willing, unconscious or recently dead target with blood to Heal 5, Self or gain 3 Temporary HP . Call 3 Bypass .	Cast 5	Touch
Claws	S	You may use one or two claw boffers for 2 Acid.		

DRAGONKIN



Scholars are not sure how long dragonkin have existed or what their relation is to the true dragons they resemble. Dragonkin live for as long as a century. Dragonkin have scaly skin, draconic heads, and stocky tails. Some also have leathery wings, but these do not generate enough lift to fly. Dragonkin are attuned to the elements, and feel most comfortable with one of them, shunning the one that opposes it. Because of their innate martial abilities, they often take jobs as guards or mercenaries. Dragonkin are generally serious, and those who do not pursue martial paths often dedicate themselves to academic study, philosophy, or service to a deity.

(Age Range: Young – 20, Middle-aged – 40, Elder – 80)

NOTE: The Nocturnal Empire were a group of dragonkin extremists who seized the island nation of Kaewan and then invaded much of the world. As a result, dragonkin still face initial suspicion in some parts of the world.

Costuming - Choose a color scheme for your character's scales. One example would be "red, orange, and gold" for a fire dragonkin. Upper body makeup (or bodysuit) in a scale pattern in these colors. A reptilian mask or facial prosthesis should be worn, in addition to a reptilian tail. Masks may be removed for combat. *Optionally, reptilian wings or hand prostheses may also be worn.* Dragonkin often wear leather clothing, choosing heavier fabrics when wearing cloth.

Choose one of: Air, Earth, Fire, or Water. This choice is (element) below.

Elemental Bond	S	Your character gains Minimize (element) and Vulnerable the opposing element (Fire <-> Water, Earth <-> Air).
Claws	S	You may use one or two claw boffers for 2 (element).
Dragon's Breath	D	Burst 5 (element).



DWARVES (Hill & Mountain)



Hill dwarves settled the lower, less resource-rich foothills. Like their mountain dwarf cousins, hill dwarves can have thick beards, and often grow their hair long in braids. They take a great deal of pride in these things and insulting them is a surefire way to anger them. Aside from this, their temperament is generally even, but they tend to be stubborn if prodded or forced.

While mines are not unknown, most of their money comes from trading and crafting, and a hill dwarf who cannot strike a good bargain is seen as a fool. Hill dwarves have legendary reputations as drinkers. While they do not give trust casually, once given it is difficult to exhaust. They live as long as two centuries.



(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Hill dwarves must have beards (natural or fake) and/or wear their hair in braids (natural or fake). They tend to a ruddy complexion, which should be applied with makeup. *Optionally, padding around the waist to give a stocky appearance.* Hill dwarves tend toward simple, sensible dress, and regard more than a little jewelry as ostentatious and unwise to display.

Crafty	S	When you buy Craft or Artisan the first time, you receive its Upgrade for free.
Stubborn	D	Resist 1 Sleep or Knockback .

OR



Mountain dwarves took to the high places of the world and learned to mine metal and gems. Their legends tell that they were first shaped from stone itself, and that they found the shar'vin and the stoneborn deep in the mountains, bringing them to the surface world. Mountain dwarves live as long as three centuries, making them among the longest-lived lineages. This makes them highly celebrated scholars.

Mountain dwarf families trace their lineages back hundreds of years or further. Where they establish themselves in society, they form households that persist for centuries. It is not uncommon for them to accumulate valued heirlooms, and they can often recount the history of their weapons or other important objects. Like hill dwarves, mountain dwarves often have long beards or elaborate braids. Those with beards often put small braids in them as well, and ornaments of gold and silver are often worn in those braids.

(Age Range: Young – 50, Middle-aged – 100, Elder – 200)



Costuming - Mountain dwarves must have a beard (natural or fake) with at least one braid in it and/or wear elaborate braids in their hair (natural or fake) with ornaments of some kind in them. Mountain dwarves have a touch of gold in their complexion, which

should be applied with makeup. *Optionally, padding around the waist to give a stocky appearance.* Mountain dwarves wear well-tailored clothing and armor, with metallic colors used as accents. Their clothing is often decorated with runes.

Heritage	S	You receive one of the following powers in the Universal tree for free: Combat Training, Knowledge, Rank .
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ELVES (DUSK, MOON, AND SUN)



Dusk elves believe that they descended from the Birth Tree, which emerged from the land when it was first created to provide shade and safety. Sun elves are those who left the shelter of the trees for the open ground of cities, and moon elves are those who traveled to the upper branches where the moon hung in the sky.

Dusk elves live as long as two centuries. They hold the time between Day and Night to be sacred, and some revere Laurela due to her connection with liminal times. Ritual hunts are often conducted during dusk or twilight hours. Many (but not all) dusk elves belong to warrior societies, each of which favors a particular pattern of face paint using particular colors. These warrior societies can cross familial lines, providing some stability and a path for the exchange of ideas.

(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Dusk elves use face paint in black, grey, green, or brown, with yellow, red, or white used as highlights. Elf ear tips are required. Dusk elves frequently tie their hair back, if long, with leather cords. They wear natural colors and ornament with natural items such as bones, feathers, claws, carved wood or stone, and fur.

Fade	D	Go Out of Game for 3 steps in a straight line. Your next attack Adds 3 .
Tracker	S	You receive the Tracker power in the Universal Tree for free.

OR



According to the moon elves, all elves began as one lineage, but the other elves drew too close to the harsh light of the sun and lost their natural color. Moon elves have grayish or purple skin, hair colors ranging from white to reddish-brown, and pointed ears. They live as long as two centuries. Moon elves are particularly graceful and seem to have a natural ability to avoid attacks.

Family plays a large part in moon elf society. Members of a family are expected to work together against other trading families, and marriage is frequently among distant cousins. The nights of full moons are the most auspicious time to strike bargains or marry, as pure moonlight is sacred. Some hold that ceremonies held under a full moon are the only ones that are binding, but this view is not common.

(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Upper body makeup (or bodysuit) in dark purple or gray with dark purple highlights. Hair, eyebrows, and beards should be white, grey, blond, reddish, or reddish-brown. Elf ear tips of a suitable color must be worn. Moon elves take great pride in fashionable, expensive clothing, gaudy rings, and visible jewelry. They often wear dark clothes highlighted with accessories in bright colors.

NOTE: Moon elves do not live underground, nor do they worship spiders. They are never called “drow” and the term “dark elf” may be considered insulting. Your makeup should NEVER suggest an attempt to replicate skin tone or features of ANY real-world race.

Hard to Hit	D	Gain 1 Dodge .
Lunar Armor	D	Resist a Status Effect .

OR



According to sun elf legends, they emerged from the First Light of creation. Their skin was pale and radiant, and their hair golden. As some moved away from the First Light into the shadows of the forests, they became dusk elves. Similarly, bathing in the moonlight on the plains created moon elves. Sun elves are very long lived - up to three centuries - and have a slow approach to life, preferring to consider all angles of a plan before acting. A plan that doesn't come into fruition for a decade or two doesn't bother them. Sun elves often see mountain dwarves as their only true equals, and the two can be respectfully competitive. Sun elves have an even temperament, regarding excessive displays of negative emotions to be shameful. While they will cry quiet joyful tears upon great victories or the reunion of family parted for a century, they will look down upon those who weep in open misery, yell in anger, or otherwise make a scene. These things are signs of the flaws so often found in the younger lineages.

(Age Range: Young – 50, Middle-aged – 100, Elder – 200)

Costuming - Elf ear tips must be worn, and a light brushing of pale makeup or shimmer as well. While their hair comes in all colors, its often seen as fashionable for it to be red or blonde. *Optionally, highlights on the cheekbones and forehead in gold.* Sun elves wear

finely crafted clothing in light colors, prizing fashion and attention to detail.

Talent	S	You receive one of the following powers in the Universal or Craft trees for free: Artisan, Knowledge, Linguist, or Rank .
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FELLBLOODS



Fellbloods are the distant descendants of Efrete, and they often regard Efrete as beings of power to be respected. Fellbloods can be a bit unsettling, due to the aura of energy and confidence that seems to surround them. Fellbloods are passionate, can have a quick temper, and tend to nurture grudges, striking when they sense weakness. Fellbloods have horns and tails, with the size of these sometimes seen as an indicator of prowess. Their eyes are often red or purple, and their hair varies across all colors. They are sometimes called half-Efrete, but this is not true – they are a true lineage and not half-bloods. Some Fellbloods have a habit of speaking about themselves using their third-person pronouns. Instead of saying, “I wish to talk to you”, a fellblood woman with this mannerism might say, “She wishes to talk to you.”

(NOTE: Players are not required to use this quirk but may choose to if they like it.)

(Age Range: Young – 20, Middle-aged – 60, Elder – 120)

Costuming - Body makeup (or bodysuit) in grey, copper, gold, or red. Skin veined or lined with darker or lighter colors, usually symmetrically. A scaly or smooth tail that ends in a point is required unless clothing covers it. Horns are also required, and larger ones are preferred. *Optionally, red, gold, or black contact lenses.* Fellbloods enjoy fine clothing and jewelry for their horns is seen as especially ornamental.

Soul of Fire	S	Your character gains Vulnerable Spirit.
	S	You may use one or two claw boffer for 2 Fire.
Hellblast	D	Packet , 10 Fire .

Feytouched



Feytouched are a diverse lineage who share only one thing – fey blood somewhere in their heritage. They have obvious traits that indicate this, such as an unnatural shade of hair or eye color, pointed ears, small non-functional wings, or elongated fingers. Aside from these features, they generally resemble elves or humans. Feytouched live as long as two centuries. Feytouched tend to the otherworldly, and many are courtesans or entertainers. They are known to resist compulsion, presumably due to the fey magic in their blood. Feytouched are mercurial – they can be just as quick

to anger as they are to laugh. All of them share a fascination with True fey: rarely seen beings with great power over time and fate. True fey are known to divide themselves into Courts, groupings who identify around certain gemstones. Many feytouched draw the interest of one of these Courts, which can be a blessing or a curse.

(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Two or more of: small horns, long ear tips, unnaturally colored hair or a wig, small faerie wings, gems on the forehead, swirling facial markings or glitter makeup. *Optionally, colored contact lenses.* Feytouched tend to wear revealing clothing such as open vests, slit skirts, or short pants.

Mercurial Mind	D	<u>Resist 1 Dominate, Fear, Sleep, or Taunt.</u>
Court-Marked	S	Choose from one of: Moonstone, Lapis, Jade, Jasper, Hematite, Quartz Fey of this Court might notice you. Fey of opposing Courts might dislike you.

NOTE: It is intentional that little information is provided about the Fey Courts. Do not expect to interact with them regularly or without consequence!

Formians



Formians are a lineage of antlike people native to the Great Below. They are strong, fast, tough, and natural excavators. They are advanced toolmakers, but their natural gifts have made the development of metallurgy less urgent, and so their tools are commonly stone or obsidian. Opponents who underestimate the effectiveness of obsidian blades often discover their error too late. Formians use a scent-based language that also involves gestures for multiple limbs. Formians follow a hive structure. A queen produces all new Formians in a colony – which happens often, as they are not a long-lived lineage. Formians live and die for their

colony, and as sentients, have evolved additional roles such as trader, diplomat, and engineer. There are many varieties of Formians that compete for resources and territory. Carapace color is one identifier, but they might also be different sizes or shapes. Formians often fight wars, with Red and Green Formians locked in the largest struggles. Blue and Yellow Formians live deeper underground and are less common.

(Age Range: Young – 20, Middle-aged – 35, Elder – 50)

Costuming – Body makeup (or bodysuit) in green carapace (all PC Formians are green). Face prosthetics or makeup for insectoid features. *Optionally, a prosthetic abdomen or extra limbs.* Formians tend to wear minimal clothing.

Carapace	S	You receive the Armor Training power in the <u>Universal</u> tree for free.
Acidic Blood	S	You <u>Minimize</u> Acid.
Scent Speech	S	You may request scent-based information from <u>Narrators</u> . Gain an additional Rare Language: Eciton.

GNOLLS



Gnolls live in tribes of extended family groups that travel within a central area comprising their tribe's territory. They are famous for their giant scorpion mounts, which are used as beasts of burden and in warfare. Gnolls tend to revere nature spirits or the [Dynamae](#), regarding deities as powerful spirits. Recent times have been full of change for gnolls in the Sea of Sands. A gnoll named Dawnclaw gathered lesser gnoll tribes, forging an army and erecting a permanent base of operations. Opposing Dawnclaw was an older gnoll named Flintspark and her tribe, the Lightning Stones. Along with the Adventurer's Guild, they created an unlikely alliance that has brought them into the Diamond Assembly. Until a decade ago, gnolls were "Kill on Sight" within most of the Jeweled Cities, and prejudice remains. Gnolls generally name themselves after things in nature. Often a noun and an adjective will occur together, and occasionally two words are used separately.

(Age Range: Young – 20, Middle-aged – 40, Elder – 60)

Costuming - Upper body makeup (or bodysuit) in brown shades and canine ears. Face paint or mask in a shade of brown with darker black or brown spots. *Optionally, a muzzle prosthetic or small fangs.* Gnolls wear clothing suitable for a desert environment, including cloth that can be pulled up to cover the face.

Thick Hide	S	You receive the Armor Training power in the Universal tree for free.
Scent	S	You may request scent-based information from Narrators . Gain an additional Regional Language: Crocuta.
Claws	S	You may use one or two claw boffers for 2 Normal.

HIWANI



Hiwani have animalistic facial features, large ears, hands with fingers that often taper into claws, digitigrade legs with large, clawed feet, and a tail. A light coating of fur is present on their face, ears, forearms and hands, thighs, legs, feet, and tails. Each hiwani tends to exhibit traits from a specific mundane animal, and their fur and skin are colored according to that animal's patterning. Hiwani live as long as half a century. Hiwani often live in extended family units with complex relationship arrangements.

(Age Range: Young – 20, Middle-aged – 40, Elder – 60)

NOTE: The following are disallowed – hyenas (too close to gnoll), apes (likely to evoke stereotypes), monster types, mythical creatures (in setting or not).

Costuming - Facial makeup to suit the markings of the chosen animal, as well as ears and a tail. Upper body makeup (or bodysuit) in the general color of the animal's markings. *Optionally, leg prostheses, facial prostheses, or fangs.* Hiwani wear sensible clothing for traveling in harsh climates and favor simple ornaments.

Adaptation (choose 1)	Scent	S	You may request scent-based information from Narrators .
	Swim	S	You are Immune to the Water Encounter Modifier .
	Fly	D	Gain Flight for up to 15 seconds.
Claws	S		You may use one or two claw boffers for 3 Normal.

HUMANS (high AND low)



Humans of high caste often differ in complexion and disposition from their low caste brethren. According to the sun elves, humans of high caste are descended from those who first adopted farming and herding as opposed to itinerant hunting lifestyles. Approached by the elves, they received the gifts of writing, crafts, and art, progressing rapidly in these. Humans of high caste live as long as a century.

High caste humans have varied hair and skin colors, but in general they have a refined, elegant appearance, and tend to at least be able to read, write, and do mathematics. High caste humans are said to have a natural talent for navigating bureaucracy. These structures can often be very difficult to interact with for outsiders. Aside from this, humans of high caste can vary greatly from nation to nation.

(Age Range: Young – 20, Middle-aged – 40, Elder – 65)



Costuming - No makeup is required, but cosmetics such as eye shadow, eye liner, and lip color are considered fashionable for all genders. High caste humans, when they can, wear rich and elegant clothing and jewelry. They are known to value having a large and varied wardrobe, and courtly life in particular places an emphasis on this.

Privilege	S	You receive one of the following powers in the Universal tree for free: Knowledge, Linguist, Rank .
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OR



Low caste humans came from the human tribes who stayed nomadic. Without the gifts sun elves gave their cousins, they were slower to develop writing, metallurgy, and government. Their skills in warfare and hunting, however, were sharpened through much longer contact with their natural environment. Low caste humans live as long as eighty years. They are said to retain a certain vitality of spirit and joy in life that seems to have suffered in high caste humans.

Low caste humans live for the moment, never spending much time in regret over past mistakes. They laugh easily, love and give friendship freely, and fight fiercely when angered. Low caste humans focus more on oral traditions and great storytellers and singers are highly respected, accorded just as much honor as great warriors. Honor in general is very important to low caste humans, and they spend much of their life fighting to earn it.

(Age Range: Young – 20, Middle-aged – 35, Elder – 60)



Costuming - No makeup is required, but tattoos are common among low caste humans, often on the face or arms, and lacking these is a sign of low status among them. Piercings on the face are also common. Low caste humans favor practical clothing with small decorations. Their clothing is usually made of leather and roughly-spun or woven cloth, and is often complemented by a few nice pieces of well-crafted jewelry.

Martial	S	You receive the Combat Training power in the Universal tree for free.
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ORCS



When most people think of orcs, they think of the Corsair Armada. Known in [Oranti](#) as the *Jagan Temur*, or Iron Hundred, this vast fleet controls hundreds of raiding ships. The Armada is based out of the 'Corsair Isles' (properly called *Laasaga o le Nuanua* or 'Steps of the Rainbow' in [Papiahne](#)). Certainly, color seems to hold special significance to corsairs. Scholars write of the Armada's creation almost a millennium ago, suggesting it has endured longer than some nations founded upon the land. Both Prinya and Dessanora have attempted to exterminate the Armada at various points, but each attempt ended in failure. The result of this is an uneasy rivalry for control of the seas and navigable waterways. The Armada's current commander is Ula'slan, known as the Red Lion for her fierceness in battle. Some years ago, the Iron Hundred laid siege to the Ruby City – a matter ultimately resolved diplomatically and reportedly at great expense. While the typical depiction of orcs is this fierce tradition of the corsair raider, orcs are also found across the seas of the world as traders, merchants, fishers, and crafters. Most orcs do not live much past their sixties, but there are tales of 'brine orcs' whose hair has gone completely white in old age. Those who have met these rare elders say that they often claim to be over a hundred.

(Age Range: Young – 20, Middle-aged – 35, Elder – 50)

Costuming - Upper body makeup (or bodysuit) in greenish shades. *Optionally, a small nose prosthetic, small tusks or fangs.* Orcs prefer sensible clothing or soft leather.

Hard to Kill	S	Double the effect of any Heals that target you.
Persistent	D	Resist 1 Stun or Knockback .

SAH'JANN



Sah'Jann are descendants of the Djinn, much as fellblooded carry the heritage of the Efreeti. Sah'Jann are much less numerous, however, and once lived in hiding. Sah'Jann have a talent for languages and learn new ones easily. Sah'Jann were once known for their Skybinding - the Djinn Artifice of harnessing elementals to construct airships. These were used to travel the world, looking for signs of the Progenitors – the long-lost Djinn. Scholars speak of a War of Ancients, in which the Djinn, masters of Artifice, were attacked by militant Efreeti. The Djinn lost this war, and those who were not killed were bound into Containment Vessels called 'djinn bottles'. The Sah'Jann searched for a means to release the Progenitors from their prisons but never found one. All known Containment Vessels were destroyed in the Great War of Flame. Most Sah'Jann are very suspicious of Efreeti.

(Age Range: Young – 30, Middle-aged – 100, Elder – 180)

Costuming - Upper body makeup (or bodysuit) in silver, white, or blue. Facial markings of swirls in silver or blue. Hair should be a matching or complementary color or covered up. *Optionally, pointed ears like an elf, in the same colors.* Sah'Jann favor shimmery, loose fabrics and fine linen, with colorful motifs and flowing sashes.

Elemental Bond	S	Your character gains Minimize Air and Vulnerable Earth.
Master Linguist	S	You speak Oranti and Sah'mat as well as your usual languages. With Common Linguist (or its Upgrade), choose 2 additional languages per purchase. With Rare Linguist (or its Upgrade), choose 1 additional.
Burst of Air	D	You summon a puff of air to launch you elsewhere on the battlefield. Call " Burst 5 Air" and gain Flight for up to 10 seconds.

SHAR'VIN



Shar'vin are an old lineage – they are considered second after the mountain dwarves, along with the stoneborn. Their flesh is some sort of living crystal, opaque at all but the thinnest places. When cut, they produce thick, syrupy blood in a color that matches their flesh. They live about two centuries. Aside from their strange flesh, who sets them apart is their lack of both sex and gender. Their method of reproduction is not commonly known, although rumor has it that they bud. The shar'vin themselves refuse to discuss the matter, finding romance and reproduction decidedly odd.

Shar'vin form friendships and have close companions, but they do not consider those people to be mates. Shar'vin are often obsessed with logic, which they view as superior to emotion. Because of this, it is very difficult to sway them by any means other than rational argument. While they feel happiness, sadness, and so forth, they believe that strong emotion is a flaw. These flaws are found in gendered lineages, who are incomplete in themselves. Shar'vin do not sleep, but they do enter a sort of trance in which they meditate upon the events of the day.

(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Upper body makeup (or bodysuit) in a bright, gemlike color, painted with contrasting lines in a different color to have a rough, craggy appearance. Hair should be a matching color or covered up entirely. *Optionally, adhesive gems in their base color, applied to the face.* Shar'vin wear clothing for decoration, or for the sake of other lineages' notions of modesty - they do not feel rain or cold.

Crystalline Mind	S	Your character gains Immune to Dominate , Fear , Sleep , and Taunt .
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STONEBORN (GARGOYLES)



Stoneborn are the distant descendants of the Dao, ancient beings of earth. They live as long as two centuries, slumbering for much of it. Most stoneborn are solitary in nature, although they tolerate the company of others. This might be because periodically they must find a safe place to enter a deep sleep, in which they almost appear to be actual rock. This habit has given them the name 'gargoyles', for they often find safe rest in high, inaccessible places. Many stoneborn have wings or tails, but these are used mainly to balance while climbing, as their weight means they cannot fly. While it is difficult to upset a stoneborn, they can be highly persistent opponents once angered. Their stony skin is naturally resistant to weapons, and their claws are sharp and always at hand.

(Age Range: Young – 20, Middle-aged – 70, Elder – 150)

Costuming - Upper body makeup (or bodysuit) in a rough stone texture (first apply dark makeup, then sponge on texture with light makeup). Fangs or tusks, and horns of some sort are also required. *Optionally, reptilian or stony wings, tails, facial prosthetics or masks, red contact lenses.* Stoneborn wear minimal, practical clothing in shades of black and grey. They use silver and gold as highlights.

Climber	S	Your claws enable you to easily climb some surfaces. Occasionally, problems can be resolved by climbing.
Claws	S	You may use one or two claw boffers for 2 Earth.
Stone Skin	S	You receive the Armor Training power in the Universal tree for free.

WATERBORN



Waterborn descend from Marids, ancient beings from the deep ocean. Their features reflect this heritage, although they have adapted to living on the land. Despite this, waterborn are uncommon anywhere further than a day's travel from open water. Those that venture inland tend to carry a vial of sea or river water about their person, as a personal talisman. Waterborn have unusual vitality, and can live for up to a century, appearing young the entire time. When injured, their flesh slowly heals.

Waterborn are often mistaken for orcs at first, although their pointed ears, the bluish-green tinge to their skin, their long noses, and their sharp claws differentiate them. Having aquatic heritage, they tend to be good swimmers. It is considered lucky to have a waterborn aboard any seagoing vessel. Waterborn are often irreverent and outwardly friendly, which leads to a reputation for pranks and mischief second only to feytouched.

(Age Range: Young – 20, Middle-aged – 40, Elder – 80)

Costuming - Upper body makeup (or bodysuit) in bluish-green. A nose prosthetic must be worn. Pointed ear tips, matching the skin tone (longer being better), with a downwards tilt if possible. *Optionally, webbed ear tips, webbed gloves, or chin prosthetics if these are combat safe.* Waterborn often wear minimal clothing.

Swimmer	S	You swim with agility and hold your breath longer than other lineages. You are Immune to the Water Encounter Modifier .
Claws	S	You may use one or two claw boffers for 3 Normal.
Regeneration	D	Heal 5 HP, Self . This power may be used while unconscious, but if so, has a 10 second cast time. You may complete the casting count silently.



2. CHOOSE A CHARACTER CLASS

After you choose your character's lineage, the next important choice is their class. Classes determine your character's starting HP and which power trees are available to them. A brief discussion about power trees and a summary of the classes follows. More information can be found in the [section on Class Details](#).

Certain similarities can be seen among the classes. Each class has a path and a role: the path is the source of and the way in which they manifest their powers, and the role is the purpose of their powers.

CLASS POWER TREES

Each class has 3 class power trees available to it, one of which is unique to the class. Characters of all classes can also buy powers in the [Crafting](#) and [Universal](#) trees, as these represent skills that any character might have.

CLASS PATHS

- **Steel** – This path focuses on the mastery of the tools of war. Its Guardians often wear armor; its Aggressors wield weapons with incredible skill; and its Healers apply poultices and use battlefield medicine. Steel savants disarm traps, pick locks, and distract their enemies to keep them off balance.
- **Magic** – This path focuses on the arcane, a skill that takes a sharp intellect and many long years of study to master. Its Guardians weave force fields of protective magic around themselves; its Aggressors fling bolts of energy at enemies; and its Healers use their ability to sense and correct imbalance in the soul to heal allies. Magic savants use illusions to cloud their enemies' minds.
- **Faith** – This path calls upon the powers of the divine. Its Guardians are protected by holy might; its Aggressors seek out enemies to purge; and its Healers close wounds with prayers or bring the dead back to life. Faith savants walk calmly and unarmed into battles, protected from harm.

(NOTE: If you're interested in playing a character on this Path, check out the [Setting & Religion guide for more information on faiths and deities: http://kisharlar.org/setting.html](http://kisharlar.org/setting.html))

- **Nature** – This path draws on the natural environment and nature spirits. Its Guardians call upon animal spirits to protect themselves; its Aggressors have mastered tracking and the use of terrain; and its Healers speak to spirits and draw upon them to restore health. Nature savants master the raw power of the four elements, attuning to one at a time.
- **Mind** – This path focuses on using the mind to control the body and one's environment. Its Guardians seem to move faster than their opponents, avoiding deadly blows before they hit; its Aggressors form corporeal weapons with their thoughts; and its Healers use their powers to pluck the web of fate. Mind savants bend space by reaching outside of normal reality.



CLASS ROLES

There are 4 Roles in Kishar: Guardian, Aggressor, Healer, and Savant.

- **Guardians** buy time for others to do what they each do best by outlasting their opponents. They rarely strike the killing blow, but they are also incredibly resilient themselves. They use taunts to force enemies to focus on them instead of their weaker companions. They usually have more HP than their companions, and many of them use shields or bucklers.
- **Healers** focus on keeping themselves and their companions healthy and free of harmful status effects. Their powers allow them to close wounds, reinvigorate their allies, and free them from dangerous effects. Healers contribute by propping up their companions, allowing them to successfully overcome the enemy. While they can fight, it's rarely their strongest skill.
- **Aggressors** focus on hitting the enemy hard and fast. Their powers concentrate on doing a lot of damage through a variety of means, sometimes accompanied by status effects that make enemies less effective. Aggressors are themselves notoriously vulnerable to certain status effects.
- **Savants** do not fit into the roles above uniformly, although some of them share similarities with aggressors. Many of them focus on powers that have as much or more impact out of combat as in battle. Savants are adaptable on the battlefield, doing whatever is needed to bring victory. They can maximize the usefulness of consumable items.

Max HP Cap and Focus

The Role Summary Table on the next page uses the terms “Max HP cap” and “Focus”. A non-Guardian character is at their Max HP cap if they have twice their [starting Max HP](#): 30 HP (starting at 15 HP) and 40 HP (starting at 20 HP). For Guardians, this cap occurs at three times their starting Max HP: 75 HP (starting at 25 HP). A character at Max HP cap cannot gain more Max HP.

If a character at Max HP cap would gain more Max HP, they instead convert this into a separate benefit called Focus that replenishes each Day. Non-Guardians may convert up to 15 additional unused Max HP into Focus. Guardians may convert up to 25 additional unused Max HP into Focus. A character who is at Max HP cap and who also has their limit of Max HP being converted into Focus no longer benefits from “+ Max HP” effects in any way. These caps do not affect [Temporary HP](#).

Characters who temporarily gain Max HP may use any Focus this grants. If they then lose that Max HP, the Focus is still spent. If they later regain Max HP, they have still used that much Focus. Items or powers that grant Focus directly do so without the requirement of hitting the Max HP cap. Any item or power that reduces your Max HP considers your Max HP + Focus when doing so.

Example: Alex plays a Gnoll Master of Arms (starting HP 20) who wears bulky armor (Tier 2, +5 Max HP) and has the entire Resilience power tree purchased (+10 Max HP). They currently have 35 Max HP. Alex purchases some minor magic items: an Amulet of Health (+3 Max HP) and an Ox Tattoo (+2 Max HP). Alex now has 40 Max HP and has reached Max HP cap – they cannot gain any additional Max HP. Alex gains a Major Magic Item that grants +5 Max HP. Alex purchases the following additional minor magic items: Manual of Health (+3 Max HP), Guard Animal (+3 Max HP). Finally, a Courtesan uses the Perform pattern on Alex, granting +5 Max HP. This would grant +16 Max HP. Since Alex is at Max HP cap, they can convert 15 of this into 15 Focus. The last point is wasted and has no effect – after 15 additional Max HP, Alex no longer benefits in any way from items or powers that grant + Max HP. The result is that Alex has 40 HP and 15 Focus.

ROLE SUMMARY TABLE

NOTE: The rules below are not factored into Power Trees, so players must remember to apply these effects to what is printed on their character sheets.

Guardian	Benefit	Guardians are better at defending themselves. After applying any purchases of Armor Training, they increase their Armor Tier as follows: Tier 0 or 1 -> +1 Armor Tier, Tier 2+ -> +2 Armor Tier.
	Drawback	- Guardians are capped at 4 damage with weapon attacks, including any power that would Add to your weapon damage. Powers or items that would raise weapon damage above 4 instead raise it to 4. This cap doesn't apply to powers that Substitute for your normal weapon attack or non-weapon powers (such as Alchemist's Fire). - Guardians reach their Max HP cap at three times their starting HP. This does not affect Temporary HP.
	Conversion	Up to 25 Max HP above their cap may be converted to Focus.
	Focus	Guardians may spend X Focus to Heal ($2 * X$), Self. Focus replenishes once per Day after the Dungeons.
Healer	Benefit	Healers may determine an unconscious or willing character's current HP by Touch.
	Drawback	- Healers may not heal themselves with any Reliable powers unless they are out of Combat. - Healers' damage is capped at 4 with weapons, following the same rules as the Guardian drawback. - Healers reach their Max HP cap at twice their starting HP. This does not affect Temporary HP.
	Conversion	Up to 15 Max HP above their cap may be converted to Focus.
	Focus	Healers may spend ($3 * X$) Focus to Add X with their Reliable Healing power for this Day. Focus replenishes once per Day after the Dungeons.

Aggressor	Benefit	Aggressors Add 1 to all non-Final damage calls.
	Drawback	- Aggressors are Vulnerable to Dominate and Weakness. - Aggressors reach their Max HP cap at twice their starting HP. This does not affect Temporary HP.
	Conversion	Up to 15 Max HP above their cap may be converted to Focus.
	Focus	Once per single-target attack, Aggressors may spend 3 points of Focus to Add 10 for that attack. Focus replenishes once per Day after the Dungeons.
Savant	Benefit	Once per Day, a Savant may choose a single Consumable crafted item and treat it as an Elite prep (Self only). The item must have an Elite form in the book. Jewelry, Runes, and other items with “charges” cannot be chosen.
	Drawback	- Savants are Vulnerable to Sleep and Stun. - Savants reach their Max HP cap at twice their starting HP. This does not affect Temporary HP.
	Conversion	Up to 15 Max HP above their cap may be converted to Focus.
	Focus	Savants may spend 5 points of Focus to get an additional use of their Benefit this Day. Focus replenishes once per Day after the Dungeons.



CLASS SUMMARY TABLE

The table below shows the relationship between roles, paths, and classes, and lists the power trees available to each class.

NOTE: The power tree listed LAST is the one unique to the class.

	Steel	Magic	Faith	Nature	Mind
Guardian	Tactician	Battlemage	Oathbound	Shapeshifter	Adept
	Enervation Resilience Command	Brilliant Armor Teamwork Control	Resilience Teamwork Divine Protection	Brilliant Armor Enervation Shapeshifting	Avoidance Enervation Body Control
Healer	Chirurgion	Soultender	Cleric	Animist	Mender
	Avoidance Enervation Field Medicine	Augmentation Shielding Soultending	Healing Teamwork Holy Light	Healing Hexing Spirit Lore	Healing Shielding Fateweaving
Aggressor	Master of Arms	Evoker	Dervish	Scout	Mindblade
	Resilience Warcraft Weapon Mastery (Or Archery)	Augmentation Destruction Evocation (Or Archery)	Warcraft Destruction Righteousness (Or Archery)	Hexing Warcraft Terrain Mastery (Or Archery)	Avoidance Hexing Blade Dancing (Or Archery)
Savant	Rogue	Illusionist	Chaplain	Shaman	Etherealist
	Avoidance Warcraft Thievery (Or Archery)	Augmentation Hexing Charm	Shielding Teamwork Sanctity	Destruction Teamwork Elementalism	Hexing Shielding Phasing

CLASS DETAILS

Each class entry gives general information about characters of that class – that is to say, what that class tends to be like. Keep in mind that individuals always vary somewhat. Detailed information about specific powers can be found in the [section on Power Tree Details](#).

In addition to the power trees listed for a class, all classes have access to the [Crafting](#) and [Universal](#) power trees. These represent skills that are equally available to all characters.

ADEPT

Adepts are the Guardians for the path of Mind. They exemplify mind over matter. Attaining this class represents many long years of vigorous training. On the battlefield, adepts slip between their enemies' blows to strike nerve clusters and vulnerable joints. Their skin is tattooed or scarred and their muscles release stored energy when needed, allowing them to push their limits.

Power Trees: [Avoidance](#), [Enervation](#), [Body Control](#)

ANIMIST

Animists are the Healer for the path of Nature. While others who follow the path of Nature can feel the pulse of life in the wilds, animists are most attuned to the natural world. Their mastery of spirits allows them to infuse their allies with these powers. In battle, animists heal their allies while using natural magic to inflict debilitating status conditions on enemies.

Power Trees: [Healing](#), [Hexing](#), [Spirit Lore](#)

BATTEMAGE

Battlemages are the Guardians for the path of Magic. They follow an unusual path, being the only class in the path of Magic that trains specifically for war. Battlemages enjoy a legendary reputation – their presence or absence, wielding the power of Control, has decided battles throughout history, and they are considered just as valuable to an army as heavy cavalry or siege equipment.

Power Trees: [Brilliant Armor](#), [Teamwork](#), [Control](#)

CHAPLAIN

Chaplains are the Savants for the path of Faith. The path of Sanctity is given to them by the gods, in return for their pledge of non-violence. Because they are generally pacifists, they make excellent negotiators, walking brazenly into armies of thousands of enemies to deliver messages or arrange peace talks. While they do not usually cause harm personally, chaplains can still support their allies who fight. Some foes simply won't leave without a fight – chaplains recognize this and do what they can to prevent their own friends from getting hurt.

Power Trees: [Shielding](#), [Teamwork](#), [Sanctity](#)

NOTE: Chaplains are less powerful than other classes in combat situations. They exist for those who prefer to RP instead of fight. They are also an excellent choice for anyone who cannot fight due to health concerns. To compensate a little for this, Chaplains may purchase Upgrades to powers in the Universal and Craft power trees for only 50 Kismet. This is a flat cost and does not increase, but it also does not apply to spending Kismet for bonus [Progression](#) in other cases.

CHIRURGEON

Chirurgeons are the Healers for the path of Steel. Their job is a difficult one – they heal with medicine rather than flashier magic. Despite this they are quite capable, and more equipped to fight than other healers. In battle, chirurgeons dodge attacks, wither foes, and generally cure all manner of afflictions from their allies. Some Chirurgeons train defensively and can also serve as replacements for Guardians.

Power Trees: [Avoidance](#), [Enervation](#), [Field Medicine](#)

CLERIC

Clerics are the Healers for the path of Faith. They are foremost among the servants of the Gods. While others follow the path of Faith, clerics spend their time praying, tending temples or shrines, and growing the worship of the deity they follow, and they are well rewarded with holy power. In battle, clerics' prayers mend wounds, knock their enemies from their feet, and even resurrect the dead.

Power Trees: [Healing](#), [Teamwork](#), [Holy Light](#)

DERVISH

Dervishes are the Aggressors for the path of Faith. Of all those who follow the path of Faith, dervishes consider themselves to be the martial champions of the Gods. While oathbound are charged with protecting others and clerics with converting the masses to the tenets of their god, dervishes are sent into great danger to find and purge the worst offenders against their deity. In battle, they wield deadly magical energies and whirling blades with equal skill, purging the battlefield with holy power.

Power Trees: [Warcraft](#), [Destruction](#), [Righteousness](#) (Or [Archery](#))

ETHEREALIST

Etherealists are the Savants for the path of Mind. They are unusual, as the mental fortitude necessary to open gateways to the Ethereal Plane (the space between worlds) is phenomenal. In battle, they use their powers to disrupt enemies, shield allies, disappear, teleport, or even cast enemies adrift in time. They often carry a slightly sinister reputation, as people rarely understand their powers.

Power Trees: [Hexing](#), [Shielding](#), [Phasing](#)

EVOKER

Evokers are the Aggressors for the path of Magic. Like others who follow the path of Magic, they have spent many years studying their arts. Evokers specialize in knowing practical magic that can be used to contain or destroy your enemies. In battle, evokers lay down a withering fire of magical bolts as well as enhancing themselves and others with augmentation magic.

Power Trees: [Augmentation](#), [Destruction](#), [Evocation](#) (Or [Archery](#))

ILLUSIONIST

Illusionists are the Savants for the path of Magic. Where other roles in the path of Magic use their talents overtly, illusionists specialize in the subtler tricks of the arcane. Like evokers, they can use their powers to contain or repulse an enemy. In battle, illusionists can enhance themselves or allies to reduce enemy morale or use their powers of compulsion to turn enemies against themselves.

Power Trees: [Augmentation](#), [Hexing](#), [Charm](#)

MASTER OF ARMS

Masters of Arms are the Aggressors for the path of Steel. Of those who follow this path, Masters of Arms become truly one with their weapons. Tough enough to fight in the front lines, they have training for all possible circumstances. In battle, masters of arms wield a wide assortment of weapons to deadly effect, adapting to current conditions. It is said that the most skilled can strike foes down with a single blow.

Power Trees: [Resilience](#), [Warcraft](#), [Weapon Mastery](#) (Or [Archery](#))

MENDER

Menders are the Healers for the path of Mind, using their intellect to protect and care for others. This includes healing wounds to the psyche. Menders are often depicted as monks or hermits who practice ascetic paths, but many of them are sociable people who live among others without difficulty. In battle, menders tend wounds but put just as much effort into making sure their friends are protected by shields of force. Their attunement to the web of fate allows them to bend chance in their favor.

Power Trees: [Healing](#), [Shielding](#), [Fateweaving](#)

MINDBLADE

Mindblades are the Aggressors for the path of Mind. They have honed their powers to the point where they can manifest them in the form of weapons made of pure mental energy. These rare warriors often follow a philosophy that encourages a similar sharpness of focus. In combat, they weave between foes, dodging blows that would hit a lesser warrior and striking out with status effects and powerful attacks.

Power Trees: [Avoidance](#), [Hexing](#), [Blade Dancing](#) (Or [Archery](#))

OATHBOUND

Oathbound are the Guardians for the path of Faith. As with clerics, to be oathbound is to embrace the understanding that your life belongs to your deity. However, where clerics are called to tend wounds or convert others to the cause, oathbound give their life to protecting others. They move when and where their deity sends them, according to callings only they can feel. Most take strict vows of conduct, but these vary by deity. In battle, oathbound bless themselves and their charges, coax their allies to fight at their fullest, and call upon holy energy to restore them.

Power Trees: [Resilience](#), [Teamwork](#), [Divine Protection](#)

ROGUE

Rogues are the Savants for the path of Steel. While others who follow the path of Steel specialize in open conflict, rogues strike from the shadows, disabling unsuspecting opponents before fleeing back into stealth. While most rogues are oriented towards personal profit, others specialize in using their talents for good – these are often called ‘thief-catchers’ and find employment with the Sentries or other reputable elements of society. In battle, rogues slip inside an opponent’s guard, striking them in vulnerable places, or disarm traps and pick lock to allow their allies to advance. There is a common friendly rivalry between rogues and scouts about who is most able.

Power Trees: [Avoidance](#), [Warcraft](#), [Thievery](#) (Or [Archery](#))

SCOUT

Scouts are the Aggressors for the path of Nature. They are usually people with some connection to less populated untamed lands. Scouts serve as an interface between the wilderness and civilization, rendering aid to travelers passing through the wilds while removing any who would threaten nature. They do as they see fit, rarely accountable to anyone other than their own inner sense of what is right. In battle, they entrap foes and wield melee and ranged weapons with precision. There is a common friendly rivalry between scouts and rogues about who is most able.

Power Trees: [Hexing](#), [Warcraft](#), [Terrain Mastery](#) (Or [Archery](#))

SHAMAN

Shamans are the Savants for the path of Nature. To them, the world was birthed from the four elements, and it is these they still revere. Some shamans pursue a single element above all others, using attunements to master it. Others believe they must master all, bringing them into balance for the sake of all. In battle, shamans fling powerful elemental bolts, showing others how to best target their foes. Some Shamans have focused on the restorative arts and can also serve as backup Healers.

Power Trees: [Destruction](#), [Teamwork](#), [Elementalism](#)

SHAPESHIFTER

Shapeshifters are the Guardians for the path of Nature. Shapeshifting is bestowed by an animal spirit to those who have proven themselves worthy to protect nature and their allies. While each animal spirit is unique, they all bestow similar powers upon these protectors. In battle, natural spirit energy flows into the shapeshifter, protecting them from harm. As they use their powers, they take on aspects of their animal spirit patron, but they do not actually *become* or *change into* the animal they revere.

Power Trees: [Brilliant Armor](#), [Enervation](#), [Shapeshifting](#)

SOULTENDER

Soultenders are the Healers for the path of Magic. Like surgeons, soultenders follow an unusual path to healing. The skill in soul energy manipulation required to follow this path can also be bent into a darker path known as Necromancy. Necromancers can create undead using residual soul energy in corpses. In battle, soultenders place powerful magical shields on allies, infuse themselves or others with augmentations, or use soul energy to heal wounds.

Power Trees: [Augmentation](#), [Shielding](#), [Soultending](#)

TACTICIAN

Tacticians are the Guardians for the path of Steel. While this trade requires little in the way of study or tools to begin learning, only a few ever truly master it. The commanders of armies and mercenary companies are often tacticians, using their knowledge of the battlefield to achieve surprising victories. In battle, tacticians organize and direct lines, using their armor, inherent resilience, and knowledge of debilitating strikes to lead their side to victory.

Power Trees: [Enervation](#), [Resilience](#), [Command](#)



3. NOTE YOUR HIT POINTS (HP)

MAX HP

Max HP is the maximum number of hit points your character has normally. Powers that [Heal](#) HP can never take you over your Max HP. This means that if you have 20 Max HP, and are currently at 16, a power that allows you to [Heal](#) 10 still only takes you to 20 HP. There is a special type of HP obtained from powers, [Temporary HP](#), which can raise you over your Max HP. However, [Temporary HP](#) are gone once used and cannot be healed.

HP BY CLASS

Your character begins with the Max HP listed below, which is determined by their class. A character begins each Day with their Max HP. There are also powers and items that can increase your character's Max HP. Remember that each Role has a cap on their possible Max HP.

	Steel	Magic	Faith	Nature	Mind
Guardian	Tactician: 25	Battlemage: 25	Oathbound: 25	Shapeshifter: 25	Adept: 25
Healer	Chirurgeon: 20	Soultender: 15	Cleric: 15	Animist: 15	Mender: 15
Aggressor	Master of Arms: 20	Evoker: 15	Dervish: 20	Scout: 20	Mindblade: 20
Savant	Rogue: 20	Illusionist: 15	Chaplain: 10	Shaman: 15	Etherealist: 15



4. BUY THREE POWERS

Unless you have been told otherwise by an [Organizer](#), your character begins with 3 powers, which may be chosen from the Craft power tree, the Universal power tree, or the three power trees associated with your class (see the [section on Power Trees](#)). As you play, you will earn Progression which you can spend on additional powers or upgrades - see the [section on Progression](#).

5. CHOOSE TWO RITUALS

Characters of all paths receive access to Rituals based on their path. At character creation, a character should choose two Rituals from those listed as available to characters on their Path. See the [section on Rituals](#) for more details, and note that [Fused Rituals](#) also qualify. After character creation, additional Rituals must be learned through the acquisition of Ritual scrolls.

Each Day, a character may perform one Ritual they know (with the help of other characters of that Path), and they may participate in any number of Rituals performed by others on their Path.

6. SELECT STARTING EQUIPMENT

Each character begins play with the basic equipment needed to participate: 2 weapons and either a shield or a buckler. For each such item your character does not want, you may take 5 [lunari](#) instead. In addition to this equipment and/or money, a new character receives a purse of 50 lunari. This money is to be used only for the new character's benefit – creating characters for the purposes of giving starting funds to other characters is cheating.

A [Quartermaster](#) will give you item cards and/or coin for your selections. Remember that you must also have phys-reps for all these items if you intend to use them in-game. See the sections on [Weapons and Shields](#) for help in making your selections.



7. RECORD YOUR CHARACTER HISTORY

Characters do not emerge fully-formed from nowhere – they are real people who grew up somewhere, had life experiences, and eventually settled into a job. Along the way they have had friends, enemies, and people who are indifferent to them. They might have acquired scars, quirks, special tastes for food and drink, or opinions about the world. To represent that, Kishar uses Standings and Backgrounds.

7A – CHOOSE A STANDING

Every player character must choose a Standing, which represents the level of society your character has inhabited in the past. The Standings as presented here are roughly in the order of social status, from highest to lowest. Some Standings have a * next to their name, and light red color behind their descriptions. You must obtain permission from an [Organizer](#) to choose that Standing.

Name	Effect
Highborn*	You are the child of someone of Rank 3 or higher in a prestigious Organization. While not automatically of Rank yourself, you enjoyed substantial privilege due to your parent's status. At some point, you made the decision to leave and seek your fortune or fell out of favor with your family for whatever reason, but you retain a love for the finer things in life, and most likely have a more thorough education than most others. If you earn Rank 2 or better in the same Organization, you earn the title "Legacy".
Ordinary	This represents a good life, generally free from hunger and with enough money for a few luxuries. Most crafters, merchants, soldiers, and others of similar social class would have this Standing. The order that life in the Jeweled Cities imposes is largely in your favor – as an upstanding citizen you are likely to be treated fairly by the law.
Foreigner	You come from a land other than the area around the Jeweled Cities. Some NPCs will treat you as an outsider who is not to be trusted. In many places, foreigners are referred to as "Farlanders", and their accents ridiculed as "Farlandish". In the Diamond City, however, most of the population are Foreigners, so there is no particular stigma. (You get your region's Language for free) (Reading the Setting & Religion Guide is required: http://kisharlar.org/setting.html)
Street Rat	You grew up on the merciless streets with little or no money. Perhaps your family was poor, or you were an orphan without a guardian, or suffered some early calamity that caused you to lose everything. Whatever the cause, you quickly learned that survival is not an assured thing, acquiring some habits that have followed you through life.
Slave*	In the Jeweled Cities, no one is born a slave – rather, you became one as a punishment or because of debt. While you are recognized as a person, you are treated as the responsibility of your owner, who holds power over you but is also obligated to provide for you. If a slave commits a serious crime, this is often considered the responsibility of their owner, who might be punished. In order to pacify them, many slaves are taught that through service to their owner, they will be reborn into higher status in their next life. If you achieve your freedom, you earn the title "Unchained by Gloriel". (NOTE: Slavery is an abhorrent practice that continues to this day. Please support ending it - http://www.endslaverynow.org/)
Wildborn	You were raised in the wilder parts of the area around the Jeweled Cities: in the forests, the plains, or the mountains. Your parents may have been farmers or nomads, or they may have died when you were young, leaving you to fend for yourself in the wilderness. Your instincts have kept you alive, and they lend you a feral character in general, which makes it difficult for you to bear the stifling crowds, noise, and harsh smells of the cities.

7B – SELECT UP TO TWO BACKGROUNDS

Backgrounds are what set your character apart from other characters of the same Standing. Every player character must select at least 1 of these Backgrounds but may select up to 2. Backgrounds are intended as RP guides and to provide direction for character development.

Some Backgrounds have a * next to their name, and a light red color behind their descriptions. These require more work for the [Organizers](#), or should be rare. In these cases, you must obtain permission from an [Organizer](#) to select those Backgrounds.

All Backgrounds provide either the opportunity to earn a title in-game or a small boost such as a free power or a bonus to a specific Craft. Bonuses to Crafts require you to purchase the first level of the Craft before receiving a benefit. Titles may grant RP benefits at [Narrator](#) discretion.

Name	Effect
Clerk	You have received training in the art of copying text, taking dictation, and paying attention to your surroundings. You would find yourself equally at home in a library, law office, or counting house. You may have some of the scholar about you, or simply a good memory, but you are often the first one to take notes or record new information. Gain Knowledge: Records or +5 BP for Craft: Calligraphy.
Crafter	You define yourself in great part by a trade that you follow. You could be a blacksmith, a painter, or an alchemist, but you’ve devoted most of your time to the study and perfection of your craft. Most likely, you’ve spent enough time in the trade (as an apprentice first, then on your own) that others in the craft might have heard your name. For whatever reason, your interests have now brought you to adventuring – perhaps to learn more about the world or to find rare materials. If you Upgrade two Craft or Artisan skills, you earn the title “Favored of Kora”.
Dark Past*	You have perpetrated evil or been exposed to evil acts. These experiences have scarred your soul and left you suffering from unpredictable nightmares. With significant effort and roleplay, you may overcome your past and cleanse your soul, a truly worthy deed. NOTE: If you are not interested in having your character earn redemption, do not take this background. If you can find peace and forgiveness, you may earn a special title.
Diplomat	You may have been born into privilege, or on the streets, but you quickly learned that words can be as valuable as money or a fast knife. You find that making the right introductions, wearing the appropriate attire, and bribing the right people can help you end up exactly where you want to be. Organizations in Kishar and the wider world are always on the lookout for those who display this unusual talent. Despite your tendencies, you do recognize that many foes simply refused to be cowed by anything other than violence, and some, such as elementals or undead, simply cannot be reasoned with. Gain Knowledge: Diplomacy or +5 BP for Craft: Courtesan.
Eerie*	At some point in your life, you had an encounter with greater forces. Perhaps you felt the touch of a deity, or were exposed to strange magic, were abducted by the fey, or began to hear the voices of the long-dead from the worlds beyond. In any case, you’ve never been the same since, and everyone around you can sense it. You tend to pay less attention to the here-and-now and are easily lost in contemplation. Gain one Rumors power. These come to you as whispers from another place, which you sometime zone out listening to.

Name	Effect
Entertainer	You might be a juggler, a dancer, a singer, a poet, or a courtesan, but whatever your talent, you find your satisfaction in bringing happiness to others. There is nothing like the roar of the crowd, the attention of everyone at the party, the acclaim of the critics, or the look of passion on a lover's face to fulfill you. You might have been taught these skills by another, or you might be a natural who came to realize your talents on your own, but your goal is to refine your abilities as much as possible. If you perform your skill at least 6 times and at different Events and earn public acclaim (winning a contest or something similar), you can receive the title "Graced by Lyla".
Farmer	You grew up on a farm or have otherwise spent a good deal of your life farming or herding animals. Most likely this has kept you out of the cities proper, and you tend to feel more at home outside of them. For some reason, you have decided to leave your farm and seek your fortune elsewhere. Perhaps you need more income to keep your farm afloat, or perhaps something happened to it, but you should expect many to treat you as a bumpkin new to the cultured life of the city. Gain Knowledge: Farming or +5 BP for Drowing.
Healer	You've dedicated much of your life to mastering the healing arts, whether with conventional methods or powers. Beyond the mere ability, you feel a calling to use your gifts to preserve life and to ease pain. If you have all the powers and upgrades in either Healing or Field Medicine, you earn the title "Master Healer".
Hermit	You have spent significant time by yourself, whether because you were cast out of some place or because you sought quiet and enlightenment. While not a foreigner, the customs of other people can sometimes surprise you, and you may be ignorant of things like current fashion or trends. You are likely to have less inherent respect for titles, but those who show they have earned respect can still get it from you. You should select a place where you spent your solitude, and a reason why you left it. Gain Knowledge: (the place of your isolation) or Tracker.
Learned	You have spent a large portion of your time in study, as opposed to pursuing active endeavors. You are likely to be treated well by those who value learning, as your reputation as a scholar is known, and are likely to find yourself at an advantage anywhere a studious bent would aid you. If you have at least 6 subjects in Knowledge, you earn the title "Sage".
Martial	One of the most common jobs available to those who show a little skill in combat, soldiering or guard duty pays reasonably well. Caravans, the lifeblood of trade, rely extensively on hired swords for protection. The Jin Shi and other functionaries require guards for their offices, as do the various Temples. Whatever your social standing, you either have an innate desire to protect and serve, or you've discovered that being paid to largely do nothing is easy work. If the opportunity arises, you're likely to fall into old habits, like standing watch or patrolling an area. If you have all powers and upgrades in one of these trees, you earn that title: "Blademaster" (Warcraft/Blade Dancing), "Paragon" (Weapon Mastery), "Master Archer" (Archery), "Warder" (Divine Protection), "Sentinel" (Enervation).

Name	Effect
Merchant	Whether born into the life of a trader or not, you have made it your life's work to learn to buy and sell at advantage. Perhaps you were apprenticed in a shop, or ran your own stall in the Copper Bazaar, but in any case, you earned enough money to get a good start. Others might live for fine wine, exciting battle, or the look in a companion's eye, but you find your excitement in turning a profit through commerce. You may buy titles: "The Affluent" for 250 lunari and "The Wealthy" for 500 lunari.
Mystery*	For reasons mundane or magical, some or all of your past is unknown to you. Perhaps you were shipwrecked, went through great trauma, or stumbled into the Night Market and came out worse for the experience. In any case, you experience much of the world with wonder, and the oddest things may sometimes bring back a fragment of your past. When you purchase your first two Knowledge, Linguist, or Ancient Linguist powers, gain 1 additional item. This represents you "remembering" something from your past.
Sailor	A good portion of your life has been spent at sea. You are familiar with ropes, nautical charts, and somewhat aware of ship-board weapons and tactics. In situations where this would be useful you may receive additional information or advantages. If you wish your character to have been more than a common sailor, that requires Organizer approval, and you may have to take this Background more than once. You are not restricted to walking in shallow water (see the Water Encounter Modifier). If you own your own ship worth at least 300 lunari, you earn the title "Captain".
Thief*	You spent much of your formative time engaged in less-than-legal pursuits. You may have been an urchin who learned to pick pockets, or you may be of noble blood but with an interest in cat burglary. What you certainly have is a belief that things locked away are a challenge waiting to be conquered. Gain Lock Picking or Trap Finding. If you have 6+ purchases of Lock Picking (Upgrade), earn the title "Master Thief".
Traveler	You're used to the open road or the tedium of sea voyages and have seen several different nations in your day. While some travel to make money, or on diplomatic missions, or because their career requires it, you've always sought the thrill of new experiences and discoveries. You tend to be friendly with Farlanders. If you have visited at least 8 of the named countries on the world map while in play, earn the title "World Traveler".
Unusual*	You are especially unusual in some manner, such as being a sun elf that scorns logic in favor of bold passion or a somber-minded feytouched. You might have a highly unusual name or an extremely rare hair color or other unusual feature. Whatever the cause, you tend to stand out, for good or bad. Each Event, you receive +5 lunari if you have an Artisan power.



7C – ANSWER THE CHARACTER QUESTIONNAIRE

Once you have selected Backgrounds, you must complete this character questionnaire, which asks basic questions about your character and their past. Your responses should be emailed to kisharmarshals@gmail.com along with the choices you have made while creating your character.

1. What is your character's name? (Choose genre-appropriate names)
2. How old are they? Do they see themselves as young at heart, or old for their years?
3. How do they relate to what is considered 'normal' for their lineage? (If you aren't sure what that is, read the [section on Lineage](#) or ask questions of other players)
4. How do they relate to what is considered 'normal' for their class? (If you aren't sure what that is, read the [section on Class](#) or ask questions of other players)
5. What event defined their childhood? Were they bullied, quiet, outgoing, bratty?
6. How do they relate to their family? Do they know their ancestors or family history? Do any members of their family still live? Do they play a prominent role in the character's life?
7. Is your character single, married, widowed, or in some sort of relationship? With whom?
8. What is your character's view of Organizations? Have they had dealings with people of Rank?
9. What is your character's view on religion? Have they had dealings with a Temple?
10. What is your character's view on morality? (the struggle between good and evil or order and chaos)
11. Where does your character fit, economically? Are they rich, poor, or neither? Have they had to work hard for everything, or was it given to them?
12. What is the most traumatic thing that has ever happened to your character? Have they seen people get injured or die? How do they deal with stress?
13. What is your character's moment of greatest triumph? How often do they feel happy or successful?
14. What secret talents does your character have? Can they sing, dance, or make others smile?
15. Has your character worked for, travelled with, or been inspired by any organized group? What type of interaction was it? Did your character leave them (if so, why?), or are they still a member?
16. Has your character ever done anything particularly underhanded, illegal, or just plain wrong?
17. What is your character bad at? Are they a poor fighter, unable to read a whole book, or ignorant of the world at large? Are they open about it, or do they try to pretend they don't have difficulty?
18. What mental or emotional flaws does your character have? Are they afraid of anything, obsessed with anything, or unreasonably stubborn or violent? How do these flaws manifest themselves?
19. Why is your character where they are, right now? (Geographically, economically, etc.)
20. What does your character want from life? Do they have any idea how to get it? What would they give for their dreams? What would make them give up that dream?

PROGRESSION

Kishar uses a Progression system based on the number of Events you have attended. Each character begins play with 3 Progression to spend on powers and earns a new Progression each time they attend an Event. Progression may be spent on new powers or on Upgrades to any power they already possess.

Players should spend unspent Progression using the [Between Events form](#) (preferred). They can also do so by email (to kisharmarshals@gmail.com) or at Events with a Character Consultant. Once a character has reached 15 Progression (3 starting + 12 Events), they no longer earn Progression for free. This is called being “Progression Capped”. Additional powers may still be purchased with [Kismet](#) (bonus Progression). There is no limit on bonus Progression, and it doesn’t count towards being capped.

A character who begins play with extra Progression (due to NPCing or having retired an old character) is considered to have been played a number of Events equal to their extra Progression. In this way, no character ever receives more than 15 powers (3 starting + 12 earned) for free.



BETWEEN GAMES

All active players (players who attended at least one of the last three Events) should submit the [Between Events form](#) before they attend their next Event. This form is due no later than 2 weeks before the next Event, but the Organizers recommend submitting it as soon after the Event as possible, so that your memory of events is fresh, and you haven't forgotten important details.

When you submit your form, you will indicate up to 3 current plots that you (as a player) are most interested in. The Organizers will use this information to help schedule NPC shifts so that as many players as possible who are interested in each plot will be able to play their characters when that plot is present on a thread.

We also use the Between Events form for other purposes, such as:

- Spending Progression on your character(s)
- Notifying the Organizers that a custom item will be needed, such as unique crafting patterns
- Binding any items that weren't noted at the Event
- Spending Kismet for Bonus Progression
- Notifying the Organizers of a content trigger we should be aware of
- Requesting a Delve (a player-drive activity with free-form narration)
- Informing the Organizers of your desire to run something during Player-driven Plot times

The following actions can happen between Events *without needing a BGA*:

- A player can host an IC social gathering on Discord and/or roleplay with other players.
- A player can write character fiction - a short story, letter to a superior, journal entry, etc.

Remember that **this is a LARP first**. The core of the story should occur at Events.



COINS AND GEMS

Players will receive props for coins and gems. Between games, Organizers reserve the right to exchange coins in players' packets for larger or smaller denominations to improve overall availability.

Name of Coin	Value	Picture	Description
Brass	1/10		Small, flimsy brass coins of essentially negligible worth.
Lunari	1		The default coin for commerce. Made of debased silver and minted by the Merchant's Guild.
Drop	2		A small glass sphere filled with red liquid of some kind. This seems to be the base currency in the Plane of Cyrillia.
Small Gem	5		Any cut gem $\frac{3}{4}$ " across or less. Gem weights and values are regulated by the Merchant's Guild.
Medium Gem	10		Any cut gem more than $\frac{3}{4}$ " across but less than $1\frac{1}{4}$ " across. Gem weights and values are regulated by the Merchant's Guild.
Large Gem	15		Any cut gem $1\frac{1}{4}$ " or more across but less than 2" across. Gem weights and values are regulated by the Merchant's Guild.

Name of Coin	Value	Picture	Description
Half-Solari	25		A solid coin made of debased gold and minted by the Great Council, under the Sultan's authority.
Solari	50		A medium coin alloyed from metals found in Samazar and minted in the Diamond City under the authority of the Assembly.
Cyrillian Drokna	60		A large coin with four round notches and a center hole, made from an unusual metal from the Plane of Cyrillia.
Tiger	80		A pure copper coin minted by House Tang. This coin's value rests upon the House's reputation more than the value of its metal.
Phoenix	100		A silver-platinum alloy coin minted by House al-Zharka. This coin's value rests upon the House's reputation more than the value of its metal.
Dragon	200		A high-purity gold coin minted by House Khazâd. This coin's value rests upon the House's reputation more than the value of its metal.

Name of Coin	Value	Picture	Description
Stellari	500		A pure platinum coin minted by the Great Council, under the Sultan's authority.
Bars	Varies		Bars of solid precious metals are often used to make very high-value purchases. These are rarely seen outside of banks.
Foreign Coins	Varies		3 foreign coins (or any card marked Foreign Coins) may be taken to a Quartermaster to play the Foreign Coins game: <i>Pick a number from 1 - 6 and roll 4d6. For each die that comes up showing the number you picked, you win 5 lunari. If you don't get any matches, you receive 1 lunari.</i>
Dessanoran Coins			These foreign coins are specifically from Dessanora. They are valued like other foreign coins, but their presence may be important to plot.

BRASS RULE

Items priced in brass exist purely for RP, and PCs may purchase these items simply by pretending to hand over some coins. This allows PCs to buy food from street vendors or offer charity to beggars without digging for coins. PCs wishing to receive an actual item or give notable charity must use actual coins.



INFLUENCE

Characters build reputations by surmounting adversity, aiding well-connected people, and generally becoming better known in the world at large. All these things are represented through an alternate in-game currency called Influence. Influence may not normally be exchanged for lunari or vice versa.

GAINING AND SPENDING INFLUENCE

Player characters begin with 1 Influence and gain another at the first Event they attend each Season. This represents the base amount of social capital available to every member of the Adventurer's Guild as they advance in life. This might be sympathetic townspeople, a small group of off-screen retainers, or even secrets about important people that would allow blackmail. Additional Influence can be obtained as in-game rewards for notable actions. Influence may be spent in 3 ways.

FAIR ESCAPE

Any time they would die, a character may spend Influence for "Fair Escape". If they do so, they are saved at the last moment by some force and removed from immediate danger. If a character's death was due to something with lasting consequences, they are not immune to those returning later. In other words, if a PC is killed by a bandit, they probably don't need to worry about that specific bandit coming back to target them again next Event, but if they stole jewelry from a prominent noble who sent assassins after them, or killed a member of the City Militia, they may be subject to more reprisals in the future. A player whose character could invoke Fair Escape, but chooses not to, is choosing [Voluntary Retirement](#).

LARGE-SCALE ACTIONS

Influence can be spent to represent actions larger than what a small group of people can reasonably accomplish. If the PCs discover that a plague has spread in the local area, for example, they may attempt to spend Influence to spread medicine and isolate the sick. A [Narrator](#) may announce a target number of Influence - if PCs spend that amount, they succeed in their efforts. The needed amount of Influence can also be secret. PCs are personally responsible for any success and may act upon this [ICly](#).

SERVICES

Influence may be exchanged for certain services. Each service must be paid for in full at the time of its purchase. Players may spend Influence on behalf of other players for the things listed here. Costs vary.

Item	Effect
Audience	You may spend Influence to gain an audience with certain NPCs. Costs vary by the importance of the NPC. Some NPCs will never grant audiences.
Investigation	You may spend any amount of Influence towards uncovering information about a single topic, such as a historical matter, a specific person, or the source of a rumor. Results vary based on the difficulty of acquiring that knowledge normally.
Rumor	You may spend any amount of Influence to create rumors. Additional Influence makes it more difficult to trace the rumor back to you and causes the rumor to spread more widely.

KISMET

Kismet is an in-game currency that is awarded to players who go above and beyond normal expectations by donating to the game, performing OOC services for players such as cooking food or cleaning, who bring large amounts of costuming and set decoration, or who bring new players to the game. 100 Kismet may be exchanged for a “bonus” [Progression](#).

Kismet belongs to a player, not to a character, so they may spend their Kismet on any of their current characters. Spending Kismet on behalf of other players is not normally allowed, and encouraging other players to earn Kismet so that they can use it on your behalf is against the spirit of the mechanic. Kismet is not earned until the end of an Event, so it cannot be spent immediately after earning it in most cases.

For donations with a monetary value, the Kismet reward is 1 / 1, dollars for Kismet. For donations of time/labor, the Kismet reward is 15 / hour (we support raising the national minimum wage to at least \$15).

KISMET AUCTIONS

At the start of each Season, there will be an Auction using Kismet that includes special benefits not normally available to characters. These commonly include the ability to play non-standard Lineages, unique items and powers, extra crafting trees, and the ability to purchase property in-game. Often there is also a special event of some kind, like one-shot tabletop games, and players can bid on tickets.

Kismet Auctions will be announced over the game’s usual channels, and bids are taken by email in two rounds. After each round, the top bids are released (but usually no other information). To encourage people to bid in the first round, bids from the first round are worth 20% more when trying to outbid them in the second round. In other words, a top bid of 100 Kismet in Round 1 is effectively “worth” 120 Kismet because of this bonus. Winners are welcome to disclose their identity, but this will not normally be released.

THE NIGHT MARKET

Players may also wish to purchase certain magic items, benefits, or services from the Night Market. In-game, the streets carry rumors of a mysterious collection of stalls that appear in side streets no one remembers being there yesterday. Often, they are gone just as quickly. Curious seekers go in, and most come out - some laden with strange oddities they do not wish to speak of, and all with a somewhat dazed look in their eyes. Staffed by pure-blooded Fey and other strange creatures, the Night Market does not always appear in the evening... sometimes, the shade created by overhanging buildings and tangled alleyways is enough. It never appears in the same place twice, nor has there been any method of predicting where it can be found. Those willing to speak of their experiences therein say the merchants refuse lunari, gems, or favors - they prefer to deal in Kismet, the coin of fate itself.

The Night Market will run in the middle of each Season as an online auction using Kismet as the currency. Unlike Kismet Auctions, the Night Market will mostly sell unusual [Consumables](#) and other more whimsical items.

REBUILDS FROM THE NIGHT MARKET

If you [Rebuild](#), you may completely change everything on your sheet, down to being a different character. Either way you will usually keep any item cards currently held by your PC. If you (or the Organizers) feel that some of these items are highly inappropriate for your new character, some exchange will be worked out.

Losing characters causes a risk of also losing "game memory" - i.e. no longer having characters around who remember that certain things happened and that can explain plot to newer characters or otherwise tie things together. To resolve this, we allow people who Rebuild to keep the memories of the old character. The Night Market is full of beings who trade in non-tangible goods, and who knows what they do with the things they buy?

If your character Rebuilds, perhaps they walked into the Night Market and traded some of their fate (kismet) for new training and skills. These skills were most likely sold to the Night Market by someone else, so it's not that your character has suddenly learned to swing a sword with great precision - they remember someone else learning it, but the memories are slowly integrating into their own. Don't just treat a Rebuild as a mechanical change - play up the RP of having traded your skills away for new ones!

If you take a Rebuild and change your character entirely (as opposed to changing their class or lineage but keeping the character) then your old character is one of the people who wandered into the Night Market... and never came out. Who knows what happened? But one thing is certain - somewhere in there, they sold their memories, and your new character, for whatever reason, bought them. Your new character remembers the events witnessed by your old character through someone else's eyes and might not agree with your old character's perspective! "Ah, I remember seeing these people before. X took pity upon them, but I see them for the liars they are!"

Once more, make this an RP opportunity, and play it up. How does it affect the people who knew your old character that you have these memories of them?



WEAPONS, SHIELDS, AND PACKETS

Benefits from weapon powers are lost if you are not actively wielding the weapon. 2-handed weapons cannot be used 1-handed. Size is the total length of the weapon from tip to tip. Organizers may allow larger or smaller props. See the [section on Powers](#) for more information on the Properties column.

NOTE: You do not gain additional uses of these powers for using multiples of the item.

Name	Description	Size	Damage	Properties	
Dagger	A short knife for stabbing.	≤ 20"	4 Normal	S	Add 1 Melee while wielding
Short Blade	A short sword for slicing.	21 - 34"	2 Normal	S	+1 base damage when fighting with 2 Short blades
Long Blade	A longer sword for slicing.	35 - 48"	1 Normal	D	Gain 5 Temporary HP
Thin Blade	A longer sword for stabbing.	35 - 50"	1 Normal	D	Swing: Substitute Taunt 3 attacks
Axe	A 1-handed axe for chopping.	≤ 42"	1 Normal	E	Swing: Substitute Bypass Disarm 10 seconds
Mace	A 1-handed weapon for crushing.	≤ 42"	1 Normal	E	Swing: Substitute Sleep 20 seconds
Two Handed					
2-handed Sword	Any 2-handed sword.	51 - 68"	2 Normal	D	Swing: Substitute Disarm 5 seconds
2-handed Axe	Any 2-handed axe.	43 - 68"	2 Normal	D	Swing: Substitute Bypass Disarm 10 seconds
Spear	A pole weapon for piercing.	4 - 7', 17"- head	2 Normal	E	Swing: Substitute Slow 60 seconds
Polearm	A pole weapon for slashing.	4 - 7', 18"+ head	2 Normal	D	Swing: Substitute Knockback
2-handed Mace	A pole weapon for crushing.	43 - 68"	2 Normal	D	Swing: Substitute Sleep 20 seconds
Staff	A long stick.	4 - 6.5'	1 Normal	D	Swing: Substitute Stun 5 seconds
Ranged Weapons					
Thrown Weapon	A brace (up to 5) of weapons for throwing.	≤ 12"	3 Normal	D	Gain 2 uses of: "Ranged: Substitute Stun 5 seconds" with this weapon.
Bow (2-handed)	Any non-winched stringed weapon.	25# or 500 "#s	5 Normal	D	Ranged: Substitute Slow 30 seconds
Pistol Crossbow	Any small crossbow.	25# or 400 "#s	4 Normal	D	Ranged: Backstab Add 3 for one shot
2-handed Crossbow	Any large crossbow.	25# or 400 "#s	5 Normal	D	Ranged: Substitute Frozen Foot 20 seconds
Special Weapons					
Claws	By power	≤ 24" past grip	By power	S	You take a Stun 10 seconds instead of being Disarmed .
Wand	A small implement.	≤ 24"	Cannot be used to block. Effects vary by Wand .		

WEAPONS, BUCKLERS, AND SHIELDS

All characters can use all weapons without spending Progression. However, powers are required to use two weapons at once or to use a buckler / shield. Bucklers are small round shields no more than 20" in diameter. Only a few Guardian classes gain access to kite shields. Kite shields are any shield larger than a buckler that covers no more than the area from a player's shoulder to their mid-thigh vertically and the width of their shoulders horizontally. Tower shields are any shield larger than a kite shield – these are not normally available to PCs. All shields require a hand to wield and may not be simply strapped to an arm or tied to a player's back. All weapon and shield props must be approved by an [Organizer](#).

MELEE WEAPON SPECIFICATIONS

An [Organizer](#) will examine any new weapon's overall construction and striking / thrusting surfaces to determine whether they are suitable for safe combat (see the [section on Safety](#)). Weapons will be tested by poking, prodding, and hitting someone with the weapon under controlled circumstances. Don't bring any weapon props you don't want subjected to safety testing. Players planning to NPC only don't need to bring anything at all - we provide approved weapons and costumes for NPCs.

Weapon cores should be light but rigid. PVC and bamboo can be unsafe - graphite or carbon fiber are better. Weapons should not be whippy (bend significantly while striking). Cores should not risk emerging from the weapon, especially in thrusting tips. The weapon should not have any surface other than the handle that is overly hard or sharp, even if that surface is not intended for striking. A minimum of 1" of padding on striking surfaces (anything coming into contact with a player when you use the weapon) and 2" of padding on thrusting surfaces (anything where the line of motion points into the attack, like the tip of a sword or spear being used to thrust) is required. Weapons used for thrusting should have a thrusting tip larger than a human eye socket.

Reputable manufacturers are easy to find these days. We recommend [Forged Foam](#) and [Medieval Collectibles](#) for starter gear. For higher-end props, recent [Calimacil](#) is always a good place to start (older gear is often too rigid). If you are going to purchase something from Calimacil, please use our discount code: **GEEK_CHIC_3** for 10% off. If you are looking to commission weapons, ask around! For home-made weapons, thrusting surfaces should use open-cell foam (cushion foam) over closed-cell foam (pipe insulation or camp pad). Washers or another solid object should cover all ends of the core to prevent them from breaking through. Foam should be solidly attached to the weapon's core. Outer layers should not be taped or glued down to the point where the padding can't flex. Don't spiral wrap tape - it's weak under stress. If the core can be felt through a striking or thrusting surface, that will fail the weapon.

MISSILE WEAPON SPECIFICATIONS

Bows and crossbows may have either a 25# or less draw weight or be measured at 500 inch-pounds or less (at 20" from string neutral for bows, at nock point from string neutral for crossbows). Archers with long draws may be subject to other measurements. No compound bows/crossbows. Arrows and bolts must be solidly constructed and may not have wooden shafts. Missile heads must be solidly padded (3 inches of open-cell foam or equivalent) and larger than a human eye socket. The core should not protrude or be palpable from under the padding, nor should the head show signs of bending off the shaft. [IDV arrows](#) are the current standard in America. We prefer them with flat, open-cell heads.

PACKET SPECIFICATIONS

Packets should not hurt! Anything used for packet attacks must be soft, larger than a human eye socket, and suitable for safe combat (see the [section on Safety](#)). Preferred packets are generally round (smaller than a handful) or square (about 4" on a side) cloth bags filled with a soft, deformable material such as bird seed. Beans, hard plastic pellets, or anything similar are not allowed. Round packets are usually sealed with natural twine, while square packets are commonly sewn shut. Foam packets are allowed if they are soft (fully compressible in one hand). It is recommended that players use bright colors to aid in finding packets. Packets must use a lobbing motion from the human hand. Players should avoid getting packets wet if possible and inspect them for mold if they do get wet. Unusual packets are allowed by [Organizer](#) approval only. Packets must be approved once a Season by an [Organizer](#). A short guide can be found here: https://docs.google.com/document/d/1tYH_URZIDBYjVwZx0okvT4TjN1gFGcID_XEL9ybPFK0/edit?usp=sharing

WAND SPECIFICATIONS

Wands are single-handed items produced by [Wandmaking](#). Coreless wands carved entirely out of soft foam are preferred. If a wand has a core, the core must be flexible. More bend/flex is better than less. Wooden wands are not accepted. If someone falls on your wand, the wand should bend rather than shatter or impale them. If your wand is cored, there should be padding over the core (ideally foam). Wands with cores should have a "stop" on the tip so the core isn't right at the end. The stop should be larger than the core and made from a soft material. The stop does not have to be larger than an eye socket. Wands made from soft bundled materials can also be accepted if they do not also have a core.

PHYSICAL REPRESENTATIONS (PHYS-REPS)

All weapons, shields, wands, and armor used in Kishar must have corresponding physical representations (phys-reps). If your character currently has four item cards for swords, but you only carry two phys-reps, you may only make use of two of those items in each Encounter. Phys-reps may be shared but cannot be used by multiple players at the same time. For example, two players might share a set of armor, but only one can wear it (and gain the benefit) at a given time. If you cannot hide the phys-rep, you cannot hide the item card, either.



ITEM MECHANICS

ITEM LIMITS (SLOTS)

Item cards in Kishar fall into one of several categories, as noted here. Because a character cannot carry an infinite amount of equipment, there are limits in each of these categories. If a character goes over their limit in any category above, they must sell or give away the excess. A character can possess or use a maximum of:

- 10 mundane items (includes [Components](#))
- 10 consumable items marked with ☼
- 15 minor magic items marked with ●
- 4 major magic items marked with ●, one of which may be a mythic magic item marked with ●

Component items are marked with the text “(Component)”, and a list of the crafts or other powers that can make use of them. Consumable items can only be used once and are then expended. They are marked with the text “(Consumable)” and a special symbol (shown above). Minor magic items are marked with a silver dot (●). They provide small benefits and are often produced in volume by crafters. Weapons of Quality, Amulets of Health, Belts of Imbued Power, and Guard Animals are all examples of such items. Major magic items are marked with a purple dot (●). These potent items (some [Experimental](#) items, [Special Loot](#), [Night Market](#) purchases, etc.) provide stronger benefits, and they often take non-refundable Kismet to ‘bind’ to a character. Mythic magic items, which are marked with a gold dot (●) in addition to a purple dot (●), are the strongest of all. Plot items are marked with a (P) and do not belong to a specific character. Any item that does not fall into the categories above is considered mundane.

NOTE: Weapons that are major or mythic magic item are automatically “[of Quality](#)” and cannot receive this upgrade a second time.

Characters are also limited in how often they may benefit from items in each of the following categories:

Frequency	Items	
One per Encounter	Consume	Elixir of Prowess (Alchemy), Armored Embroidery (Clothier)
One per Day	Consume	Makeup (Alchemy), Book of Poetry (Calligraphy), Scroll of Power (Calligraphy), Ice Pepper (Cooking), Perfume (Droving), Puzzle (Smith)
	Use	One Belt, Ring, Bracelet, Broach, Amulet and Earring Set Jewelrysmith)
One per Event	Consume	Lentil Soup (Cooking)
	Use	One Tunic, Robe, and Vest (Clothier)
One per Character	Own	Monkey Tattoo, Back Tattoo (Tattooing), Fused Wand (Wandmaking)

GEAR PIECES

Some items are marked as Gear pieces. A Gear piece must be phys-repped (to a standard acceptable to an Organizer) to provide its benefit. This is to encourage players to expand their costuming as their characters acquire special items.

SECURITY

Some items or powers in Kishar reference a Security rating. If a door, container, object, or something similar has a physical mechanism that prevents it from operating, keeps it sealed, or secures it against tamper, it will have a Security rating. This value starts at 1 and can range up to 10.

Smithing creates a type of **Consumable** called a lock. Each Lock applied to a door, container, object, or something similar increases its Security rating by 1 (or grants a Security rating of 1 if it previously had none). Some items, like the solvents made by **Alchemy**, can permanently decrease an item's Security rating by damaging the lock(s). Other items and powers, such as Lockpicks (**Smithing**) and Lockpicking (**Universal**), temporarily negate a certain level of Security for the characters using them.

An item's effective Security is its base Security rating (with any permanent increases and decreases applied) minus the number of levels of Security negated by a character's powers and items. To open or disable an item with a Security rating, a Narrator will provide a mechanic based on the item's effective Security and the current conditions in the scene. Mechanics might be puzzles or RP counts. If the item's effective Security level is 0 or lower for a player, they can simply open it. If an item's effective Security level is greater than 5, the character cannot open it.

NOTE: Attempting to open an item while combat is happening increases it's effective Security by 1.

Example 1: An important document is sealed in a safe with Security rating 7. A player applies Alchemist's Solvent (permanently reducing the Security rating to 5) and then uses Lockpicks (negating two levels of Security). The safe's effective Security is thus 3 while they attempt to open it. The narrator provides them with a puzzle of an appropriate difficulty – when they solve it, they have opened the safe.

Example 2: Players find a small metal chest with a lock (Security rating 3). A player has 3 levels of the Lock-picking power in Universal. The safe's effective Security is 0 against that player, so they may simply open it without needing tools or an RP count. While not strictly required, it would be considered good role-playing for the player to describe how they open the chest.

Example 3: When players enter a room, they find a highly reinforced, extravagantly locked door (Security rating 8). When all their items and powers are considered, players can only get the door to an effective Security of 6. As such, they cannot open it.

Example 4: In the central chamber of an underground dungeon, players find several elaborate pillars with cryptic writing. In the center of the chamber is a locked door leading downwards, which will only open when the mystery of the pillars is solved. This is a Puzzle Lock, and it does not use a Security rating. Players must solve the puzzle to continue.



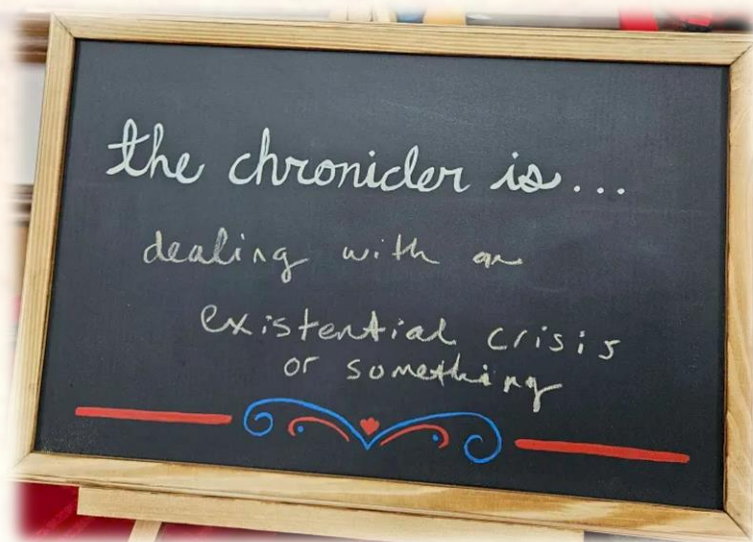
TURRETS

To better support players with mobility or physical endurance restrictions, we have a type of [NPC](#) called a turret. Turrets are NPCs who are stationary – usually they will be sitting on portable, collapsible stools. Turrets might represent ancient machines, magical effects, environmental conditions, or enemies off-screen who can reach PCs with attacks.

Turrets are immune to damage and [Status Effects](#). They periodically make game calls (which could be damage, Status Effects, or other things) delivered in a variety of ways. While most turrets use [Packet](#) effects, they may also use [Melee Point and Click](#), [Point and Click](#), or [Projectile](#) attacks. Since turrets are not expected to move, NPCs or [Proxies](#) may periodically collect Packets or other items and return them to the turret.

To disable a turret, PCs can either defeat all other opponents in an Encounter or attempt to disarm the turret. Any character with the Lockpicking ([Universal](#)) power may attempt to disarm a turret. Once in [Touch](#) range of the turret, they may call a [pocket Hold](#) to compare the turret's [Security](#) rating to the number of levels of Security they can remove or reduce by using items.

If they reduce the turret's effective Security to 0, they can complete a 15 second count to disable it. If the turret's effective Security is between 1 and 5, the Proxy will provide an appropriate "lock" mechanic, such as Uzzle or a combination lock, to represent the PC's ability to disarm the turret. If the PC completes the mechanic, the turret ceases to function. If the turret's effective Security is higher than 5, that PC cannot disable it. The PC must remain within [Touch](#) range while completing the lock challenge, but they may move away from the turret and return later to resume the challenge.



Proxies may designate turrets to be "Environmental Conditions". In this case the NPC playing the turret will wear an [orange band](#) and may not be disarmed. Finally, a Proxy may declare a turret's lock status as a "Puzzle Lock". In this case, PCs must complete some larger action to disarm the turret - they cannot use Lockpicking. Proxies should instruct turrets to target players attempting to disarm them only if there are no other valid targets in range.

COMBAT AND SAFETY



We fight using padded weapons and soft packets because the most important rule is safety. If you cannot control yourself in combat, you should remove yourself from the fight. If necessary, a [Proxy](#) will remove you. Dangerous or unwanted physical contact is never allowed. We recommend that players wear an athletic supporter and/or kneepads. Fighting safely means that you are always in control of yourself, your weapons, and all pieces of your costume, such as wings, tails, or cloaks. Follow the rules and pay attention to your environment and your opponent(s). Remember – unsafe combat leads to injury, and that’s not fun for anyone! If you’re hurting people, you’re doing something wrong.

ADVERSE CONDITIONS

Certain environmental conditions, such as heavy rain or snow, or extremely wet ground present challenges to players employing ranged combat. Packets and other ranged ammunition may easily become lost, may have reduced range, or may become damaged by water or mud. In such an environment, a [Proxy](#) can declare Adverse Conditions, at which point the following rules apply:

- [Blast](#) powers should be delivered as [Bursts](#) instead.
- [Packet](#) powers are delivered as a [Melee Point and Click](#) by completing a 5 second Casting Count in addition to the normal Cast Time (if any) for the power. Add the word “Packet” to the call.
- Thrown weapons are delivered as a [Melee Point and Click](#) with a 5 second Cast Time. The player must mime throwing the weapon, then sheath it. Add the word “Thrown” to the call.
- [Projectile](#) powers are delivered as a [Point and Click](#) by completing a 10 second Casting Count in addition to the normal Cast Time (if any) for the power. The player must mime drawing and firing the arrow or bolt, then replace it in their quiver. Add the word “Arrow” or “Bolt” to the call.
- Characters with powers or equipment to mitigate certain attacks (packets, thrown weapons, or projectiles) may apply these defenses automatically to any call with the appropriate word. If in doubt, ask a [Proxy](#).
- NPCs with [Dodges](#) convert them to [Phases](#) instead.

NOTE: Darkness is an Adverse Condition, so combat at night often uses these rules.
[Proxies](#) can choose to waive these rules at night if the area is sufficiently well-lit.

BOTTLE TO BLADE

Intoxicants of any kind are prohibited at Events. If you have consumed intoxicants in the last 6 hours, you may not participate in combat. If for any reason an Event allows alcohol, this will be stated explicitly.

BREATHERS

Any player who feels that further combat would cause them actual harm in real life may take a Breather. Their character is present, but unconscious. The player may choose to remain with the group or may choose to find shade and rest, or return to a building (to cool down, to get additional liquid, or remove some of their costuming or armor). A player may not invoke this Rule to avoid IC harm.

BUFF DURATIONS

Any buff effects placed on a character expire immediately if the person who placed them isn't present in the current Encounter AND the effect is one that would normally end when the Encounter does.

BYPASS MODIFIER

Effects with the Bypass modifier ignore all forms of protection, whether granted by powers or not. This means you may not use [Defensive Calls](#) against them, they ignore shields, and they cannot be parried by weapons. Damaging attacks with this modifier will use Bypass as the damage type. The word Bypass will appear in front of Status Effect with this modifier.

CHARGING

Charging is the practice of running into other players as a combat tactic. It is frequently used to break lines or shield walls. Charging is not allowed in Kishar. You may run up to another player, but only if you can stop in a controlled manner at Melee range. If you run into another player, or if they must move to prevent you from running into them, you were charging.

COLOR-CODED BANDS

To avoid the need to stop combat to ask certain questions, Kishar uses several different types of color-coded bands. If you see a player wearing one of these bands, you automatically know certain things about the character they are portraying, without having to ask.

Color	Type	Meaning
White	Lineage	The character is treated as being of the lineage written on the band.
Orange	OOO	The player is out of character and should be ignored.
Green	PC	This player is temporarily portraying their PC. This might include RP scenes and meals, as well as when requested by a Narrator .
Pink	Non-com	These characters follow the rules on Non-combatants

COMBAT AROUND HAZARDS OR TOBACCO

There is no combat within 10 feet of [OOO](#) hazards at Kishar. These include open fires and torches, cliff sides, sharp or exposed metal objects, and food preparation areas. If a combat ensues within this radius, a [Hold](#) must be called to move the fight to a safe distance. Cigarettes and lit pipes can be dangerous in a

combat situation. No one who has a lit cigarette or pipe is allowed to participate in combat. If someone wishes to attack them, a [Hold](#) is called, all tobacco is extinguished, and the game proceeds.

NOTE: For fire safety and due to site policy, there is no smoking or vaping indoors.

DEFENSELESS TARGETS AND NONCOMBATANTS

If a character cannot fight back (they are asleep, unconscious, disarmed, etc.) then you may not strike them. Instead, stand within melee range of them and call your damage at 1 second intervals. Striking a defenseless player is dangerous and may result in penalties. Some players may elect to be non-combatants. They may not engage in Melee combat but may use ranged weapons or powers. Non-combatants must wear prominent pink bands or sashes, and are treated as if they were always disarmed. Players using missile weapons should attempt to target other characters first. If this is not possible, they may use the Drop Rule against non-combatants at any reasonable range. Non-combatants may be struck by [Packets](#) and targeted by [Burst](#), [Blast](#), and [Point and Click](#) powers as normal.

DROP RULE

Projectile weapons have a minimum firing range of 10 feet - inside of this range, they cannot be fired. If your target is closer than 10 feet and is wielding a shield or buckler while facing you, you may use this rule: with a drawn and aimed arrow or bolt, drop the arrow or bolt on the ground instead of shooting to call your damage as a Point and Click. This is intended to allow missile combatants to defend themselves from opponents advancing on them, and players should never deliberately advance in order to invoke it.

DYING AS A PC

If your character bleeds out and is not resurrected or covered by [Fair Escape](#), they're dead. Please see the [section on Retiring Characters](#). Give your player packet to an [Organizer](#). Some powers allow dead characters to be resurrected. If you have used [Exhausting](#) powers and are killed, then resurrected, you come back with those powers still used.



ENCOUNTERS AND THREADS

An Encounter is defined as the time between the last time there was combat, and the end of the next combat. If no combat occurs before 30 minutes pass, this also resets the Encounter timer. A Thread is the duration of time between when players leave the main building for plot and return to it.

EXECUTION AND CHALLENGING COMBAT

If your character is at 0 HP, an opponent can kill them by standing near you, menacing you with a weapon or power, and loudly announcing “Executing 1!, Executing 2!, Executing 3!”. At this point you skip any remaining [Bleed Count](#). This will normally only be used in challenging fights, such as [Formidable](#) Threads.

FRIEND’S KEEPER

Live combat is chaotic. It’s hard to watch your surroundings. Often, you have a much better picture of what’s behind an opponent (or to their sides) than they do. Therefore, it’s your job to keep them from entering hazards or tripping over obstacles. If you see someone about to move into an unsafe situation, call a “pocket” [Hold](#) and inform them of the danger, then move away from it. If a person you are fighting is hurt while backing up, you are considered responsible, so keep your eyes open!

HAZARDOUS OR ILLEGAL MANEUVERS

Boffer LARPs differ widely in what is and is not allowed in combat. Kishar does not allow:

- Shield Bashing (striking other players with a shield, even a padded shield)
- Weapon Trapping (pinning a player’s weapon to the ground, their body, or between your weapons)
- Scissor Striking (pinning or striking another player’s weapon with both of yours in a scissor shape)
- Grappling (physically attempting to restrain or pin another player)
- Shield Kicking (physically kicking a player’s shield to knock them down or back)
- Charging (as stated above)
- Striking defenseless players (as stated above)

The [Organizers](#) reserve the right to deem any maneuver they witness Hazardous. Hazardous maneuvers place combatant at an increased risk of being struck in areas like the head, or are generally unsafe, or are “dirty fighting” outside of the intent of the rules. Once an [Organizer](#) informs you that something is Hazardous, stop doing it immediately. You may request a clarification between [Encounters](#).

HOLDS AND TIME FREEZES

If game play must be stopped, a “Hold” is called. When you hear a “Hold”, immediately cease all action. Unless you are asked by a [Narrator](#) to perform some action, or asked to get a [Narrator](#), you should remain in the same place. Look down and avoid talking or taking actions. Do not draw, sheathe, load, or unload any weapon or item during a Hold unless safety requires it. If you must move while in a Hold, place a weapon or other identifier in your current spot, so that you may resume your position when the Hold ends. Holds should only be called for safety reasons, when necessary for powers, or in case of an injury. Players should take care to avoid yelling the word “Hold” for [IC](#) reasons. “Halt” or “Stop” are recommended instead. Players may choose to quietly call “Hold” to pause combat immediately around them to deal with a local hazard, such as an object that could cause tripping or injury. This is a great

example of Friend's Keeper (see above). In this case, the overall combat does not stop. This is called a "pocket" Hold and the player who called it should also call it off as indicated below. To end a hold, call 3 commands in sequence: "Positions!", to tell players to resume their places, "Ready!", to indicate that everyone should be prepared, and "Game On!". At this point, play resumes. An equivalent sequence of calls is "Lay On?", "3... 2... 1...", "Lay On!".

Certain events happen instantaneously. To represent this, a [Narrator](#) may occasionally call a [Time Freeze](#). If this happens while you are a PC, freeze in position immediately, close your eyes and hum, or sing loudly enough that you are not aware of noises around you. The [Narrator](#) will end a [Time Freeze](#) by calling the same commands that end a Hold.

ILLEGAL TARGETS

Melee strikes to the head, groin, or a hand while on a weapon do not count and should be avoided. Likewise, ranged (arrows, thrown weapons, or packets) strikes to the head or groin should be avoided. Illegal strikes never have any harmful effect on their target – if you are hit in the head by a weapon, for example, you do not take damage. The person who got hit in the head or groin has the option to call ["Reflect"](#) on the strike. If you repeatedly strike illegal targets, you will be removed from combat.

KILLING OR SPARING NPCs

NPCs reduced to 0 HP and left that way are assumed to be left to the mercy of fate, rather than killed outright. If a PC wishes to be sure they have killed an adversary, as opposed to merely knocking them out, they may use the [Execute](#) rules. This system is intended to give PCs the option not to kill NPCs, as opposed to creating circumstances where the average PC routinely murders people. Taking actions that obviously should kill someone, such as dropping them off a high building or firing a ballista at them, may still kill NPCs (at the Narrator's discretion).

LEGAL STRIKES

Melee strikes must make at least a 45-degree angle to be legal. This angle is measured between the weapon when it's pulled back and the weapon when it strikes. Quick, small strikes of less than 45-degree angles are "machine gunning" or "drumming" and are not legal. For damage calls with weapons, each swing must be legal, and you must clearly pronounce the entire damage call of the attack, including the full names of all damage types associated with your call, without using abbreviations. Opponents are not obliged to take damage if they cannot understand the call. Note that these requirements still apply to combatants wielding two weapons, or a double weapon. Good strikes slow down at the last moment to reduce impact force. [Packets](#) must travel at least 1 foot to be legal. At distances smaller than 5 feet, packet throws must be underhand. Bows and crossbows may not be fired at targets closer than 10 feet. Within 15 feet, bows should be fired at half-draw, and crossbows should be fired at the legs.

LOOT AND STEALING

An Organizer will divide all rewards found over the course of a Day into roughly equal piles, based on how many player characters are present. Players will then receive a random pile in a small container, at which point those items (or coin) belong to them. Please return the container to a [Quartermaster](#).

NOTE: Players may not steal from PCs without the approval of an Organizer, even if they have powers that allow them to steal from NPCs. PCs can always agree OOC to "steal" from each other.

OUT AREAS AND RETREATING

Your [Narrator](#) may designate one or more "Out" areas in an [Encounter](#), where you have the option of going Out of Character to represent fleeing. You will not be able to re-enter the [Encounter](#) until it has ended, or all your allies have also retreated. To use the Out area, touch it or stand next to it and take no action while loudly counting off 5 seconds. During this time, you are still a valid target. After you've counted off 5 seconds, place your weapon or hand over your head to indicate being Out of Character. At this point you are no longer present in the [Encounter](#). Remember, "Out" areas are there because sometimes even intelligent and well-armed PCs must retreat. Not every [Encounter](#) with an "Out" area will require you to use it. In case your [Narrator](#) does not designate a specific "Out" area for an [Encounter](#), you may use the doors to any building on site as a default "Out" area that is always available (unless your [Narrator](#) says otherwise).

PHYS-REP AND BROKEN PROPS

Except to move them out of harm's way, no player should pick up another player's phys-reps without prior agreement. This does not apply to thrown weapons, [Packets](#), or ranged ammunition. If a weapon breaks during combat, call a [Hold](#) and remove the weapon from game play until it is repaired. The weapon is not considered broken [ICly](#).

PVP AND INTRA-PLAYER CONFLICT

Player character vs player character combat (PvP) is not the intent of Kishar and is intentionally limited. By default, a player character (PC) may not use powers on another PC without their consent. This means that PCs may refuse healing or the removal of [Status Effects](#) by other PCs. A PC who is compelled (such as by [Dominate](#)) to be hostile to other PCs should be treated as an NPC while under such an effect. Players may mutually agree to PvP in the form of a duel. PvP in a duel ends when one PC is unconscious, although both players may request other conditions from an Organizer. Players may petition an [Organizer](#) for PvP to be enabled (they must provide an explanation of why no other solution exists). If granted, all players must be informed. Players who provoke other PCs may be PvP enabled by an Organizer. Any PC who uses offensive powers against a PC who is PvP enabled also becomes PvP enabled as a result. [Fair Escape](#) may be used to avoid character death if it would ever result from PvP.

PvP is automatically enabled for the Encounter on any PC who commits murder (choosing to kill, as opposed to simply reduce to OHP, a character who is a member of a PC lineage). PvP is enabled only for PCs who directly witnessed this action. After that Encounter, an Organizers must be petitioned as normal. The intent of this rule is to allow an immediate response by PCs who object to a murder they've personally witnessed - not to allow creative players to 'engineer' PvP. Organizers may retcon (remove from the story's continuity) any PvP actions taken under this exception if the spirit of the rule was abused. Player characters who wish to show IC displeasure with other player characters are encouraged to do so by spending Influence. This results in bad things happening for the other player character, depending on the amount of Influence spent and the RP behind the actions. Players who have a conflict with another player, as opposed to an conflict between their characters, should come to the [Organizers](#) or a [Mediator](#). Causing conflict with a player's character because you do not like the player is considered harassment. Please see the [Peer's Rule](#).

RANGED COURTESY

Any player who spends at least a minute collecting ranged ammunition, thrown weapons, or [Packets](#) that do not belong to them and who bring these to their owners may increase their Maximum HP by 2 for the next [Encounter](#). This Rule also applies to NPCs.

RHINO HIDING, GARB, AND EQUIPMENT

Hits in Kishar are never too light. All hits should be taken. Refusing to take damage from a legal attack is dubbed “Rhino Hiding” and will be dealt with by the [Organizer](#). A Melee hit is legal if it strikes any part of your character or their equipment (other than an actively wielded shield or weapon). A [Packet](#) hit is legal if it strikes any part of your character or their equipment or weapons ([Packets](#) go through shields). Clothing is counted as part of your equipment, which means that strikes which hit only your clothing are legal strikes and should be taken. Players are advised to consider this when selecting costuming.

SWING TIMER

In Kishar, players are prohibited from making more than one system call per second. This includes any word or words that have a game effect, such as damage calls or [Status Effects](#). This “one per second” rule is called the Swing Timer and is intended to allow your target to process incoming damage and effects. If someone is making calls that are faster than once per second, players should ask them to slow their calls. If this continues, they may legally ignore all but one call per second.

THREE-ON-ONE

In any combat situation, there is a Three-on-One Rule. This means that no more than three people may attack any one person at a time (in melee or ranged combat). Anyone actively using powers against a target counts as a combatant, whether they are doing so by means of weapon strikes or not. If your target is fully engaged, find another target.

VULNERABLE

You may not use [Defensive Calls](#) against an attack you are Vulnerable to. This may not be removed, and being [Immune](#) to the call does not cancel out being Vulnerable.



HIT POINTS (HP) AND DAMAGE

All characters have a measure of how much damage they can sustain before falling unconscious. This is measured in hit points (HP). Damage is measured in the number of HP subtracted by a hit.

TEMPORARY HP

Some powers grant Temporary HP. Temporary HP are not healing – they represent an additional buffer of HP that are used first. Any damage taken is always applied to your Temporary HP (if any) before it is applied to your normal HP. Temporary HP last 1 [Encounter](#) – if you have any remaining at the end of the [Encounter](#), they go away. Temporary HP can take you over your Max HP. If you are at 0 HP, gaining Temporary HP does not cause you to regain consciousness.

UNCONSCIOUS, BLEEDING, DEAD

A character falls unconscious when they are at 0 HP. If you do not receive a [Heal](#) or [Stabilize](#) effect in the next 2 minutes (count to 120) or if you are [Executed](#), your character is dead. If you are dead and receive healing or stabilization, it is ineffectual. Say “No Effect”. When you are healed from being at 0 HP, you receive a [Bypass Weakness](#) 10 second.

NOTE: This Weakness does not apply to self-healing powers like Resurgence in the Resilience Tree.

NO INSTANT DEATH

Most of the time, NPCs portraying monsters are not trying to kill the PCs, only disable them. Similarly, PCs may wish to try to capture an NPC alive, or merely knock opponents out as opposed to murdering them. To prevent characters from being killed instantly by accident, any damage call that reduces you from above 0 HP to below 0 HP reduces you to 0 HP instead. You then begin your bleed count, as noted above. NPCs at 0 may or may not begin to bleed out, as is appropriate to the story. Taking actions that obviously should instantly kill you, such as jumping off a high building or standing in front of a loaded ballista as it fires, may still kill you at the Narrator’s discretion.

NORMAL DAMAGE EXAMPLE

If a character has 10 Max HP and 5 [Temporary HP](#) from a power, they fall unconscious when they receive 15 or more points of damage. If struck by a power that inflicts 4 damage 4 times, the following would happen:

Weapon Strike	HP	Status
0	10 + 5 (Temporary HP)	Max HP
1	10 + 1 (Temporary HP)	Max HP
2	7	Wounded
3	3	Wounded
4	0 (No Instant Death)	Unconscious & bleeding

DAMAGE TYPES

If you attack someone, you must call out your character's damage with the weapon or power you are using. A character using a long blade (base damage 1 Normal) calls their damage as "1 Normal". If the sword is magical and [Adds 1 Converts](#) Fire, they would announce their damage as "2 Fire". This is done because some targets are [Vulnerable](#) to specific types, and others [Minimize](#) them instead.

OMITTING DAMAGE TYPES

You may choose to omit some of your damage types, although all bonuses associated with that type must also be omitted if you do so. If you are using a power that allows you to [Add 1 Convert](#) Fire, and you found that you were attacking an opponent who [Minimizes](#) Fire, you may remove the "Fire" portion of your damage call, (representing turning the power off), but you must also omit the +1 damage.

DAMAGE TYPES SUMMARY

The types listed here are the 'default' ones in the system. Occasionally, certain highly unusual effects may produce other types.

Name	Represents	Special Notes	Frequency
Normal	Physical cutting, crushing, or stabbing.	Normal damage	Common
Fire	Burning	Elemental attack	Uncommon
Water	Magical stabbing	Elemental attack	Uncommon
Earth	Magical crushing	Elemental attack	Uncommon
Air	Magical cutting	Elemental attack	Uncommon
Acid	Melting, corrosion	-	Slightly Rare
Spirit	Damage to the soul	-	Slightly Rare
Bypass	Incredible force or precision	Ignores all defenses	Rare

Adventurers who have traveled to the Plane of Cyrillia have reported being struck by Smoke, Shadow, Natural, or Poison attacks. Something about this other plane leads to a significant difference in attacks that can render elemental defenses ineffective.

NOTE: If you run into a different type of damage than the types listed here, this is significant, and your character can perceive the difference.



ARMOR

Armor is protective gear worn by characters to make themselves more resistant to damage. Common examples include leather, chain mail, scale mail, ring mail, and plate mail. While modern materials can be used for armor, the overall appearance of the armor should be appropriate to the setting.

Helms must leave the face exposed so that speech may be understood, and ideally the ears exposed as well so that the player can hear calls made around them. This is a safety issue.

NOTE: All characters may wear armor. However, it is generally more effective for Guardians.

Guardians apply any purchases of [Armor Training](#), then increase their Armor Tier as follows:

Tier 0 or 1 → +1 Armor Tier
Tier 2+ → +2 Armor Tier

Players wearing anything distinguishable as armor (as opposed to costuming) are wearing Tier 1 armor. If the armor is heavy or significantly constrains their movement, they should consider it Tier 2 armor instead. They then apply any powers that raise the Tier of their armor and consult the chart below. For powers that raise the Tier of armor, no armor at all is Tier 0.

Example: Alex is playing a Gnoll Master of Arms and wearing armor that doesn't constrain their movement. They start at Tier 1 for the armor, then because they are a Gnoll, they gain the [Universal](#) power [Armor Training](#), which raises the Tier of their Armor to Tier 2. Consulting the chart below, they see that they will gain +5 Max HP and 1 [Armor Resist](#) per Encounter. In a later game, if they spent a [Progression](#) on the [Armor Training](#) power, they would now be at Tier 3 Armor, which would grant an additional +3 Max Hp.

If Alex was playing a Shapeshifter, they would first apply any purchases of [Armor Training](#) (1 free from being a Gnoll, 1 purchased with [Progression](#)), and that would put them at Tier 2. Then they would apply the [Guardian](#) Benefit, raising them from Tier 2 to Tier 4. If they also switch to a set of heavy or bulky armor that constrains their movement, they would reach Tier 5. There are no Tiers above 5, so there's no reason for Alex to purchase [Armor Training](#) again.

As a courtesy for people wearing armor, Organizers will try to notify players when there are portions of an Event where their armor could be removed to allow for a rest. This is considered OOC information, and it's generally in the form of "Hey, there won't be any combat on the next thread, feel free to armor down" or "Nothing's going to require your armor in the next hour, so feel free to take it off". This courtesy represents the best information available to the Organizers. In notably hot weather (above 75 F), Narrators may invoke "Summer Armor rules" allowing PCs to remove armor but receive benefits as if they were wearing it.

Tier		1	2	3	4	5
Benefit	S	+3 Max HP	+5 Max HP	+8 Max HP	+10 Max HP	+15 Max HP
	D	-	Gain 1 Armor Resist .	Gain 1 Armor Resist .	Gain 2 Armor Resists .	Gain 2 Armor Resists .

NOTE: The Armor Resists granted by Armor are considered a Difficult power and can be affected by things that care about Difficult powers, such as Grueling Threads.

DUNGEONS

On Saturday evenings we run a special set of threads called “dungeons”, which often have additional plot significance. Dungeons are divided into “Combat”, “RP”, and “Tabletop” groups. Combat dungeons will be focused on providing interesting combat Encounters (usually 4 of them per “side”) and will use the “[double hooking](#)” model. Players are responsible for making sure each group is roughly even in composition and includes a healer. If you choose to NPC a combat dungeon, your PC (if any) is assumed to be present but off-screen. Perhaps you were in the back or down a side passage! On average, the total dungeon time for all groups will be 2-3 hours. Because of the additional physical effort involved in Combat dungeons, we offer a small bonus to anyone who PCs or NPCs one – the next Day, their character receives +5 [Max HP](#). For players who have mobility or ability restrictions that make prolonged combat experiences less fun, we offer “RP dungeons” and “Tabletop dungeons”, as detailed below.



RP DUNGEONS AND DREAD

“RP dungeons” are designed for players who prefer a story-based experience. They are just as crucial to the plot as the combat ones! While the implementation varies, RP Dungeons often use a version of the [Dread system](#) as their core mechanic. As such, some powers or items in Kishar may reference “pulls” in the context of RP dungeons. These refer to pulling wooden blocks from a Jenga tower. Due to the core mechanics of Dread, RP Dungeon players may still need to make use of [Fair Escape](#), so it’s important to be able to do this! RP dungeons still make use of your Kishar character sheet! Having Exhausting powers to use in them is quite valuable. RP dungeons can also use board games, card games, or party games. Information about the origins of the Dread system and its creators, can be found here: <https://unpossiblejourneys.com/find-games-to-play/dread/>

The [Narrator](#) will begin with a stacked Jenga tower. Any time a player wants to take an action that could reasonably fail, they are given a difficulty. This is the number of blocks that must be pulled, with 1 – 6 common. Pulls are not required for trivial actions, and no number of pulls will allow impossible actions. Players may use only two fingers (a thumb is considered a finger) on one hand, although they may change hands or fingers if they are not in contact with the tower. All blocks below the third complete row of the tower (from the top) are ‘live’ and are valid to pull from. After removing a block, a player must place it on top of the tower to complete the pull. If multiple pulls are required, a player may choose to stop at any time, even if they have already pulled some blocks successfully. Players may touch the tower without being committed to making a pull. However, “shaping” (moving the tower around to make it more stable, without actively attempting to pull from it) is not allowed. If the player causes the tower to fall (usually called ‘dropping the tower’), they receive a consequence. At least two blocks must fall from the tower to the table for it to be considered dropped. Dropping a single block just means the next pull will be easy. If the tower falls due to the table being kicked or something similar, the last player who touched it is considered to have dropped it. Deciding not to pull blocks will never remove you from the game, but it might have other effects that are unpleasant. Dropping the tower will always have worse consequences, although what these are can vary. Common consequences include losing money, item(s), or resources, receiving an injury for the rest of the Event, becoming Cursed or Diseased, or having to use Fair Escape to avoid character death.

Kishar diverges from the normal Dread rules in several ways. After a tower drop, the Narrator will reset the tower. Subsequent actions will require 1 additional pull to represent increased difficulty. If the tower is dropped again, the Narrator may raise further. The difficulty of an action (the number of pulls) can be affected by character sheets and abilities. Players may expend an Exhausting power (the entire power, not a [sub-power](#)) or a significant [Consumable](#) to [Reduce](#) 1. Some items or powers may [Reduce](#) more. Kishar does not use Dread’s “pyrrhic victory” rule in which players may sacrifice themselves to succeed by intentionally dropping the tower. The Narrator may also offer a player a special challenge, like having to pull a block of a specific color at random for a discount. In cases where the Narrator feels it appropriate, they may also make pulls from the tower to heighten tension. If they drop the tower, the players receive a benefit, such as a small reward or “free” pulls. It’s very important for the overall experience that players participating in an RP dungeon remain IC as much as possible. Doing so enables roleplay and conversation between characters that may bring up important details that will otherwise not be noticed. As such, if a player is being excessively OOC during an RP dungeon, the Narrator may ask them to make a penalty pull. Such pulls may not be reduced in any way. This penalty may be repeated as needed, but if it continues to be a problem, the Narrator also has the right to ask that player to leave so that the other players may roleplay.

NOTE: Players with physical difficulty performing Jenga pulls may nominate a Champion to make any pulls on their behalf. For those pulls only, the Champion is treated as if they were the other player.



TABLETOP DUNGEONS AND CONVERSION RULES

Kishar also offers “Tabletop dungeons”. The tabletop system uses these rules to convert a LARP into a tabletop RPG. Anything not specified here, such as HP totals, uses the normal rules for Kishar.

Rounds (Initiative and Actions)

Initiative: Use 1 token or card per PC and shuffle these each Round. Assign each NPC to a PC using the first-round’s Initiative (first NPC to first PC). Each PC will act first, then all NPCs assigned to them act.

Actions: A Round is 5 seconds. Each Round, characters get 1 of each of the following types of action. Anything that says “Whenever X you may Y” is treated as part of the same Action as X.

- **Major** actions include damage, healing, offensive status Effect calls, or significant object interaction like searching an area, dragging something, or picking a lock (1 Major action per Security level). If you have powers that use Spell Pool, your entire Spell Pool may be emptied as a Major action. If an Exhausting power grants you multiple uses of a call, you may use them all as a Major action. If it drops a Cast Time to 1 second, you use that power twice per Major action instead. You may also spend your Major action as a Move action, Minor action, or Reaction.
- **Move** actions allow you to move up to 6 squares. You may move before or after other actions, but you may not take other actions while moving. You may move and attack through allies but may not end your movement on them. You may not move (but may attack) through enemies. It costs 2 squares of movement to enter a **Difficult Terrain** square. **Impassible Terrain** requires flying or other alternate movement to cross. You may spend your Move action as Minor action or Reaction.
- **Minor** actions are any active powers not covered above (such as Knockbacks and Pulls), lesser object interactions (such as changing weapons), or advancing a cast count. A separate minor Action is required for every 5 seconds of Cast Time, rounded up. If you begin a cast count, but don’t continue or complete it the next round, the power fails. You may spend your Minor action as a Reaction.
- **Reactions** are usually [Defensive Calls](#) but also include any power that activates in response to someone else’s actions (even if that call would normally be a Major action, like an attack or healing power). If multiple defensive calls are available, you still can only use one per Reaction.
- **Free** actions cover Wait times (which decrease automatically by 5 seconds every Round) or activating an Instant power that doesn’t create a game call (like gaining a Dodge, an Armor Resist, or Temp HP). You may always call Immune when applicable as a Free action. Narrators may also specify other actions can be taken for free. A figure adjacent to an enemy that moves out of base with that enemy allows them to make one attack using a Reliable power (including weapons) as a Free action.



Defense (Base, Bonuses, and Penalties)

Defense: Defense represents the difficulty to hit you with attacks that could miss. An attack roll that equals or exceeds your Defense hits you. Defense starts with a base of 10. Add 1 per Armor Tier you wear, add 1 if you are using a Buckler, and 2 if you are using a Kite Shield. If you are using a Force Buckler, you get the normal +1 to Defense and your base Defense becomes 13 (for packet attacks only). Mind blades grant base Defense 12 against packets. Since your base Defense isn't considered a bonus, this still helps against any non-[Bypass](#) packet attacks. You may spend a Major and a Move action to take a **Full Defense** (+6 Defense until your next turn) and move up to 1 square.

Penalties: Each enemy engaged with you after the first imposes a cumulative -2 penalty to Defense. An enemy is engaged with you if they are in base contact with you. Status Effects and packet calls ignore bonuses to Defense (you still apply penalties). Against [Bypass](#) calls, your Defense becomes 10 (ignoring all bonuses but still applying penalties) and [Defensive Calls](#) cannot be used. These attacks are much harder to avoid!

Attacks (Rolls, Bonuses, and Ranges)

Attack: To attack, roll 3d6 + your bonus (see below) vs your target's Defense. For every point over their Defense, add 1 damage to your attack. Remember, **Status Effects** ignore bonuses to Defense! Line of sight is required for attacks, so you may not attack through **Blocking Terrain**.

- PCs apply a bonus of 1/3 their Progression (Max +5) to attacks. Additionally, they add 3 damage with a Quality Weapon or Belt of Imbued Power on appropriate attacks (and Add 3 to appropriate Heals). PCs using two weapons at once get +1 to their attack rolls with those weapons.
- NPCs make attack rolls with 4d6 (use the best 3). Additional bonus damage is based on the difficulty level of the NPC, at the Narrator's discretion. Example: +0 (easy), +3 (moderate), +5 (hard), +7 (dire).

Type of Power	Range / Radius of Effect	Special Rules for Tabletop
Touch or 1-handed weapon	1 square	For Blast powers, designate a target square, then roll the displacement dice (a d8 for cardinal directions and a d3). The origin moves (d3 – 1) spaces in that d8's direction from your target.
MP&C * or 2-handed weapon	2 squares	
Burst *	2 square radius from user	
Blast * (see Special Rules)	Burst from point of origin	
Packet	5 squares	Ranged weapon attacks take a -2 penalty to your Attack Roll per enemy between you and your target.
Ranged Weapon (see Special Rules)	10 squares	
P&C * or All * (see Special Rules)	10 squares	P&C / All powers automatically hit within the correct distance.

* - For these attacks, apply the normal Attack Bonus as extra damage or extra healing instead.

Other System Conversions

Encounters start when a combat breaks out or the Scene changes, whichever happens first. The duration of an effect is $((\text{normal duration in seconds}) / 5) - 1$ Rounds. If this drops to 0 Rounds, the target loses their next Major action instead of the normal effect. Durations may never be longer than 6 Rounds. If an effect would last longer than that, any “excess” Rounds may be applied as [Bypass](#) Damage (to a maximum of 10 Bypass). Instead of 24 rounds, the **Bleed Timer** is also 6 Rounds.

System Call	Special Rules for Tabletop
Frozen Foot	You may not leave your current square. Additionally, you take a -2 penalty to Defense.
Knockback	Move 5 squares back, or as much as you can. Lose your next Major action. For every square you cannot move back, take 2 Bypass .
Out of Game, Invisible	There is no line of sight to you, and anyone can move through you. If you would ‘reappear’ in an occupied square, move to the closest unoccupied square of your choice. OOG durations measured in steps convert to squares.
Pull	You must move towards them for your full Move on your next turn.
Sleep	Lose all Actions. Your base Defense is 5 (do not add bonuses or penalties). A player may take 2 continuous Major & Minor actions to wake you (they still get Move, Reaction, and Free actions). You wake up if you take 10+ damage.
Slow	Your Move actions grant only 3 squares of movement. Cast times and Wait times double. You only get a Major action every other Round.
Taunt	As written but move towards them for 2 Rounds if you have no attacks.

Other Checks: To perform a non-combat action in a way that has a failure chance, roll 3d6 and add 1/5 of your Progression as a bonus (Max +3). Add an additional +2 for each **type** of applicable power you have, such as: Knowledge, Craft, Artisan, Common Linguist, Rare Linguist, Rank, Tracker, Rumors. PCs with Curious can spend one Clue Token to add +3 bonus if the Narrator feels this is applicable. Suggested difficulties for non-combat rolls:

- Routine – 7
- Difficult – 16
- Formidable – 25
- Easy – 10
- Hard – 19
- Legendary – 28
- Average – 13
- Imposing – 22



MODIFIERS TO PLAY

Three types of special circumstances require modifiers – monsters that are unusual in some manner, encounters that are unusual in some manner, and threads that are unusual in some manner. These modifiers are discussed below. All of these modifiers can be invoked by [Narrators](#) or [Proxies](#).

ENCOUNTER MODIFIERS

Ambush	An ambush occurs when characters are lying in wait and may be mundane or magical in nature. This modifier allows us to play these Encounters out with IC danger but no OOC danger. When an Ambush is announced, call a Hold and allow the ambushers 15 seconds of movement before the combat starts. Additionally, ambushers not previously present in the combat may enter it, to represent enemies truly hidden from view.
Confusion	Confusion occurs in unusual combats, such as a fight taking place in a sandstorm or against an enemy with advanced powers of illusion. Call a Hold. On a count of three, PCs must hold up Rock, Paper, or Scissors. Choose one group to suffer a Status Effect , such as Weakness or Clumsy (in the sandstorm, representing inability to use powers effectively) or Dominate (against an enemy with mind-control powers). This Status Effect lasts the entire Encounter and may not be removed.
Flanked	PCs are flanked when enemies are attacking them from both sides. Extend both arms, creating a line. Combatants on either side of this line may not cross it until their portion of the combat is over. PCs on one side must defeat all NPCs on that side before crossing the line to rejoin their comrades. Point and Click powers may be used across the line.
Hazardous	A hazardous Encounter takes place in an environment that's dangerous, such as a burning building (Fire damage), or in hurricane-force winds (Air damage), churning rapids (Water damage), or during a severe hailstorm (Normal damage). To represent this effect, periodically announce damage to be taken by all PCs. A fight in a working forge might inflict 1 Fire every 10 seconds, whereas combat on cooling lava would inflict 5 Fire every 5 seconds. Damage inflicted by this modifier can be Resisted or Minimized as normal.
Stealth	In a stealth Encounter , PCs should expect that staying undetected is important. Provide markers for 'patches of shadow'. While in a patch of shadow, PCs cannot be seen or heard. NPCs, usually representing guards, will patrol the area. Should a PC be caught moving between patches of shadow, the NPCs can engage them in combat. NPCs are likely to be able to respawn or raise the alarm if combat persists. Narrators should separate large groups and use these mechanics for only a portion of the characters.
Turbulent	In a Turbulent Encounter , PCs find themselves swimming in especially treacherous waters. If the Proxy or an NPC calls "Turbulent!", PCs must close their eyes, slowly spin in at least a full circle, then open their eyes and move 15 feet (7 large steps) in the direction they are facing. Characters with the Swimmer power, the Sailor Background, or who are otherwise Immune to the Water Encounter Modifier may call " Immune " to this effect.
Water	In a water Encounter , PCs must contend with swimming in addition to performing other actions. By default, they must walk and cannot run. Additionally, they may move OR fight, but not both at once. Specific areas such as boats that are out of the water are not affected by this. This modifier may not be canceled for all players, but some players may have powers that allow them to ignore it. Sailors may ignore "shallow water" but not "deep water" – this distinction is left to the Narrator .

MONSTER MODIFIERS

Aura	NPCs with Auras have an always-on effect that applies to any PC who engages them (uses any system call against them). This effect lasts for a full minute after the PC stops engaging them. Narrators / Proxies should explain any Auras present at the start of an Encounter.
Camouflaged	These NPCs start the Encounter OOG, selecting their target. Once they are ready, they call a Hold and enter the Encounter, often applying some initial effect to their target. Once present, they walk (but not fight) slowly.
Challenge	NPCs with stronger statistics may be described as Challenge NPCs. This can indicate that they are larger, older, better equipped, or affected by an outside power of some kind. Suggested increases in abilities will be provided to Narrators. These monsters are used to provide combat challenge, but do not usually increase rewards.
Mounted	A group of NPCs may represent one type of creature riding on another, such as a human on a horse or a gnoll on a giant scorpion. In this case, announce the Mounted modifier. A mounted NPC (the rider) cannot be engaged by Melee weapons until their mount is defeated or disabled in some way. Depending on the type of rider and their weapons, mounted NPCs may be able to engage in melee weapon combat even while mounted.
Multi Monster	Occasionally, a single large monster may be portrayed by several NPCs. In this case, announce the Multi Monster modifier. PCs must walk and cannot run. This is not the Slow effect and cannot be Resisted . This represents the fact that ICly, the monster can move as easily as the players, even though OOCly, multi-person monsters move and fight more awkwardly. This ends once all multi-monsters have been defeated.
Relentless	Monsters might be Relentless. Relentless monsters may choose to take 10 Bypass damage to Resist the effects of any Status Effect or power. When possible, the monster player will say 'Relentless' to indicate their use of this rule.
Swarm	Occasionally, many small monsters moving together may be portrayed by a single NPC. In this case, announce the Swarm modifier. Swarms respond differently to damage since it's hard to target individuals within them. Notably, they Minimize any damage that comes from non-Blast/ non-Burst sources. Bypass damage, while still effective on them, may not be as effective as it would be against a normal target, and may result in their respawning with weaker stats.



THREAD MODIFIERS

Diplomatic	The primary focus of any thread or Encounter described as ‘diplomatic’ will be non-combat role-play. This is not to say that combat isn’t possible, or that PCs are unable to use combat powers. However, players should begin with other options. Diplomatic threads may involve gaining information through interrogations, attending a dinner or banquet and making conversation, or appealing to the spirits for insight. Players are encouraged to talk, bribe, or intimidate their way to success.
Inquisitive	Any thread or Encounter described as being for the ‘inquisitive’ will have a strong focus on puzzles or physical props. Past examples of this have included riddles, math and logic puzzles, object assembly, and dexterity challenges.
Formidable	Some adversaries or combats pose a serious threat to PCs and should not be engaged lightly. These are often optional Encounters that PCs may pursue if they wish. Formidable monsters may take deliberate actions to kill PCs, such as using the Execute mechanic, and these Encounters may include harsh or challenging conditions. Formidable monsters may have access to unique abilities designed to greatly increase their challenge level. For any optional Formidable Encounter, PCs will be given the opportunity to vote on whether to proceed, with a majority being required to proceed. Formidable encounters do not generally increase rewards.
Grueling	On these threads, an element of exhaustion, time-sensitivity, or other similar condition prevents PCs from automatically Refreshing their Difficult Powers (including those granted by items or armor) as normal. Once used, they are used for the thread. Narrators have the option of offering “Potions of Wakefulness” that allow PCs to choose a single Difficult power to Refresh as normal. A typical cost for these is 10 – 20 lunari.
Learning	A thread or Encounter designated as a ‘learning opportunity’ or something similar will be designed for lower-power characters. While certain characters may be very combat-focused, but lower-level, and other characters may be very non-combat-focused, but higher-level, a general guideline is that Learning missions are intended for characters who are still in their first Season. Combat will be designed with this power level in mind.
Long	A Long thread will contain more than 4 combat Encounters and serves as a warning that players should expect to be away from the main building for longer than normal.
Multiple Fronts	A Multiple Fronts thread will involve the players dividing up into separate groups, usually to defend a particular point. While there are often ways to move between these groups, these may be limited or slow. Players are advised to bring multiple Healers.
Short	A Short thread will contain fewer than 3 combat Encounters and serves as a warning that a particular thread will be less time-consuming than normal.

CALL SUMMARIES



In the table below, “X” represents a variable number and “Y” means there is additional information.

NOTE: Non-damaging calls that hit you, your weapons or shield, or any part of your costume are effective, regardless of how they are delivered.

Call	Effect
Add(s) X Y	Increase damage or healing by X, as specified by the power. Y restricts this bonus to certain powers or weapons or specifies a duration such as a number of Melee strikes, an amount of time, or your next attack.
All Allies Y	This power, which does Y, affects all allies (including you) in earshot.
All Enemies Y	This power, which does Y, affects all enemies in earshot.
Armor	An Armor Resist means that your target was protected by armor and reduces your damage by 10 (to a minimum of 0). Armor Resists cannot be used against non-damaging effects and cannot be ‘stacked’ to reduce damage by more than 10.
Blast Y	All enemies within Melee range of the impact of this attack (6 feet) are affected by Y.
Burst Y	If you are within Melee range of the person (6 feet), you are affected by Y.
Cleanse	You remove all Status Effects from your target, if removable.
Convert Y	Your damage type changes to type Y with certain attacks.
Curse	Curse effects will be described to you separately. This is permanent until cured.
Disease	Disease effects will be described to you separately. This is permanent until cured.
Dodge	A Dodge negates a weapon attack or packet strike but cannot be used on Point-and-click, Blast, or Burst effects.
Feat of Strength	You may call Knockback as a MP&C, Resist a Knockback or Pull (Call “Feat of Strength, Resist!”), or pick up a person by yourself. Feats of Strength may be spent to break barriers: A normal door (1), a heavy wooden door (2), a stone door or normal wall (3), a metal door or reinforced wall (4), a reinforced portcullis (5), or a solid stone wall (6). Requirements above 6 are at the Narrator’s discretion. Feats of Strength used to break barriers are lost for the Day, even if they would normally return before then.

Call	Effect
Heal X	You recover X HP, not to exceed your Max HP. X may also be “to Half”, in which case you are immediately restored to ½ your Max HP, or “to Full”, in which case you are immediately restored to your Max HP, etc.
Hold	The game is in a Hold . Unless the Hold is called for narration or to give specific instructions, look down, do nothing, and wait for the Hold to end.
Immune	Your target is completely unaffected by the call you just made.
Intercept	If someone within 6 feet of you is struck by any single target attack, this call allows you to take the attack instead (as Bypass if it wasn't already). Intercepted Execute calls are taken as 50 Bypass instead.
Knockback	You are pushed away from the other person in the direction they point. Turn around and quickly move 15 feet (7 large steps) away. While moving, you are not a valid target for attacks. You may not abuse this to deliberately become invulnerable to damage. If for some reason you cannot move the full 7 steps, for example, due to safety, you move as far as you can and are then Stunned for 10 seconds.
Minimize X or Y / Minimal	You only take 1 damage from calls that include Type X or reduce the duration of Y Status Effect to 5 seconds. Call “Minimal” against that damage type or Status Effect.
Phase	Your target has become briefly insubstantial, negating one call made against them. This may be used against any non- Bypass call.
Pull	You are pulled toward a person or point on the ground. You must turn to face your target and quickly move 15 feet (7 large steps) towards them. Be careful not to run into them - you should stop once you have entered melee range with your target.
Reduce X	Reduce the number of pulls in a Dread RP Dungeon or thread by X, to a minimum of 1.
Reflect	Your target has redirected a single attack back against you. You are automatically hit by that attack, and your original target is not affected. You may not Reflect a call that has already been Reflected, but you may use other Defensive Calls.
Refresh	Regain the use of a power (or sub-power if there are multiples). This might be applied to Thread or Exhausting powers (the effect will specify what it Refreshes). You cannot Refresh a power that could Refresh other powers or an E! power.
Reroll X	Re-roll up to X dice, taking the second result. Multiple powers that re-roll dice may be used sequentially.
Resist	Your target, while struck by your attack, has shrugged it off without effect. Armor grants limited Resists that only work against damage, for which the call is Armor . Some powers grant Resists that work against Status Effects.
Sanctuary	Your target takes no damage from all damage types except Bypass , and will also not be affected by most non- Bypass Status Effects.
Stabilize	If you are Bleeding (at 0 HP or below), stop your Bleed Count.
Time Freeze	The game is paused. If you are a PC, stay where you are, close your eyes, and hum, sing, or otherwise make noise.

DEFENSIVE CALLS

Some powers or effects in the system prevent the use of defensive calls. These include Armor, Dodge, Immune, Minimize, Phase, Reflect, Resist, and any similar effect used in reaction to receiving a call.

STATUS EFFECTS

In the table below, “X” is the duration of the effect in seconds (the duration may be “[Encounter](#)”). If you cannot remember a Status Effect, treat it as a [Sleep](#) call with the same duration. Status Effects that hit your weapons, shield, or any part of your props or costume affect you. You cannot be under multiple Status Effects at once. If you are under a Status Effect and you receive a new Status Effect call, the first Status Effect ends. You may not use a Status Effect on an ally in order to remove one.

NOTE: Dominate and Out of Game persist in addition to other conditions, in which case all durations run concurrently.

Effect	Rules
Clumsy X	For X seconds, you may only activate or benefit from Consumable, Sure, and Reliable powers.
Disarm X	Choose a held item and put it behind your back for X seconds. If you cannot put the item behind your back, you may not use it while it is disarmed. If this effect strikes a specific item, such as a shield or weapon, that one is disarmed. If this effect targeted you directly, choose one item you’re holding.
Dominate X	For X seconds, you perform physical actions as directed by the caster of this effect. This power cannot be used to force you to consent to anything requiring consent, use Exhausting powers, speak truthfully, or divulge information. If you are currently in combat, you will default to attacking the enemies of the caster.
Fear X	For X seconds, you are gripped by an irrational fear that makes combat terrifying. Treat all damage as Bypass . When making a Fear call, you should add “All damage is Bypass” to your call to make this effect clear to your target.
Frozen Foot X	Choose one of your feet and plant it. You may not lift it from the ground or drag it, but you may pivot on it. This effect lasts X seconds.
Out of Game X	You have been removed from play for X seconds. Place your weapon or hand over your head. You may not be the target of anything or take any actions, including moving. Powers may allow you to inflict this to yourself, in which case you may move.
Sleep X	For X seconds, you fall asleep. Stand still, look down, and wobble drowsily until you receive at least 10 damage or another character spends 10 seconds ‘waking’ you while taking no other actions. (Please get consent to touch people and do not shake them.) While asleep, you may still call Immune. If you drop to 0 HP, any powers that would normally activate at that time still activate. Otherwise, you do not make calls.
Slow X	For X seconds, you must: • Walk at half speed (you may not run) • Double all Cast Times and Wait Times • Wait an additional second before making game calls (double Swing Timer)
Stun X	For X seconds, you are Frozen-Footed and can only activate Self powers.
Taunt Z	Your next Z attacks must be directed against the person making this call. You should try to move forward to engage them, but you don’t need to enter melee if your attacks are ranged. This effect ends when you have made the number of attacks, if you are unable to reach them to attack them, or if they actively attempt to run away from you. If you have no attacks, move towards them for 10 seconds.
Weakness X	For X seconds, your damage calls and Heals are reduced to 1.

RITUALS

Rituals are ceremonies that require more than one person to perform, and which often grow stronger with more participants. Unless otherwise specified, Ritual participants must all be on the Path of the Ritual being performed. Characters may only lead one Ritual per Day but may participate in any Ritual they qualify to. Leaders also count as participants. Rituals have a [Cast Time of RP](#). Without specific Organizer approval, Rituals are capped at 10 participants.

BONUS PARTICIPANTS

Powers and items that provide bonus participants do not allow you to perform a Ritual by yourself. Ritual requirements, such participant Paths or material components, must be met for the Ritual to be performed. Once all requirements are met, bonus participants increase the potency of the Ritual as if there were additional people participating.

STAR RITUALS

Rituals marked with a star (*) can be led up to five times per Day. You may still only lead the chosen Ritual that Day. This is intended to compensate for these Rituals being less potent.

N IN RITUALS

In Rituals, the use of “N” refers to “the number of participants”. If the Ritual refers to “Area N”, this means the area increases by number of participants. Generally we use: 2 – the current building and its neighbors, 3 – the local neighborhood, 4 – the District, 5 – the Tier or Quarter, 6 – the City and its immediate surroundings, 7 – the Region or Province, 8 – the Country, 9 – the Continent, 10 – the Plane. Rituals performed outside of a major city should use equivalent area. Any Ritual that detects or indicates something gives cardinal direction and approximate distance (close, far, etc.). Any Ritual that grants questions grants N of them by default, but Ritual leader has final say on which questions are asked.



SCRIPTURES OF STEEL (PATH OF STEEL)

Name	Effect
Catapult	Participants assemble a portable siege weapon. If performed out of Combat, the Ritual lasts for the entire Thread or until ended early. If cast in Combat, there is a Cast Time of 20 seconds. During this time, all participants must remain within melee range of the Ritual leader. Once active, the Ritual leader is Bypass Slow and they gain N uses of the sub-power “Catapult Strike – E: Cast 5, Packet, Blast 20 Bypass”. Once these are expanded, the Ritual ends and the Ritual leader is no longer Slow. They may end the Ritual early at any time but lose any remaining uses if they do so.
Guards	Each participant pays a medium gem (if N is 5 or less) or a large gem (if N is 6 or higher). Once this Day, each participant may call “Guards!” to receive one of the following benefits: • Burst Heal (2 * N). • Add 5 to their next N weapon strikes, Self. • Gain (N / 2) Armor Resists, Self. • Gain (3 * N) Temporary HP, Self.
No One Left Behind	Participants in this Ritual pledge to guard and protect others. For this Day, participants gain “Savior – E: Spend a ½ Influence or expend all sub-powers of an Exhausting power on your character sheet (if you can’t spend Influence). Invoke Fair Escape for another character.”. Additionally, all participants gain one use of Intercept for the Day.
Rallying Speech	The player leading this Ritual must exhort their companions to recover from whatever circumstances are hampering them or to rise to the occasion of an upcoming conflict. All participants gain the use of “Morale – D: Gain an Armor Resist” for the next N Encounters. Participant with fewer Progression than the Ritual leader also gains “Mentor – D: Gain +5 Temporary HP” for the same duration.
Scout’s Eyes	This ritual provides the Ritual Leader with the Tracker (Upgrade) power in Universal for the duration of the Thread. All participants receive information about the general area(s) where the Thread will take place, as well as a general description of all likely NPC types they will find there. If available, the Narrator will provide additional information for each Encounter as if the Ritual Leader had spent a Clue. Finally, the Ritual Leader receives one use of the Advanced Tactics power in Command, for the duration of the Thread. Participants other than the Ritual Leader receive 1 Dodge for the Thread.
Sergeant’s Oath	The Ritual leader agrees to act as an officer for this Day. The Ritual targets all participants with fewer Progression than the Ritual leader who agree to follow their orders. Targets receive “Watch Your Back – S: You are treated as wearing at least Tier 2 Armor”. For the duration of this Ritual, the Ritual leader gains: “Steady Now – D: Point and Click Heal 10 on a target of this Ritual” and “Shake if Off – T!: Once per Thread, MPC Cleanse on a target of this Ritual”. Any target who disobeys a direct order automatically ends the Ritual for themselves.

High Magic Rituals (Path of Magic)

Name	Effect
Argentum	This Ritual enhances N weapons and/or sets of armor for 1 Day. For every two participants, the Ritual consumes an Essence of Magic. Each weapon enhanced grants its wielder “ Argentum Edge – S: Add 1 with this weapon ”, and each set of armor enhanced grants its wearer a level of Armor Training or its Upgrade.
Brainstorm	The Ritual leader specifies a need, and the participants seek a useful object within Area N . If the need is “a way to open this door” the result could be a scroll of Knock, a crowbar, the door’s key, a properly filed petition to demolish the building, or even a bribe for the door’s guard. The use of some of these objects may not be immediately obvious. However, it is also possible that no object in the area will do, especially for long-term plots. In this case, Narrators should instead provide a hint on how to solve the problem. In the case of unreasonable requests (like “a way to kill a god” or “a bag of endless gold”) or attempts to seek valuable objects not truly needed for a specific problem, the Ritual fails, and the participants may also receive arcane backlash.
Elemental Servitors	Participants conjure minor elementals to assist them or perform tasks for them. Each participant receives the Elemental Focus power for one Thread this Day: - Air - Gain 2 Dodges each Encounter. - Earth - Gain Immune to Status Effects, except for Clumsy and Slow. - Fire - Add 1 to Fire Damage. - Water - Gain 4 uses of Touch Heal 5 each Encounter. (Once activated, the selected element persists for the rest of the Thread)
Knock	This Ritual exerts magical force against a single target. The Ritual leader gains 1 use of “ Telekinesis – E: Use N Feats of Strength to lift an object, collapse a wall, break a door, or something similar. ” (Normal difficulties to affect various barriers can be found in the explanation of Feats of Strength). Narrators may disallow this Ritual in situations where it would be harmful to the story – in these cases, the players discover that the local ley lines are unsuitable for this Ritual, and any resources spent on the Ritual are returned.
Open	Reduces the Security rating of N objects within one 30’x30’ area by N . It also disarms any traps connected to these objects. Puzzle (plot) locks and Puzzle traps are not affected.
Soul Binding	This Ritual is used to anchor the soul more firmly to the body. The first time this Day that participants would bleed out or be Executed , they Stabilize instead. Particularly extreme means of death (such as falling into lava or having your soul destroyed) are not prevented by this Ritual, at the Narrator’s discretion. Additionally, all participants gain +3 Max HP for the Day.

RITUALS OF THE GODS (PATH OF FAITH)

Name	Effect
Abjure Curse	For minor curses, removes all of these from N targets. For major curses, it instead suppresses the effects of a single major curse on N targets for one Event. In addition, it will provide insight from the gods on how to remove the curse permanently.
Augury	This Ritual consumes N small gems (or objects of equivalent value). All participants express a specific issue where they need divine guidance. Once this is done, the deity (or deities) closest to the participants collectively provide a vision, heavy with symbolism, addressing these issues. Widely disparate issues may muddy the vision. If multiple participants follow the same deity, that deity's perspective will be more central to the vision. Once a PC has performed an Augury, similar Auguries may not be performed until 5 Events have passed. Auguries that touch directly on the deities themselves may fail.
Ceremony	This Ritual covers any ceremony appropriate to the caster's chosen deity. The Ritual leader may include as participants a number of people not on Path of Faith up to their Rank in the Temple. If a participant objects to the purpose of the ceremony or the chosen Deity disapproves of it, the ceremony fails (without revealing why). Otherwise, participants gain +3 Max HP for the Day. Once per Season, under appropriate circumstances and with Organizer approval, the Ritual leader may instead perform a Major Ceremony, increasing the benefit to +5 Max HP for the Event. NOTE: Multiple ceremonies do not stack.
Commune with the Fallen	This Ritual consumes N medium gems (or objects of equivalent total value). Performing this Ritual establishes a temporary connection to the Wheel of Fate, where souls go after the body's final death to rest between reincarnations. Many people believe that even souls reborn into the world leave echoes of their past lives in the Wheel. Each participant gains N Focus this Day, which may exceed their Focus cap.
Purify *	This Ritual removes all poisons, tarnish, and rot from everything in Area N . It renders spoiled food and drink in the area edible. It renders corrupt or Cursed objects safe to touch for (2 * N) hours. Narrators may allow other uses that make objects safe to use or handle temporarily.
Resurrection	This Ritual revives someone who has died, but it must be performed within (N * 15) minutes of their death. If a largely intact body remains, this serves as the Ritual's component. If the body has been destroyed or greatly damaged, it requires 50 lunari worth of components to re-create the missing body.

* - Once performed, this specific Ritual may be performed four more times this Day.

NATURAL RITUALS (PATH OF NATURE)

Name	Effect
Barkskin	Participants' skin becomes covered by a thick layer of bark, and their bones are reinforced with nutrient-rich plant fibers. For the next N Encounters , they gain "Bark Armor – D: Gain 1 Armor Resist " and "Heartwood – S: +5 Max HP".
Cure Disease	Removes all disease from N targets.
Manipulate Weather	This Ritual creates the conditions for a sudden burst of micro-weather. Until the end of the Day, the Ritual leader gains their choice of: (N / 2) uses of "Thunderclap – E: Point and Click Stun 20 seconds (once per target)" or 1 use of "Wings of the Butterfly – E: The weather in Area (N / 2) becomes your choice of clear and calm, or stormy and volatile."
Might of Trees	Participants become noticeably more muscular, and their skin takes on patterns that resemble growth rings from trees. For the next (N / 2) Encounters, participants gain: "Towering Strength – D: Gain 2 Feats of Strength " and "Strong Roots – D: Resist a Push or Pull".
Natural Attunement *	This Ritual is cast with a bonus participant. A nature spirit appears (often a bird), and participants see through its eyes as it soars over Area N . Participants can observe natural features (caves, plateaus, rivers, forests, etc), herds of animals, and anything else easily visible from above. This Ritual also reveals the presence of significant unnatural forces, such as groups of undead, polluted areas, deforestation, and settlements of more than a few people.
Summon Herd	Participants summon a herd of animals (magical or mundane) found in Area N . If there are no animals in the area, the Ritual fails. Otherwise, the Ritual leader gains one use of "Stampede – E: All Enemies (N * 2) Normal" this Day.

* - Once performed, this specific Ritual may be performed four more times this Day.



MINDSCAPE RITUALS (PATH OF MIND)

Name	Effect
Foresee	This Ritual grants glimpses of the far future, allowing N questions. Each question will be answered with “Certain, Likely, Uncertain, Unlikely, or Impossible” based on the Narrator’s current knowledge.
Mental Link	This Ritual only works on people, and it fails if the target doesn’t exist, is dead, or is not on the same Plane. Otherwise, the Ritual leader gains: “Magnetic Pull – R: You point in the direction of your target” for N hours. If the Ritual leader also has a piece of the target’s body (such as blood or a hair), they gain additional information when using Magnetic Pull, based on N: • N = 2 - 5: The target’s level of injury. • N = 6 - 9: As above, and the target’s general emotional state. • N = 10: As above, and sometimes, thoughts by the target.
Pool of Insight	Participants join parts of their sub-conscious to heighten their perceptions of minute details. For this Event, each participant gains 1 Clue . If a character has already participated in this Ritual this Event, they may not do so again – the previous mental joining interferes with any further ones.
Psychometry *	This Ritual seeks insights into the last person to have touched the target object with bare skin (wearing gloves or using an implement to handle an object does not leave a psychic impression). As an example, if the target is a murder weapon, you might reveal details about the murderer, the victim, or the servant who last polished it.
Sea of Thought	Like Psychometry, this Ritual works by detecting psychic impressions. Instead of focusing on a specific object, the participants open their minds to the stream of sentient thought in Area N . The Ritual leader specifies a need and selects an emotion from the following list: Anger, Disgust, Fear, Happiness, Sadness, and Surprise . For each participant, the Ritual will attempt to find a sentient being in the area with a strong version of that emotion. As participants focus on each selected being, they get a brief glimpse of them, their surroundings, and the action(s) they are performing, if any. Narrators should attempt to use the specified need to provide interesting or useful information when possible. This Ritual cannot be used to detect lies.
Shield Form	The Ritual leader directs participants guard against attacks on their mind or body. Each participant receives 1 use of “ Inner Calm – E: Resist Status Effect ” for this Day.

* - Once performed, this specific Ritual may be performed four more times this Day.

FUSED RITUALS (ALL PATHS)

Fused Rituals may be performed across Paths. To perform a Fused Ritual, you must have participants on at least three different Paths. Additionally, each participant must spend a medium gem or objects of equivalent value.

Name	Effect	Requires
Commune with Nature *	This Ritual allows the participants to ask <u>N</u> questions of a natural non-sentient animal, plant, natural spirit, or element (such as a pond or gust of wind). While the target must answer truthfully, it does not have to do so in detail and its scope or outlook may be radically different than that of a mortal. You can't cast this on the same target more than once an Event.	
Comprehend Languages	Through this Ritual, you may gain temporary understanding of all languages for <u>N</u> hours. This does not decode, decipher, or reveal hidden language. While this is active, all languages look and sound the same, so you cannot use this Ritual to identify a specific language.	
Holy Water	(Participants must be on Path of Faith or have <u>Rank</u> 1+ with the Temple.) Each participant gains <u>N</u> vials of holy water, each of which can be used for "Care – C: Touch, Heal <u>N</u> ." or "Splash – C: Packet, <u>N</u> Spirit." (These vials of holy water expire at the end of the Day. Holy water on item cards has been stabilized to last indefinitely.)	
Sacred Banner	This Ritual must be performed at the start of the Day and requires either: a banner or flag of at least 4 square feet with a distinct symbol on it (this should be displayed publicly) OR that all participants wear or display the same symbol on their person. Each participant gains 1 use of: "Banner – E: <u>Point and Click</u> : Gain 1 <u>Armor Resist</u> , <u>Heal</u> 10, <u>Cleanse</u> " this Day. This power can only be used on another participant.	
Portal Sense *	This Ritual gives information about entrances and exits (including hidden or secret ones) in the participants' current location (this is NOT a scaling area, but the current room and its surroundings), based on <u>N</u> : - N = 2, 3, 4, 5: Identifies the locations of entrances and exists - N = 6, 7, 8, 9: As above, and the destination of each of them - N = 10: As above, and the person who most recently used each.	
Vengeful Weapon	This Ritual allows for each participant to charge their weapons with vengeful energy, granting a bonus to damage against a specific target. The bonus increases with the specificity of the target. For example, Vengeance against all undead might grant +1 damage, Vengeance against all skeletons might grant +2 damage, and Vengeance against a specific named skeleton might grant +3 damage. A character may be Vengeful against only one target at a time. This effect lasts 1 Day.	

* - Once performed, this specific Ritual may be performed four more times this Day.

PLOT RITUALS (ALL PATHS)

These Rituals generally require prior approval from an [Organizer](#) to perform. While PCs may know them, they are less likely to be useful in the average Event, and if they are needed, an NPC can be hired at a fixed cost of 10 lunari per participant (N). If a PC has one of these Rituals and is present and able, they will be given the opportunity to lead when it is need, as opposed to hiring an NPC.

Name	Effect	Path
Atonement	N participants surround the target, who must be there willingly. The deity or deities most relevant to their misdeeds provide a vision of their past actions. All participants (including the target) relive the events of the vision. The deity or deities affronted then show a path of atonement. While completing atonement does not erase a person's past actions, it is believed that it lightens their soul for the next turning of the Wheel of Life.	Faith
Consult Lore	A great Sage appears in a vision and answers N questions while reading from a tablet, book, or scroll they wrote. Only the text of that Sage's writings can be used to answer these questions. Because Sages rarely write about current events, this Ritual is most effective when used to ask questions about historic or notable events.	Magic
Ether Travel	This Ritual allows N people to travel great distances quickly by exposing them to the dangers of the Ethereal Plane. The Ethereal plane is a shifting, warped reflection of the Physical plane. The longer something has existed in the Physical plane, the more solid and unchanging its reflection in the Ethereal plane. The weather in the Ethereal plane is based on the emotional character of the area in the Physical plane.	Mind
Honorable Burial	Participants bury and/or eulogize N dead characters (a grave, deep water, sky burial, etc.). Dead PC(s)' player(s) receive a bonus Progression for their next character. If used on NPC(s), participants receive a ¼ Influence with the Temple (Suhl'Sekh's blessing). Characters with Rank in the Temple of Suhl'Sekh may be participants, but other characters not on Path of Steel cannot unless they Buy In . Characters may speak or sing without needing to be participants. The Ritual fails if a participant seeks to revive any target or believes any target unworthy.	Steel
Zone of Simplicity	This Ritual creates a space where no hostile powers can be used, which includes using weapons. This protection is not perfect – it does not cover poisoning, theft, or the use of illusions. The area for this Ritual is "One Structure", although for extremely large buildings it is instead "One Floor". Duration is N Events but increases to N Seasons at 10 participants. Materials worth (N * 50 lunari) are consumed in the Ritual, and this requirement doubles at 10 participants. Beings above mortal power may ignore or resist this effect.	Fused

POWERS



Powers allow characters to interact with the world by doing something other than speaking and walking around. Characters use weapons, magic, and training to alter the world around them. Most powers allow characters to affect other characters. Some powers make characters tougher by raising their Max HP or giving them defensive calls. Some powers allow characters to heal injuries or remove harmful status conditions.

CAST TIMES, CASTING COUNTS, INSTANT

Cast Times represent the time necessary to gather enough willpower or magic, or to find an opening in an opponent's defenses, to use a power. Instant powers don't list a Cast Time – they happen immediately. If a power has a Cast Time, you must complete a Casting Count, which should be clearly and loudly. Cast Times are given in seconds. An example of a "Cast Time 5" is shown here:

"1 thousand, 2 thousand, 3 thousand, 4 thousand, 5 thousand"
(Instead of 'thousand', any word/phrase of 1 second duration is fine)

Once the count is completed, you then say anything else needed to inform others of the power's effect(s). The casting count must be made as loudly as effect(s) that follows it – characters are not allowed to try to be stealthy or secret about these counts. Powers may not be "held" - once a Cast Time has been completed, you have a few seconds to deliver the effect. Any power that allows an exception to this rule will say so explicitly. If a character stops counting early, they must start over again.

NOTE: Some games have a rule where if you take damage while casting, your cast is "interrupted", and the power has no effect. Kishar does NOT use this rule – cast counts are not interruptible.

WAIT TIMES

Some powers use a Wait Time. The power is available when you start the Encounter, and once you use it, you simply wait that amount of time and the power becomes usable again. Unless otherwise indicated, Wait Times are in seconds. You may take other actions while waiting.

RP TIMES

Some powers have their time listed as RP. This is generally reserved for powers that must be used out of combat. You should roleplay using the power for at least 20 seconds. Failing to roleplay these powers decreases the atmosphere and everyone's enjoyment, so please take this seriously.

ALLIES

Some powers refer to an "ally". You are your own ally. If the power says, "other ally" or "another ally", you cannot use it on yourself or benefit from it when used on others.

TYPES OF POWERS AND SUB-POWERS

Each of the power types below is in the color and features the symbol used to depict it. Many powers grant individual uses of several smaller powers called sub-powers. If an effect refers to a sub-power, you can only apply it to a single part of the larger power. If a specific power is not divided into sub-powers, an effect referring to sub-powers will affect the entire power instead.

- **CONSUMABLES**

	Consumables are single-use items that give powers and cannot be recharged. If a consumable grants an ongoing power, this power will specify its duration.
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- **SURE POWERS**

S	Sure powers are always on by default, although they can be activated or deactivated by the character who possesses them at will.
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- **RELIABLE POWERS**

R	Reliable powers are those in which a character possesses great skill. These powers may be called upon whenever a character wishes, but may have other limitations, such as a Cast Time.
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- **DIFFICULT POWERS**

D	Difficult powers may typically only be used once per Encounter . Characters begin each Encounter able to use all their Difficult powers. When the Encounter timer resets, these powers become available again. Unless stated otherwise, the effects of a Difficult power wear off at the end of the current Encounter.
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- **THREAD POWERS**

Thread powers are based on the current [Thread](#) (a Thread ends when players return to the main building). There are three types of Thread powers.

T	These powers grant effects that last for the entire Thread.	
T*	Renewing	These powers grant an effect that is re-applied at the start of each Encounter in that Thread.
T!	Locked	These powers grant an immediate effect and may not be used again until the next Thread.

- **EXHAUSTING POWERS**

The 'timer' for Exhausting powers resets after the [Dungeons](#). The effects of an Exhausting power do not last beyond the current [Encounter](#) unless otherwise specified.

E	The powers can only be used once per Day.	
E!	Event	The powers can only be used once per Event. They do not Refresh automatically each Day and cannot be Refreshed by powers.

DELIVERY OF POWERS

For all of these, effects must be given during play – you may not call a [Hold](#) to do so.

1. SELF

These powers may only affect the caster. Any power that says “You” or “Gain” in the power description (as opposed to “Gains” or “target”) is a Self power.

2. TOUCH

Touch powers require the target to be touched (with consent). Touches should be light and on appropriate areas of the body such as the shoulder. If a person declines to be touched, don’t touch them! You may instead touch the air near their shoulder. Touch powers may also affect the caster unless they say otherwise.

3. PACKET

Packet powers require a successful [packet](#) strike. A packet strike must travel at least 1 foot after it leaves your hand and throws from inside 5 feet must be underhand. If the packet touches any part of the target or their equipment (including weapons, cloaks, shields, or backpacks) the strike is successful. If your strike is unsuccessful, the power is still expended unless it says otherwise.

4. MELEE POINT AND CLICK (MP&C)

Melee Point and Click powers require the user to point to a target within Melee range (6 feet) and announce the effect.

5. POINT AND CLICK (P&C)

Point and Click powers require the user to point to a target within 30 feet and announce the effect. You must be able to see at least half of your target.

6. SWING

Swing powers require a successful strike with a Melee weapon. The strike must hit the target or a piece of their equipment or costume. Status Effects hit even if a melee strike is blocked by a weapon or shield. If your strike is unsuccessful, the power is still expended, unless it says otherwise. Use of normal Melee weapons counts as a Swing power whose effect is the weapons’ damage.

7. PROJECTILE

Projectile powers function similarly to Swing powers but must be delivered by a ranged weapon.

8. BURST

Burst powers affect all targets within Melee range (6 feet). Bursts do not normally affect allies. You may choose to deliver a Burst power as two MP&Cs with the original call, made back-to-back.

9. BLAST

Blast powers expand outward from their point of impact, affecting enemies within Melee range (6 feet) of that point.

10. ALL

Some powers affect All Allies (including you) or All Enemies. These function as if you had targeted all of them (within range) with a Point and Click simultaneously.

MELEE POWERS VS RANGED POWERS

A Melee power is any Self, Touch, Swing, Melee Point and Click or Burst power. Using a melee weapon counts as a Melee power. A ranged power is any Packet, Blast, Point and Click, Projectile, or All power. Using a ranged weapon counts as a Ranged power.

SPELL POOL

Some powers refer to a Spell Pool. These powers allow you to place specific [Packet](#) effects into your Spell Pool once you have completed your casting. This number you may hold at once is determined by the value of your Spell Pool. With Spell Pool 3, you may hold up to 3 [Packets](#) after casting them. While holding a [Packet](#), you may choose to deliver it without re-casting it. You may only throw one [Packet](#) at a time, even if you have multiple in your Spell Pool. [Packets](#) from your Spell Pool must still obey the “one damage call per second” part of the [Legal Strikes](#) rule. Powers held using your Spell Pool expire at the end of the [Encounter](#) or if you do not take offensive action for more than a minute.

THE SPOTLIGHT RULE

If you use an [Exhausting](#) power that targets an opponent and they are unaffected by the power (including missing them with an attack), you automatically [Refresh](#) that [sub-power](#) after one minute.

FINAL

If a power is marked as (Final) it cannot be modified by role benefits, effects, powers, or items. Using the power still activates any powers or effects that occur when you use a power of that type.

SUBSTITUTION

Some powers instruct you to Substitute a call for your next ranged or Melee strike. When you use these powers, you use the substituted call instead of the normal damage or [Status Effect](#) call from the base power. Do not add the substituted call to the original one!

POWER STACKING AND ITEMS

You may never be under the effects of a power with the same name twice unless the power specifically says otherwise. Some powers are different but grant similar bonuses – you may be under the effects of these at the same time. You may only use 1 [Consumable](#) item card and 2 non-[Consumable](#) item cards that provide bonuses to a given power, weapon, or item card at once. The exception to this rule is Max HP or [Temporary HP](#), which stack across item cards. Check with an [Organizer](#) if you are unsure.

POWER DROPPING

If your character is rendered unconscious by damage, any powers that are active on you are removed.

UPGRADES

Powers often list upgrades under them. These are modifications to the base power that can be purchased to increase its effectiveness. This represents additional training in a power. When you earn a Progression, you may purchase the upgrade to any power you already possess. Upgrades do not replace the original power, although some of them may affect or alter it in some way.

POWER TREE DETAILS

CRAFTING

MAXIMUMS

- A PC may not take the Artisan or Craft power more than twice (between both).
- A PC may not create more than 2 Experimental patterns per Craft. (Artificers may have 6 with a Capstone)



CONSUMABLE OR RECHARGEABLE

An item is [Consumable](#) if it is destroyed in some way as an inherent part of its use. This includes items such as food and potions that are physically consumed. Consumable items are marked with the ☼ symbol. An item is Rechargeable if it is depleted in some way (but not destroyed) as part of its use. This includes items such as magic jewelry.

NORMAL PATTERNS

Most patterns are learned automatically by those who reach a particular level of skill, but others must be sought out. Unusual patterns may require more than one Craft, such as a magical jeweled weapon pommel, which might require Craft: Smithing and Craft: Jewelcrafting to make.

EXPERIMENTAL PATTERNS

Once they hit Grand Master, PCs may submit one Experimental Pattern per Craft per Season. These proposals must first be sent to the [Mechanics](#) Volunteer. Once approved by them, the Organizers must receive these by email and will process them between Events. Please submit only one idea at a time per Craft (rather than several ideas at once). Organizers reserve the right to deny or completely modify proposed mechanics for game balance. If the proposal is not approved, it does not count against you. Experimental patterns may not be taught to other characters. Some items produced by Experimental patterns will be marked as [Major Magic items](#), on a case-by-case basis.

BUILD POINTS

Crafting requires build points (BP). When a character buys a Craft power, they usually gain access to a fixed number of BP for that craft, which can be spent to create items of that craft. A crafter may want to create an item that requires more BP than they have. In this case, they may spend some amount of BP, and the item is “in progress”. Later, additional BP can be spent until the item is completed. BP automatically replenish each Event. Every Craft has tools (an item card) available that can add +10 BP each Event. Additionally, some [Consumables](#) can provide additional BP.

Components

Components allow you to reduce the cost of crafting items. If you have one (or more) of the components useable to craft item, you may subtract the value listed after the component(s) from the BP

cost of the item being made. Component(s) used this way are expended. The minimum cost to make something is always $\frac{1}{2}$ of its overall BP cost – components may not reduce the cost below this.

NOTE: Some components are listed as required for a recipe. These still reduce the BP cost as normal.

Each craft will list the components for its Journeyman recipes. Additional components will be listed for Master and Grand Master recipes. Any component listed under Journeyman can also be used for Master or Grand Master, and any component listed for Master can also be used for Grand Master. Crafters may purchase generic components from a Quartermaster for (component value) x 3 lunari. If purchased, these must be used immediately in crafting. Should market prices rise, this conversion rate will also rise.

Selling Crafted Items and Built Points

While crafters are welcome to sell or give crafted items directly to other players, the Adventurer's Guild also provides a service by functioning as a reseller. If a crafted item is needed (the Quartermasters determine this), the crafter may sell any item they have just produced (it must be freshly produced, not a 'used' item) to the Guild, receiving lunari in exchange according to this formula: $(BP * \frac{2}{3})$, rounding down). If the Quartermasters determine that they have no need for the items produced by a particular craft, they will still buy "raw" BP once per Event. Tell the Quartermaster how many BP you wish to sell, and you receive lunari in exchange according to this formula: $(BP / 3)$, rounding down). The Artisan power does not produce item cards. Instead, Artisans receive lunari directly to represent selling goods or services. The amount received by an Artisan is intentionally greater than a Crafter of similar Progression would get selling items or BP.

Elite Preparations

Most craft trees have the option to produce especially high-quality items, called Elite preparations. Elite preparations are more effective in some way, which is listed in parenthesis with the word "Elite". The intent of this is to give crafters additional depth and choices. Some Crafts may not have Elite Preparations. Players cannot purchase Elite preparations – they can only be created by PC crafters. Items do not have to be created as Elite versions – instead, the (Elite) modifier can be added to a non-[Consumable](#) item by spending [Build Points](#) in the craft that originally produced the item. The cost is the same as creating the item, for a total of 2 times the base cost (creation cost + creation cost). Non-[Consumable](#) Elite items last for the Event, after which they revert to the 'normal' item. Converting a [Consumable](#) item to an Elite preparation is more expensive than converting a non-[Consumable](#) item – it requires spending double the original Build Point cost, for a total of 3 times the base cost (creation cost + double creation cost). As an example, a Curative Potion costs 10 Build Points and [Heals](#) 10. An Elite Curative Potion costs 30 Build Points and [Heals](#) 25 as well as Cleansing. A normal Curative Potion could be converted to an Elite Curative Potion by spending the difference: 20 Build Points. [Consumable](#) Elite items are stable and last until they are used.

Shoddy Preparations

Crafted items may also be prepared poorly or hastily to save on [Build Points](#). Such items have the modifier (Shoddy) and have reduced functionality. Shoddy versions of items that would normally not be [Consumable](#) are destroyed at the end of the [Encounter](#) in which they are used, and are treated as [Consumable](#). Shoddy [Consumables](#) halve all mechanical effects. If this can't happen, they simply do nothing. Making a Shoddy item costs $\frac{1}{2}$ the normal Build Points. Components can reduce the cost fully, instead of only accounting for $\frac{1}{2}$ the total. Players cannot normally buy Shoddy goods – the Adventurer's Guild does not sell sub-par items like this. Shoddy goods sell for $\frac{1}{2}$ their normal sale price, rounding down. Any item crafted using a Shoddy item as a component is also Shoddy, even if the 'full' Build Points

are otherwise paid. Animals crafted as Shoddy run away once their ability is used, instead of being ‘destroyed’, but the effect is the same.

CRAFTING

The Craft power allows a player to produce goods that are represented by item cards in Kishar. The Artisan power exists for characters who practice a trade that is not covered by a Craft power. Artisans can produce items such as woven rugs, pottery, incense blends, or textile goods, but they can also represent characters who are professional dancers, musicians, lawyers, or masons. Either way, a player with the Artisan or Craft power is generally competent in their art or skill.

Normally, players are limited to two Artisan or Craft powers. Those who wish to portray characters heavily invested in Artisan or Crafting may buy the Paragon powers, which provide third and fourth upgrade to those power. If a character without Artisan or Craft buys a Paragon power, it does nothing until they have also purchased Artisan or Craft and its Upgrade.

NOTE: For game balance, players are not allowed to buy Artisan twice.

Name		Effect
Artisan	S	You gain the title of “Journeyman” in your chosen Art or Skill.
	E!	You earn 30 lunari by practicing your trade.
Upgrade	S	You gain the title “Master”. Instead of 30 lunari, you earn 60.
Name		Effect
Paragon Artisan	S	If you are already a Master in an Art or Skill, you gain the title “Grand Master”. Instead of 60 lunari, you earn 90.
Upgrade	S	If you are already a Grand Master in an Art or Skill, you gain the title “Exalted”. Instead of 90 lunari, you earn 120.
Name		Name
Craft	S	You gain the title of “Journeyman” in your chosen Craft. You learn all patterns in your craft marked (JM).
	E!	Gain 30 Built Points in your chosen Craft.
Upgrade	S	You gain the title of “Master” in your chosen Craft. You learn all remaining patterns listed for your craft. Your Build Points increase to 50 per Event.
Name		Effect
Paragon Crafter	S	If you are already a Master in a Craft, you gain the title “Grand Master”. Your Build Points increase to 70 per Event.
Upgrade	S	If you are already a Grand Master in a Craft, you gain the title “Exalted”. Your Build Points increase to 90 per Event. If you are an Artificer, you may choose a Capstone - an additional experimental pattern slot that represents the pinnacle of your skill.

Alchemy

Alchemy is as much an art as a science. Practitioners of this power are curious people, constantly seeking to experiment with their solvents, powders, and strange ingredients.

Journeyman	Oil – 1, Glass Vial – 2, Shark Tooth - 2, Chunk of Coral – 2, Maiden’s Blush – 3, Centipede Bile – 5, Sun Blossom – 5			BP
Tonic		A medicinal remedy that can have a variety of effects, but generally simulates a non-magical medicine such as an analgesic (painkiller), anesthetic, anti-inflammatory, laxative, stimulant, or sedative.		5
Narcotic		A non-magical drug taken recreationally, with a variety of effects.		5
Alchemist’s Solvent		Touch / Packet	5 Acid. (Elite – 12) Dissolve a small non-magical item. (Elite – medium) Reduce the Security rating of a non-magical lock by 1. (Elite – by 2)	5
Makeup		A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)		10
Curative Potion		Touch	Heal 10. (Elite – Heal 25, Cleanse)	10
Alchemist’s Fire		Packet	Blast 10 Fire. (Elite – 25 Fire)	10

Master	Desert Lily – 5, Large Gem – 5, Lionblood Bloom – 5, Paralyzing Venom – 10			BP
Infusion of Living Iron		Touch	T* Gain 1 Armor Resist each Encounter this Thread . (Elite – 2 Armor Resists)	15
Adder’s Bite (Poison)		Swing / Projectile	Substitute Stun 30. (Elite – Stun 60)	20
Elixir of Prowess		Touch	Grants an additional use of a single Difficult sub-power . Limit 1 consumed per Encounter .	20
Lily’s Kiss (Poison)		Swing / Projectile	Substitute Sleep 60. (Elite – 2 minutes)	20
Potion Bandolier		E	You create a matched set of small potions. While they lose some effectiveness, they are compact and travel well. When this item is consumed, you gain 1 use of each of the following this Day: • Tiny Alchemist’s Solvent - (Touch, Reduce Security by 1.) • Tiny Curative Potion - (Touch, Heal 5 or Cleanse.) • Tiny Alchemist’s Fire - (Packet, Blast 5 Fire.) • Tiny Living Iron Infusion - (Touch, Gain 1 Armor Resist.)	25

Grand Master	Essence of Magic - 10			BP
Experimental 	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

 - This recipe requires: Essence of Magic

Artificing

To have one of their characters become an Artificer, a player must win a [Kismet Auction](#). Individual items constructed with Artificing are called artifacts.

NOTE: Artificing is a non-traditional crafting tree. It requires a solid understanding of the genre and mechanics that is difficult to obtain without being an experienced player.

Artificers must choose a specialty area, such as:

- Augmentations – repairing, or modifying items other than weapons created by other Crafts
- Body Modification – creating, repairing, or modifying of the functioning of the body
- Constructs - creating, repairing, or modifying autonomous agents (**Not PC Constructs**)
- Engines – creating, operation, and repair of devices that harness power
- Siege Weapons – creating, operation, and repair of engines of war
- Vehicles creating, operation, and repair of self-propelled vehicles
- Weapons – creating, repairing, or modifying weapons and ammunition



Once they have chosen a specialty area, an Organizer will work with the Artificer to create a custom craft tree. The requirements, Build Point costs, and effects of each pattern must be determined at this time, although they can be adjusted as normal once in play. Artificers cannot have more than 5 active patterns. Once a Season, they may propose to forget a pattern in order to learn another. If approved, this costs 1 Progression. This may be paid in Kismet as per the normal rules for Bonus Progression.

Once they become Exalted, Artificers may choose a Capstone - an additional experimental pattern slot that represents the pinnacle of their skill.

Outside of their area of specialty, artificers can sometimes evaluate an artifact's general qualities or design but can rarely go further.

Components	(Each level includes the previous ones)
Journeyman	Brass Bolt – 1, Brass Gear – 2, Brass Spring – 4
Master	Centipede Bile – 5, Desert Lily – 5, Infusion of Living Iron - 8
Grand Master	Elemental Core (any) – 10, Essence of Magic – 10, Elixir of Prowess - 10

Calligraphy

Scrolls of Power and Manuals of Health must be phys-repped.

Journeyman	Vial of Ink (any) – 1, Glass Vial – 2, Moa Feathers – 2, Gem Dust Ink – 5		BP
Book of Poetry		A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)	10
Manual of Health ‡	S	The reader receives 3 Max HP while the manual remains on their person. (Elite – 6 Max HP)	15
Book	When creating a Book that does not yet exist, choose a title (must be approved by an Organizer) and choose a single language, Knowledge subject, or Sure power granted by Armor/Combat Training that you possess. Temporary access to a power does not count as possessing it.		20
	S	Gain (the chosen language, Knowledge, or power).	
Scroll of Power		Select a single power or weapon. Add 2 or Add 5 (Healing only) for this Encounter . A character may only read a Scroll of Power once per Day. (Elite – Add 4 or Add 5 (Healing only) and decrease Wait time by 10 seconds)	20

Master	Ivory Figurine – 8, Black Pearl – 10, Essence of Magic - 10		BP
Stored Ritual Scroll ‡	As a participant in a successful Ritual (including all costs paid), you may store the Ritual (using “ N during casting – 1”) instead of using it immediately. Later, anyone who could participate in the Ritual may activate the scroll by reading it – Ritual participants are chosen from people currently present. If the stored N is greater than the current N , the remainder are bonus participants. You may only create one Stored Ritual Scroll of a given Ritual per Season. Players may only carry one Store Ritual Scroll of a given Ritual at once. The following Rituals may not be stored: Resurrection, Zone of Simplicity, any custom Ritual.		30
Ritual Scroll ⚡	You create a scroll of 1 non-custom Ritual. By consuming this, any eligible character can learn this Ritual.		40
Seal of Power ‡ ⚡	Choose a non-Final Exhausting power (if it has sub-powers , choose one).		50
	R	The FIRST TIME each Day you activate the power, also (choose one when the seal is made): - Gain or grant (depending on who it targets) +5 Max HP for the Day Add 5 damage to the power (must do damage) - Increase power’s duration by 50% (must have duration) - Increase Healing by 10 OR Gain +10 Temp HP (must Heal or give Temp HP) - Gain or grant 1 more use (must have multiple uses of a sub-power) - Add +1 (must Add healing or damage)	

Grand Master	Elemental Core (Any) - 10		BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+

‡ - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

Clothier

Clothing that produces special effects can be created by skilled crafters.

You can only benefit from one Tunic, Robe, and Vest per Event.

Journeyman	Leather Square – 1, Vial of Ink (any) – 1, Ring (any) – 2, Bracelet (any) – 3, Necklace (any) – 3		BP
Armored Embroidery		Gain +10 Temp HP that last for the next Thread . Limit 1 consumed per Encounter .	10
Fine Clothes		A Courtesan may expend this item and two Minor Connections to gain one Major Connection this Event.	15
Tunic of Energy	E	You may add a die to your next roll. Alternately, the next time you expend an Exhausting power to Reduce 1, Reduce 2 instead.	30
Work Tunic	S	Choose a specific pattern in a specific Craft. This pattern's BP cost is reduced by 2 (minimum 1).	20
	Or		
	S	A specific Artisan power pays 10 more lunari per Event.	

Master	Gemmed Belt Buckle – 3, Silver Cloak Clasp – 3, Gem Dust Ink – 5, Fine Clothes – 10, Essence of Magic - 10		BP
Robe of Pockets	S	While wearing this robe, you may carry and use 3 additional Minor magic items . (For a net of 2 extra)	30
Ritualist Robes ⚡	S	Choose a specific Ritual when created. While wearing these robes, you may lead the chosen Ritual with a bonus participant .	30
Vest of Power ⚡	Choose a specific Difficult power (if it has sub-powers , choose one).		40
	R	The FIRST TIME each Encounter you activate the power, also (choose one when the vest is made): - Gain 5 Temp HP (can be applied to any difficult) Add 2 damage (must do damage) Add 5 to a Heal (must Heal) - Increase duration by 10 seconds (must have duration) - Gain 1 more use (must have multiple uses of a sub-power) - Affects 1 more target (must have multiple targets)	

Grand Master	Elemental Core (Any) - 10		BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+

 - This recipe requires: **Essence of Magic**

Cooking

You cannot eat or drink for another person, so all items in this craft are [Self](#) in application. Practitioners of this craft may call themselves Cooks, Chefs, or anything similar. While every nation is different and every region has its own cuisine, the food commonly found in the Jeweled Cities is illustrated below.

Journeyman	Oil – 1, Glass Vial – 2, Egg (any) – 3, Soldier's Ration – 3, Tea - 5			BP
Soldier's Ration		T*	Gain +3 Temporary HP each Encounter. (Elite – +6 Temporary HP)	5
Hearty Stew		S	+3 Max HP for the Day. (Elite – Gain +6 Max HP)	10
Very Strong Tea			Self, Heal to Full (RP, out of combat) or Self, Cleanse (usable in combat).	15
Couscous		T*	Gain 1 Armor Resist each Encounter. (Elite – 2)	20
Fine Wine		T*	Gain 1 Resist Status Effect each Encounter. (Elite – 2)	20
Roast Lamb		T*	Gain 1 Feat of Strength each Encounter. (Elite – 2)	20
Silk Pudding		T*	Gain 1 Dodge each Encounter (Elite – 2)	20

Master	Sun Blossom – 5, Alchemist's Fire – 8, Black Pearl – 10, Elemental Core (any) - 10			BP
Secret Ingredient			Perform your next Ritual with 2 bonus participants .	20
Chocolate		S	For this Day, any power that grants you additional Max HP grants you 1 more Max HP.	25
Ice Pepper		T	Add 1 damage, Add 2 healing. (once per Day max) (Elite – Add 2 damage, Add 4 healing)	30
Lentil Soup			Gain 20 BP. (You may only consume one per Event)	30
Sampler Platter		E	You combine smaller portions of several dishes. While they lose some effectiveness, they are compact and travel well. When this item is consumed, you gain 1 use of each of the following this Day: • Tiny Couscous – (Gain 1 Armor Resist.) • Tiny Fine Wine – (Gain 1 Resist Status Effect.) • Tiny Roast Lamb – (Gain 1 Feat of Strength.) • Tiny Silk Pudding – (Gain 1 Dodge.)	30

Grand Master	Essence of Magic - 10			BP
Experimental 	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

 - This recipe requires: Essence of Magic

Courtesan

While sexuality is included in this Craft, most Courtesans do not engage in sexual activity with their clients. Courtesans are often excellent conversationalists, graceful dancers, stylish trendsetters, insightful therapists, accomplished poets, entrancing musicians, or experts in massage. Each Courtesan specializes in one of the following styles:

- **Aesthetic** (fashion / beauty / design)
- **Intellectual** (teaching / poetry / therapy)
- **Sensual** (dance / massage / music)

Unlike other crafts, Courtesans do not inherently receive BP. Instead, a Courtesan's clients are represented by Connections, resources that last until the end of the Event:

- **Journeyman:** 2 Minor
- **Master:** 2 Minor, 1 Major
- **Grand Master:** 4 Minor, 1 Major
- **Exalted:** 4 Minor, 2 Major

Courtesan tools produce an extra Minor Connection instead of 10

BP, and count as two [Minor Magic items](#). Once per Day, Courtesans may spend BP or components for an additional Connection of any type they normally receive, as follows:



Minor Connection – 15 BP per additional	Major Connection – 30 BP per additional
Incense Sticks – 1, Moa Feathers – 2, Wooden Mask – 2, Jeweled Comb – 3, Maiden's Blush – 3, Gemmed Belt Buckle – 3, Desert Lily – 5, Lionblood Bloom – 5, Perfume Bottle – 5, Sun Blossom – 5, Black Pearl – 10	

Journeyman	Each of these costs 1 Minor Connection
Minor Favor	You receive a Rank 1 Favor from any non-restricted Organization.
Personal Training	Chosen ally receives Resourcefulness (Augmentation) for the Day if they do not already have it. As they may not be familiar with this power, it's often helpful to explain it to them or choose a single option for them.
Perform	Give a performance of any sort for up to 5 other allies. Each ally increases their Max HP by 3 for the Day.
Lessons	Up to 6 PCs gain the use of one Language known to you for the Day.

Master	Each of these costs 1 Major Connection
Greater Performance	Give a performance of any sort for up to 6 other allies. Each ally increases their Max HP by 5 for the Day. This does not stack with Perform.
Inspire Confidence	Give a short speech inspiring those around you. Up to 5 allies who listen to this gain 2 Armor Resists, 1 Resist Status Effect, and 1 Feat of Strength they may use on the next Thread. Alternately, they may Reroll 1 or to Reduce 1 on the next Thread.
Major Favor	You receive a Rank 2 Favor from any non-restricted Organization. (This does not stack with Minor Favor)
Shared Experiences	You gain a single non-restricted Knowledge or common Language for this Event.

Droving

Droivers can work with a variety of animals. By training them, they can produce a number of useful services.

When you create any of the patterns below, choose a body size. The larger the body size, the stronger the effect, but the harder it is to produce the trained animal. Examples of body sizes: Bird (1), Canine (2), Moa (3), Camel (4), Horse (5), Giant Animal (6), Karkadann (7), Elephant (8), Dire Elephant (9). For every 3 Body a non-[Consumable](#) animal has (rounding up), it counts as a [Minor magic item](#), which means that a Body 9 animal will count as 3 [Minor magic items](#).

Droivers may work with any commonly available animal – please consult with a Quartermaster or Organizer to determine if a particular animal is commonly available. Monsters are not usually considered commonly available animals.



Journeyman	Oil – 1, Soldier's Ration – 3			BP
Perfume	☼	A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)		10
Hunting Animal	☼	T	When used receive the Tracker power from the Universal tree for one Thread . (Elite – Master Tracker)	10
Pack Animal	S	Gain (body) additional slots for Consumables and (body x 2) additional slots for Mundane items .		(body) * 10
Rescue Animal	☼	When used, it drags its owner to safety. Reduce the cost of Fair Escape to ½ Influence. (Elite – reduces it to ¼ Influence)		15

Master	Infusion of Living Iron – 8, Elixir of Prowess – 10			BP
Guard Animal	S	Gain + (body) Max HP. (Elite – Double + Max HP)		(body) * 20
War Animal	E	Call “Stampede! All Enemies (Body x 2) Normal”. (Elite – Body x 4)		(body) * 20
Show Animal	☼	This animal is exceedingly fancy. Reroll 2 or Reduce 2.		30

Grand Master	Essence of Magic - 10			BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

⚡ - This recipe requires: **Essence of Magic**

Jewelrysmithing

Reliable Rings, Difficult Bracelets, Thread Broaches, and Exhausting Amulets may be used once, after which they need to be [Recharged](#). Recharging may not happen during a [Thread](#). If a power has multiple [sub-powers](#), choose ONLY one when imbuing an item. The jewelrysmith must have the power being imbued on their sheet. Powers placed in Jewelry are always the base version of powers, never Upgrades. Using a power stored in a piece of jewelry does not trigger items such as Vest of Power ([Clothier](#)) or Seal of Power ([Calligraphy](#)). A character can only use or benefit from one Belt, Ring, Bracelet, Broach, Amulet, and Earring Set per Day.

These powers cannot be placed in Jewelry: Lineage powers, weapon powers, powers granted by items, any power that allows you to become Invisible and move, Killing Shot ([Archery](#)), Resourcefulness ([Augmentation](#)), Razor Veil ([Blade Dancing](#)), Channel Element ([Elementalism](#)), Invoke Deity & Invocation ([Holy Light](#)), Mass Confusion ([Phasing](#)), Wormhole ([Phasing](#)), Blade of Righteous Death ([Righteousness](#)), Invocation of Sanctuary ([Sanctity](#)), Push your Limits ([Teamwork](#)) and any other power that could [Refresh](#) an Exhausting power, Salamander's Fire ([Terrain Mastery](#)), Rank ([Universal](#)), Vicious Strikes ([Warcraft](#)), and Killing Blow ([Warcraft](#)). Unique powers require Organizer approval to be placed in Jewelry.

Journeyman	Brass Bolt – 1, Brass Gear – 2, Ring (any) – 2, Necklace or Bracelet (any) – 3		BP
Amulet of Health	S	Gain +3 Max HP while wearing it. (Elite – Gain +6 Max HP)	10
Reliable Ring *	This ring is imbued with a single use of a Reliable power. (Elite – Usable twice before Recharge)		15
Difficult Bracelet *	This bracelet is imbued with a single use of a Difficult power. (Elite – Usable twice before Recharge)		20
Recharge	Recharging an expended Ring, Bracelet, Amulet, or set of Earrings costs ½ the BP it would cost to create, rounding up.		Varies

Master	Buckle or Earring (any) – 3, Brass Spring – 4, Large Gem – 5, Alchemist's Fire - 8		BP
Threaded Broach *	The broach is imbued with a single use of a Thread power. (You cannot use the power again the same Thread, even if you recharge the Broach.) (Elite – Usable twice before Recharge)		25
Exhausting Amulet *	This amulet is imbued with a single use of an Exhausting power. (You cannot use the power again the same Day, even if you recharge the Amulet.) (Elite – Usable twice before Recharge)		30
Belt of Imbued Power	S	Select a Power Tree when this item is created. Powers and effects in (Tree) Add 1. This never stacks with weapons Of Quality . This item counts as Gear Piece . (Elite – Additionally, once per Day, Add 3 instead for one Thread)	30

Grand Master	Essence of Magic - 10		BP
Experimental Earrings ⚡	Effects vary greatly. These earrings may not duplicate any other Jewelry. These count as Experimental patterns .		30+

* - Once Expended, this piece of jewelry must be Recharged before it functions again.

⚡ - This recipe requires: Essence of Magic

Runecrafting

Runecrafting involves the engraving of precise patterns into objects, followed by charging these with power. While this craft originated in the frozen land of Northreach, its arrival in the Jeweled Cities has seen it adopted by crafters of all nations. A rune holds a reservoir of energy that provides a small benefit. Additionally, the rune can be expended to produce a larger effect. Once expended, the rune is drained, and it must be Recharged to be used again. Recharging an expended rune costs ½ the BP it would cost to create, rounding up. A given item can only have one rune inscribed on it.

Journeyman	Vial of Ink (any) – 1, Shark Tooth – 2, Curative Potion – 5, Large Gem – 5, Black Pearl – 10		BP
Minor Recharge		The next time you drain a Journeyman rune, it recharges automatically.	10
Rune of Health *	S	Engrave an item that already provides a bonus to Max HP: it now provides an additional +2 Max HP.	10
	E	Expend the rune: Gain 10 Temp HP .	
Rune of Draining *	S	Engrave a weapon or wand: Heal 5 every time you reduce an opponent to 0 HP.	15
	E	Expend the rune: Heal 15.	
Rune of Power *	D	Engrave a weapon/wand: Add 5 to one attack.	20
	E	Expend the rune: Convert your next attack to Bypass (max 10 damage).	
Master	Gem Dust Ink – 5, Lionblood Bloom – 5, Ichor of Undeath – 5, Paralyzing Venom - 10		BP
Major Recharge		The next time you drain a Master rune, it recharges automatically.	25
Rune of Efficiency *	S	Engrave a piece of jewelry, wand, or clothing: Choose a single Craft or Artisan power. When you receive BP or lunari for the Event in that Craft or Artisan Power, gain +5 BP or +10 lunari.	30
	E	Expend the rune: You may ignore the limits on using components to reduce BP for one crafted item you make OR you may allow a Crafter other than you to ignore one required component for a crafted item.	
Rune of Haste *	S	Engrave a piece of jewelry, armor, or clothing: Choose a single power Tree. For every 5 seconds of Cast Time or Wait Time, reduce those times by 1 second.	30
	E	Expend the rune: All times in the chosen tree are halved (minimum 2 seconds).	
Rune of Wariness * ‡	D	Engrave a piece of jewelry, shield, or belt: Gain 5 Temporary HP or 1 use of Intercept this Encounter.	50
	E	Expend the rune: Gain an additional use of single Difficult sub-power .	
Grand Master	Elemental Core (Any) - 10		BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+

* - Once Expended, this rune must be Recharged before it functions again.

‡ - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

Smithing

Smiths enhance weapons and create a variety of useful tools. Because they also place magical effects called Enchantments, they are sometimes referred to as Enchanters.

Journeyman	Bar stock – 1, Leather Square – 1, Fine Whetstone – 2, Alchemist's Solvent – 3, Large Gem – 5		BP
Chained	D	Resist a Disarm on this weapon. (Elite – Reliable: Immune Disarm on this weapon)	10
Puzzle		A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day).	10
Lockpick		Decreases the Security Rating of one object by 2 for this Encounter. (Elite – by 4)	15
Lock		When applied to an object, permanently increases its Security rating by 1 (stacks with itself up to Security Rating 10).	20
Quality	S	Add 1 with this weapon. This bonus never stacks with Belt of Imbued Power . (Elite – Additionally, once per Day, Add 3 instead for one Thread)	25

Master Smiths may place up to 2 different Enchantments on an item. Enchantments only function while using that item. W means “Weapon only”, T means “Torso only”, and A means “Any appropriate item”.

Master	Gem Dust Ink – 5, Alchemist’s Fire – 8, Paralyzing Venom – 10, Elemental Core - 10			BP
Disenchant	You remove up to two Enchantments from an item.			5
Enchant	You apply an Enchantment to a single item. Choose one from:			30
Name	Effect			
Binding (W)	E	Swing or Projectile	Substitute Frozen Foot 30 seconds.	
Capricious (T)	T	Gain 1 Dodge this Thread .		
Corrosive (W)	D	Swing or Projectile	Add 5 Convert Acid.	
Earthbound (T)	D	Resist the next two Knockbacks or Pulls .		
Elemental (W)	S	Convert (element).		
Faithful (A)	S	Gain Immune to Disarms that target this item.		
Ghostly (T)	E	Go OOG for 20 seconds.		
Quick (W)	T	Gain 1 Intercept this Thread .		
Shifted (W)	Changes a weapon to a different type of weapon (ex: long blade to two-handed axe). The change must be within the same category (melee to melee, ranged to ranged).			
Spike (A)	D	Melee Point and Click	Call 5 Normal.	
Slippery (T)	E	Gain a Resist Status Effect . Minimize all non- Bypass damage for 10 seconds.		
Stunning (W)	E	Swing or Projectile	Substitute Stun 30.	

Grand Master	Essence of Magic - 10			BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

⚡ - This recipe requires: Essence of Magic

Tattooing

Tattooing is the art of imbuing designs inked into the skin. While it can be used to create mundane art, magically imbued tattoos are very popular for their general utility. For many cultures, receiving a tattoo is a traditional way to mark important transitions in life. Faithful to various deities often have holy symbols incorporated into their tattoos.

Journeyman	Vial of Ink (any) – 1, Chunk of Coral – 2, Moa Feathers – 2, Gem Dust Ink – 5		BP
Tattoo	A non-magical tattoo grants no powers and doesn't count as a minor magic item.		5
Ox Tattoo	S	Gain +2 Max HP. (Elite – Gain +4 Max HP)	10
Mountain Tattoo	E	Heal 10, Touch . (Elite – Heal 20, Touch)	15
Monkey Tattoo ‡	S	While this tattoo is active, you may purchase and use the Upgrade to a single power for only 50 Kismet. No character may benefit from more than one Monkey tattoo.	20

Master	Ichor of Undeath – 5, Sun Blossom – 5, Tea – 5, Infusion of Living Iron – 8, Paralyzing Venom – 10		BP
Tiger Tattoo	E	Your intense demeanor inclines people to assisting you. When you call in a Favor , your Favor operates as if you were one Rank higher.	25
	E	Call Fear 20 seconds, MP&C . (Elite – Fear 60 seconds)	
Dragon Tattoo	E	Add 1 All, Self . (Elite – Add 2 All)	30
	E	Call Burst 10 (element). Choose the element when the tattoo is created. (Elite – This power becomes <i>Difficult</i>)	
Boar Tattoo	S	While this tattoo is active, you may treat Mind Blades, Claws, and Force Bucklers as if they were normal weapons or shields for the purposes of Enchantments and crafted upgrades.	40
Marque Tattoo	E!	Courtesan Only: Gain an additional Major Connection this Event. This counts as an Experimental Back Tattoo.	60

Grand Master	Essence of Magic - 10		BP
Experimental Back Tattoo ⚡	These elaborate tattoos cover the entire back and feature a theme unique to each person. They grant a unique power, based on the theme and the character's role. These tattoos count as Experimental patterns .		30+

‡ - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

Wandmaking

Wands are small items made from various components that either provide a small magical effect or enhance a user's powers while held. **To use a wand, you must have it in your hand, and the only other things you may hold in that hand are packets.** While not holding the wand, its effects cease. Each wand must have a separate phys rep, just like weapons or shields. Any wand that refers to 'X charges' means 'use the ability X times per [Encounter](#)'.

Journeyman	Vial of Ink (any) – 1, Bar Stock – 1, Brass Bolt – 1, Leather Square – 1, Brass Gear – 2, Ring (any) – 2, Gem Dust Ink – 5			BP
Imbue Power	T	For this Thread, target wand receives an additional Charge per Encounter.		20
Wand of Focused Power	S	You have a Spell Pool of 2, which you may store in this wand. If you already have a Spell Pool , it increases by 2. (Elite – 4 instead of 2) You may store the power below in your Spell Pool .		30
	R	Call 4 Normal.	Packet Cast 5	
Wand of Wound Closing ‡	D	Heal 5, P&C . 1 charge. (Elite – Heal 10, Cleanse)		30
Fused Wand	S	Allows two wands to be represented with one phys rep (and used at the same time). A character may not use more than one Fused Wand at a time. A fused wand does not function inside of any item that can store wands – it must be represented as a wand.		30

Master	Brass Spring – 4, Centipede Bile – 5, Large Gem – 5, Ivory Figurine – 8, Elixir of Prowess - 10			BP
Wand of Bellowing Smoke	D	Gain 1 Dodge . 2 charges. (Elite – 4 charges)		40
Wand of Careful Accuracy	D	Any Packet power may be delivered as a Melee Point and Click by completing a 5 second Casting Count in addition to the normal Cast Time (if any) for the power. 2 charges. (Elite – 5 charges)		40
Wand of Deadly Sparks ‡	D	3 Bypass , Packet . 5 charges. (Elite – 4 Bypass , Packet . 10 charges.)		50
Wand of Savage Strikes	R	While using this wand and wielding a single weapon, Add 1 weapons. Gain an additional Add 1 weapons if the weapon is one-handed.		50

Grand Master	Essence of Magic - 10			BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

‡ - This recipe requires: Gem Dust Ink x 2

⚡ - This recipe requires: Essence of Magic

Air Superiority – Special Availability

This power tree is only available to PCs who complete the training offered by the Fighting Eel Drakes of Prinya. This training is available to any PC who has been played at an Event at least 3 times. The character receiving this training becomes unavailable for 3 continuous Events. Their player must then NPC or play a special APC during this time – they cannot simply play another PC of theirs. Talk to an Organizer if interested!

Name	Effect	
Airship Basics	S	This power is free for PCs who complete Airship Training. Sub-powers are active once they have spent at least X Progression in this tree, where X is the number shown.
	1	Gain a free Knowledge power. Your choice must be Airship-related.
	2	You know how to fly and operate an airship.
	3	You have been loaned an individual airship from the Fighting Eel Drake squadron, which is available for your use only. This may allow you to participate in certain events but is otherwise largely there for your roleplay.
	4	Gain a second free Knowledge power. Your choice must be Airship-related.
	5	While on an Airship, Gain +3 Max HP.
	6	While on an Airship, Gain +2 Max HP.
Name	Effect	
Airlift (Final)	D	- Guardian / Healer: P&C, target other ally goes OOG 30 seconds. They are moved (at a walk) to stand behind you, then they Heal 5. - Aggressor / Savant: Go OOG for 20 seconds. You may not cancel this early. Add 5 to your next attack.
Upgrade	S	Personal Harness: While on an Airship, you may call Immune to any power that would remove you from it against your will.
Name	Effect	
Airstrike (Final)	T!	- Guardian: Take 10 Bypass. P&C, up to 3 targets, Bypass Pull. You may immediately follow this up by calling Frozen Foot 20 seconds against the same targets. - Healer: Take 10 Bypass. Call "All Allies Cleanse!" - Aggressor: You are Bypass Frozen Foot 5 seconds. For that duration, you may call Blast 10 Fire by Packet, Wait 1 second. - Savant: Take 5 Bypass. Call "All Enemies Stun 10 seconds!"
Upgrade	E	Wingman: Gain 1 use of any of the versions of Airstrike not available to you.
Name	Effect	
Airdrop (Final)	E	- Guardian: Gain an additional use of a Difficult sub-power. Call "All Allies Gain 1 Armor Resist!" - Healer: Gain an additional use of a Difficult sub-power. Call "All Allies Heal 5!" - Aggressor: Gain an additional use of a Difficult sub-power. Call "All Enemies 5 Bypass!" - Savant: Gain 1 use of the Resourcefulness power in Augmentation.
Upgrade	E	Delivery: RP, Summon any single Elite Consumable normally available to players from the Core Book. You may instead choose to summon any single mundane carryable item. Items summoned this way expire at the end of the Thread. Animals from Droving may not be summoned using this power.

ARCHERY – ALL AGGRESSORS AND ROGUE

NOTE: Because of the effort required to master this power tree, a practitioner of Archery must give up the ability to buy powers in one of their normal class power trees. This does not have to be the power tree that is unique to their class. Universal and Craft are not class power trees. The powers in this tree work **ONLY** with bows, crossbows, and pistol crossbows.

Archery requires constant practice, and most practitioners spend a lot of time training to ensure their arrows or bolts will find their intended mark in combat.

Name	Effect		
Accuracy	S	Add 3 Projectile weapons.	
<i>Upgrade</i>	D	You may call your current Projectile weapon damage as a Point and Click against a single target if you miss or they Dodge a Projectile attack	
Name	Effect		Time
Hail of Arrows	D	You may call double your current Projectile weapon as a Blast . (Wait Time applies to the other sub-power .)	Wait 30 ↓
	D	You may call double your current Projectile weapon as a Blast . (Wait Time applies to the other sub-power .)	Wait 30 ↑
<i>Upgrade</i>	R	When using Hail of Arrows, instead of calling double your current Projectile weapon as a Blast , you may Convert Bypass .	
Name	Effect		Delivery
Killing Shot (Final)	E	Substitute 50 Bypass .	Projectile
<i>Upgrade</i>	E	Substitute 50 Bypass .	Projectile



AUGMENTATION – EVOKER, ILLUSIONIST, SOULTENDER

Augmentation uses the caster's personal talents to produce a wide variety of effects. For Evokers, the power is Torment. Illusionists use the magic of deception. Soultenders draw on soul energy. No matter what the source, the effects seem real enough, often confusing enemies and bolstering allies in equal measure.

Name		Effect	Delivery
Confusion	T!	Gain a Reflect and a Phase .	
<i>Upgrade</i>	R	Whenever you Dodge , Phase , or Reflect , you may call Weakness 10 seconds.	MP&C
Name		Effect	Delivery
Persistence	D	Chosen other ally gains and additional use of a Difficult sub-power .	Touch
<i>Upgrade</i>	E	Choose up to three Consumable items that could be made into Elite preparations. For the duration of the Day, they function as Elite for you only.	
Name		Effect	
Resourcefulness (Final)	E	Choose one of the following effects: • Substitute 25 Bypass, Swing/Projectile • Touch, chosen other ally Heals to Half their Max HP • Self, Gain 20 Temporary HP • Self, Out of Game for up to 1 minute • Reduce 2	
<i>Upgrade</i>	E	Chosen other ally receives one use of any single effect produced by Resourcefulness, which must be selected when you use this power. This effect may be applied by Touch any time your ally is present.	



Avoidance – Adept, Chirurgeon, Mindblade, Rogue

Avoidance focuses on making you as hard to damage as possible. The techniques in this tree involve intense physical training, and the advanced powers border on the outright supernatural.

Name	Effect	
Blur of the Eye	D	Go <u>Out of Game</u> for up to 6 steps in a straight line.
<i>Upgrade</i>	T!	Gain 2 <u>Resists</u> against <u>Status Effects</u> . If you are a Guardian, gain only 1, but this power becomes Difficult.
Name	Effect	
Missed Me	D	Gain 5 <u>Temporary HP</u> and one <u>Dodge</u> .
<i>Upgrade</i>	T!	Gain 2 <u>Phases</u> . If you are a Guardian, gain only 1, but this power becomes Difficult.
Name	Effect	
Smoke and Mirrors	E	Gain two uses of <u>Phase</u> .
	E	Gain two uses of <u>Reflect</u> against Melee attacks.
<i>Upgrade</i>	E	You <u>Resist</u> all non- <u>Bypass Bursts</u> and <u>Blasts</u> . This effect lasts the remainder of the <u>Thread</u> and may be activated reflexively.

Blade Dancing – Mindblade

Mindblades have trained extensively to focus psychic energy into manifesting weapons. They weave between opponents, dodging blows as they enter a furious state of battle. Their focus is so precise with their weapons that they can even block many ranged attacks.

Name	Effect	
Manifest Weapon	R	You create 1 or 2 identical one-handed melee weapons or 1 two-handed melee weapon. These are called Mind Blades, even if in some other shape. You may summon new ones with a <u>Wait</u> Time of 10 seconds. Mind Blades <u>Convert</u> Spirit.
	S	Your Mind Blades can block non- <u>Bypass Packets</u> (Call <u>Resist</u>) and are <u>Immune</u> to <u>Disarm</u> .
<i>Upgrade</i>	S	Your Mind Blades are <u>of Quality</u> .
	D	Gain an <u>Armor Resist</u> or <u>Add</u> 1 Mind Blades.
Name	Effect	
Flow of Power	R	Whenever you <u>Dodge</u> , <u>Phase</u> , or <u>Reflect</u> , <u>Add</u> 1 with your Mind Blades for the <u>Encounter</u> . You cannot receive more than <u>Add</u> 3 from Flow of Power.
<i>Upgrade</i>	R	Whenever you use Flow of Power, you may <u>Heal</u> 5.
Name	Effect	
Razor Veil (Final)	E	You strike all opponents in a whirl of small psychic blades. Call "All Enemies 15 <u>Bypass</u> ".
<i>Upgrade</i>	E	Call "Razor's Edge!". <u>Add</u> 2 All for the Encounter.

BODY CONTROL – ADEPT

Adepts have mastered the secret ways of shaping their own body into both weapon and shield. While not all Adepts train with others, many belong to a monastery, martial arts lodge, or fighter's circle.

Name	Effect	
Iron Skin	S	You receive the Armor Training power in the Universal tree and its Upgrade. You must use makeup or another phys-rep on your skin to receive this benefit.
<i>Upgrade</i>	S	Every time you hit a multiple of +15 Max HP over your starting HP, you receive an additional Armor Resist each Encounter.
Name	Effect	
Training	D	Gain 2 Feats of Strength .
	D	Gain 2 Dodges .
	D	Resist a Status Effect .
<i>Upgrade</i>	R	Whenever you Dodge , Phase , or Reflect , you may call Stun 10 seconds as a Melee Point and Click.
Name	Effect	
Anticipation	E	Resist a non- Bypass attack. Gain an additional use of all sub-powers in Training.
	E	Resist a non- Bypass attack. Gain an additional use of all sub-powers in Training.
<i>Upgrade</i>	R	Whenever you use Anticipation, Heal 10 and gain 1 Phase .

BRILLIANT ARMOR – BATTLERAGE, SHAPESHIFTER

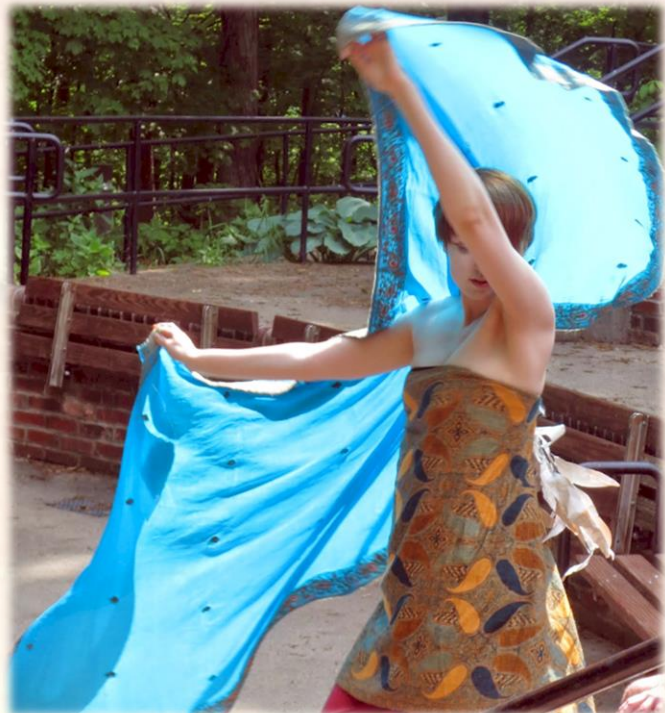
Brilliant Armor protects the user with shimmering fields of magical energy. When these are in place, the very air around the user seems charged with protective force.

Name	Effect		Time
Force Buckler	S	You summon a normal-sized buckler made of magical force. It can block non- Bypass Packets (Call Resist) and is Immune to non- Bypass Disarm .	Cast 10
<i>Upgrade</i>	S	Gain +5 Max HP.	
Name	Effect		
Force Field	D	Gain 10 Temporary HP .	
<i>Upgrade</i>	D	Resist a Status Effect .	
Name	Effect		
Shield Surge	E	Gain 20 Temporary HP .	
	E	Gain 20 Temporary HP .	
<i>Upgrade</i>	E	Call "All Allies gain 2 Armor Resists !". Alternately, you may call "Mass Shield!" if you explain this to your allies beforehand so they understand what it means.	

CHARM – ILLUSIONIST

Charm is a highly specialized magic that relies on the emotions of living beings. Those who master this power can reach out and instill illusions inside the minds of others, as well as tuning their own minds to protect themselves against certain attacks.

Name		Effect	Time	Delivery
Instill	R	Call Slow 10 seconds.	Cast 5	MP&C
	R	Heal 5. (This power cannot target you)	Wait 30	Touch
Upgrade	E	Gain Immune to a Status Effect of your choice for this Day.		
Name		Effect		
Invisibility	D	While taking no actions except for speaking or moving, you become invisible. Put a hand or weapon over your head to mark this. This effect ends after 60 seconds, but you may end it earlier.		
Upgrade	S	Fair Escape only costs you ½ Influence.		
Name		Effect		Delivery
Command the Mind (Final)	E	Call Dominate 60 seconds or Bypass Dominate 30 seconds. Against immensely powerful beings, this power may fail – even the Bypass version! If so, they will be Stunned instead.		Point and Click
Upgrade	D	Change your appearance to that of a generic member (of any gender) of a humanoid lineage of your approximate size. This is an illusion and does not alter your actual body. You may not imitate a specific person or being.		



COMMAND - TACTICIAN

Command is not a power of the common foot soldier. Some Tacticians attended elite academies or have noble blood, leading them naturally into a position of power. Others simply rose to their position through natural aptitude and many years of experience on the battlefield. Commanders must be hard of heart, but good commanders carefully guard the resource of their allies' trust.

NOTE: You are responsible for explaining the details of all powers that affect your allies before combat begins. Lines must be in Melee range of each other and facing the same direction. You must be in the center with a person on either side of you (not in front and behind). A line is "broken" any time these requirements are not met. If you notice this happen, you should call "Line Broken!"

Name	Effect		
Formation Training	S	You may use kite shields (or shields of a similar size). In Encounters where you do, your damage with weapons is reduced to 3 (instead of 4).	
	S	While in a line, you and any allies in melee range of you are Immune to Bursts that inflict non- Bypass damage or effects.	
Upgrade	S	Gain +5 Max HP when using a shield or buckler.	
	S	Other allies fighting in a line with you Add 2 to all damage calls.	
Name	Effect		Delivery
Rally	D	You may call a Hold and place up to 5 target allies anywhere within 30 feet of you. A target may choose to refuse your orders.	P&C
Upgrade	E!	Choose a phrase. This Event, any ally within line of sight of you may yell the chosen phrase once per Day to Heal 15. It must be approved by an Organizer.	
Name	Effect		Time
Advanced Tactics	E	When a Narrator announces an Encounter modifier other than Water, you may call "Tactics, Cancel" to negate it. If the Encounter modifier is Stealth, instead, you gain 3 uses of the following power: " P&C - target ally may go OOG for 10 seconds to move".	
Upgrade	R	Whenever you Intercept damage, Heal 5. Whenever you Intercept a Status Effect , reduce its duration by 10 seconds, to a minimum of 1.	



CONTROL – BATTLEMAGE

This is a power that is much feared on the battlefield – the hallmark of the powerful mages who wade into battle with impunity, trusting to their defensive magics even as they unleash waves of energy upon their adversaries. Used properly, a squad of battlemages breaks the opponents' will to fight. Battlemages are not invincible, however. Formation Training provided by the Command of experienced Tacticians can often negate the powerful Bursts produced by Control.

All powers in this tree that use Bursts may instead be delivered as two Melee Point and Clicks.

Name		Effect	Time
Wave of Magnetism	R	Call Intercept or Burst Taunt 2 attacks.	Wait 20
<i>Upgrade</i>	D	Call Burst Stun 10 seconds.	
	D	Call Burst Stun 10 seconds.	
Name		Effect	
Wave of Force	D	Call Burst Knockback or Burst Pull .	
	D	Call Burst Knockback or Burst Pull .	
<i>Upgrade</i>	D	Call Burst Slow 30 seconds.	
Name		Effect	
Wave of Power (Final)	E	Call Burst Fear 45 seconds or Burst Frozen Foot 45 seconds.	
<i>Upgrade (Final)</i>	E	Call Burst 20 Bypass .	



DESTRUCTION – EVOKER, DERVISH, SHAMAN

Destruction is raw magical power, channeled into bolts and beams that leave only devastation in their wake. Those who specialize in this power are naturally drawn to conflict, passing over slower protective magics in favor of the best defense – a strong offense.

Some powers in this tree grant the ability “X type”. This means that anywhere in this tree where (type) appears, you may [Substitute](#) one type you have gained. Force Bolt makes use of the [Spell Pool](#) mechanic, and some other powers increase the amount of your [Spell Pool](#).

Name	Effect		Time	Delivery
Force Bolt	R	Call 5 (type) or 3 Bypass (double the Cast time).	Cast 5	Packet
	S	Gain Normal type. Your Spell Pool for Force Bolt is 3.		
Upgrade	D	The cast time on your first two Force Bolts is reduced to 0. Additionally, these Force Bolts are Blasts instead of Packets .		
	D	Gain 2 uses of Knockback .		MP&C
Name	Effect			Delivery
Unerring	D	Call 9 (type).		Point and Click
	S	Increase your Spell Pool for Force Bolt by 1.		
	S	Gain Air type and Water type.		
Upgrade	D	Call 9 (type).		Point and Click
	S	Increase your Spell Pool for Force Bolt by 1.		
	S	Gain Earth type and Fire type.		
Name	Effect			Delivery
Meteor Swarm (Final)	E	Call “Meteor Swarm, Hold!” Throw up to 4 Packets simultaneously and Call Blast 25 Bypass .		Packet
Upgrade (Final)	E	Call “Meteor Swarm, Hold!” Throw up to 4 Packets simultaneously and Call Blast 25 Bypass .		Packet



DIVINE PROTECTION – OATHBOUND

Oathbound receive their name because all, regardless of their patron, have sworn a sacred Oath to protect those given into their charge. Powers in this tree are gained through prayer to a chosen deity.

NOTE: You are responsible for explaining all powers that affect your allies before combat begins.

Name		Effect	Delivery / Time
Oath of Protection	R	Call Intercept or Burst Taunt 2 attacks.	Wait 20
	T*	Chosen other ally receives a Mark of Protection and gains +10 Temporary HP each Encounter .	
Upgrade	D	Gain 1 use of Heal 20. You must target the ally under your Mark of Protection.	Point and Click
	D	Call 10 Spirit, then call Taunt 3 attacks against a target currently attacking the ally under your Mark of Protection.	Point and Click
Name		Effect	
Armor of Faith	D	Gain 1 Armor Resist .	
	D	Gain 10 Temporary HP .	
	S	You may use kite shields or any shield of a similar size. If you use a shield in an Encounter , instead of all your damage being reduced to 4 with weapons, all your damage with weapons is reduced to 3 for that Encounter.	
Upgrade	D	Gain a universal Resist on any non- Bypass attack.	
Name		Effect	
Grace of the Gods	S	Gain the appropriate Invocation power in the Holy Light tree.	
Upgrade	E	The first time this Day you would be reduced to 0 HP, Heal to your Max HP.	



ELEMENTALISM - SHAMAN

Others may use the elements in their magic, but you alone are their master. Attuning yourself to them grants you ultimate control over your surroundings – all is made of the elements, after all. Anyone who possesses any power from this tree may detect imbalances in the elements, dowsing for water, or similarly use their innate connection to nature, at a [Narrator's](#) discretion.

Name		Effect			
Elemental Connection	T	Select one of: Air, Earth, Fire, Water. Add 1 Convert (selected element) with weapons and Packets for this Thread .			
Upgrade	R	While using Elemental Connection, Minimize and Add 1 (selected element).			
Name		Effect		Time	Delivery
Elemental Focus	T!	Select one of: Air, Earth, Fire, Water and receive the benefits for this Thread :			
		Air	T*	Gain 2 Dodges each Encounter .	
		Earth	T	Gain Immune to Status Effects , except for Clumsy and Slow .	
		Fire	T	Add 1 to Fire Damage.	
		Water	T*	Gain 4 uses of Touch Heal 5 each Encounter .	
Upgrade	S	Gain the Benefits and Drawbacks of the Healer Role . Your Cast Time with Force Bolt doubles. (At the start of a Thread, you may choose not to use this entire Upgrade)			
	R	Heal 10.		Wait 30	Touch
	R	When selecting Water for Elemental Focus or Channel Element, Heals in this power tree Add 10.			
Name		Effect			
Channel Element	E	Select one of: Air, Earth, Fire, Water. • Air: The Cast Time for your Force Bolts becomes 1 second for the next minute. • Earth: Gain 40 Temporary HP. • Fire: Gain 4 uses of Point and Click 10 Fire. • Water: Gain 6 uses of Touch Heal 10.			
Upgrade	E	Select one of: Air, Earth, Fire, Water. • Air: The Cast Time for your Force Bolts becomes 1 second for the next minute. • Earth: Gain 40 Temporary HP. • Fire: Gain 4 uses of Point and Click 10 Fire. • Water: Gain 6 uses of Touch Heal 10.			



ENERVATION – ADEPT, CHIRURGEON, SHAPESHIFTER, TACTICIAN

Enervation represents extensive training in how to defend those around you. By studying the body, you learn to disable others. Enervation is not magic, just an amazing knowledge of the body's weak points.

Name		Effect	Delivery / Time
Taunting Strike	R	Call Intercept or Burst Taunt 2 attacks.	Wait 20
<i>Upgrade</i>	D	Substitute Weakness 20 seconds.	Swing
	D	Substitute Stun 10 seconds.	Swing
Name		Effect	
Nerve Strike	D	Substitute Bypass Frozen Foot 45 seconds. You may not use this power against Multi-monsters.	
<i>Upgrade</i>	D	Heal 5 Self and call Stun 15 as a MP&C .	
Name		Effect	Delivery
Sudden Strike (Final)	E	Substitute Disarm 1 minute or Sleep Encounter .	Swing
<i>Upgrade</i>	E	When you would drop to 0 HP or below, call "Recovery!" to Heal to ½ Max HP.	

EVOCATION – EVOKER

Evocation is the study and use of a power known as Torment, which is the magical energy drawn from conflict. As conflict occurs in the world, it produces the raw essence of Torment. Like any other magical force, this power can be harnessed and bent to other purposes with practice.

Name		Effect	
Torment Pulse	D	When an opponent within 30 feet is reduced to 0 HP, Add 2 Force Bolt (Destruction).	
<i>Upgrade</i>	R	When an opponent within 30 feet is reduced to 0 HP, Heal 5.	
Name		Effect	Delivery
Torment Lash	D	Call Fear 30 seconds against 2 different targets as a Melee Point and Click , or Call 5 Bypass against 4 different targets as a Point and Click .	
<i>Upgrade</i>	D	Call Heal 15. This healing is often uncomfortable to recipients.	Touch
	D	Call Heal 15. This healing is often uncomfortable to recipients.	Touch
Name		Effect	
Torment Infusion	E	Call "Torment Infusion!" The Cast Time for Force Bolt (Destruction) becomes 1 second this Encounter .	
	E	Gain two additional uses of Unerring from Destruction this Encounter.	
<i>Upgrade</i>	E	Call "Torment Sustains Us!". Take 10 Bypass . All Allies Heal 10.	
	E	Call "Torment Sustains Us!". Take 10 Bypass . All Allies Heal 10.	

FATEWEAVING – MENDER

The gift of foretelling is always one that comes with a cost. Scholars debate whether Menders truly see what might happen, according to Fate, or if their observations fix the limitless future into a single shape. Menders see Fate as an interconnected web or tapestry, whose strings can be manipulated. Anyone who possesses any power from this tree may tell fortunes with an RP-appropriate method of divination. This method should be consistent with your character.

Name	Effect			Time	Delivery	
Tangle Fate	R	Call 5 Spirit.			Cast 5	Packet
	R	When you hit with a packet from this power, immediately call Frozen Foot 10 seconds against the same target.			Wait 20	P&C
Upgrade	S	You are skilled at manipulating the web of Fate and have found ways to entangle yourself with important groups of people. When you buy the Rank power, you also receive Rank 1 with a different Organization. If you are already at your Max Rank , you may instead receive one Rumors power. This effect is retroactive if you already have these powers.				

Name	Effect				Delivery
Tug Fate's Strings	T!	Choose one, based on the Role of target other ally:			Touch
		Healer	T	Adds 2 to Healing powers.	
		Guardian	T*	Gains 2 Armor Resists each Encounter .	
		Aggressor or Savant	T*	Gains 2 Dodges each Encounter .	
Upgrade	E	You are proficient with scrying the Web of Fate, either through runes, cards, or some other method. You may write down on a question on a note and hand it to an Organizer. They will give you a vague vision to answer that question.			

Name	Effect			
Warnings in the Web	E	(If you use this power out of combat, your Narrator will provide you with suggestions based on their understanding of the next Encounter.) Select a Status Effect . Up to 5 allies become Immune to it this Encounter.		
	R	When using Tug Fate's Strings, the target also gains:		
		Forewarned	T*	Gain 1 Resist against Status Effects each Encounter .
Upgrade	R	When you call in a Favor , your Favor operates as if you were one Rank higher.		
	D	Gain 1 Phase .		



FIELD MEDICINE – CHIRURGEON

The study of Field Medicine began when alchemists and herbalists were first recruited into military units and bands of fighters. As a result, the discipline focuses primarily on rapid, battlefield treatments. Those who use these powers may possess no inherent magical talent – they have simply spent years learning the intricate details of setting bones, concocting strong stimulants, and brewing drugs to take away pain. Anyone who possesses any power from this tree may treat basic medical conditions affecting the body, at an [Organizer's](#) discretion. Examples might include breaking a fever or splinting a broken leg.

Name		Effect	Time	Delivery
Bandaging	R	Heal 10.	Wait 30	Touch
	R	Stabilize .	Wait 30	Touch
	R	Target Heals to their Max HP. This power may not be used during combat.	RP	Touch
Upgrade	S	Gain the Benefits and Drawbacks of the Guardian Role . This increases your Max HP cap but does not remove other Healer Drawbacks. Increase your Wait Time with Bandaging by 15. (At the start of a Thread , you may choose not to use this specific sub-power)		
	S	Gain +8 Max HP.		
	D	Gain 1 Feat of Strength .		
Name		Effect	Time	Delivery
Stimulant	D	Cleanse target other ally. (The Wait Time applies to the other sub-power .)	Wait 30 ↓	Touch
	D	Cleanse target other ally. (The Wait Time applies to the other sub-power .)	Wait 30 ↑	Touch
Upgrade	R	When using Stimulant, your target is Immune to the Status Effect that was Cleansed this Encounter. (It's best to explain this power to Allies before combat)		
	S	Add 5 to your Heals with Bandaging.		
Name		Effect		Delivery
Emergency Treatment	E	Target other ally Heals to Full.		Touch
	E	Target other ally Heals to Full.		Touch
Upgrade	E	A dead target is revived at 1 HP. This power is not usable if the target has been dead more than 12 hours. This power may not be Refreshed .		Touch



HEALING – ANIMIST, CLERIC, MENDER

Those who wield this power have been granted the power to literally knit broken flesh and bones together, calling upon the fire of the soul to restore the body.

Name		Effect	Time	Delivery
Soothing Touch	R	Heal 10.	Wait 30	Touch
	R	Stabilize .	Wait 30	Touch
	R	Target Heals to their Max HP. This power may not be used during combat.	RP	Touch
Upgrade	S	Add 5 to your Heals with Soothing Touch.		
	S	Any items that Add to your Heals from this power tree Add 1 more.		
Name		Effect		
Healing Surge	D	Call Allies Burst Heal 10. (Reminder: this also heals you.)		
	D	Call Allies Burst Heal 10. (Reminder: this also heals you.)		
Upgrade	S	Double all Heals from Healing Surge.		
Name		Effect		
Word of Healing	E	Call All Allies Heal 20. (Reminder: this also heals you.)		
Upgrade	R	When using Word of Healing, instead of 20, allies Heal to Full.		

HEXING – ANIMIST, ETHEREALIST, ILLUSIONIST, MINDBLADE, SCOUT

Those who wield this power leave their opponents shaking in terror, asleep, unable to move or see, or too weak to lift their weapons. Hexing often turns the tide of a battle.

Name		Effect	Delivery
Affliction	D	Call Fear 30 seconds.	Packet or Melee Point and Click
	D	Call Frozen Foot 30 seconds.	Packet or Melee Point and Click
Upgrade	D	Gain an additional use of each sub-power in Affliction.	
Name		Effect	Delivery
Pelting Stones	D	Gain 2 uses of Knockback .	Melee Point and Click
	D	Call Stun 10 seconds against 2 targets.	Point and Click
Upgrade	D	Gain an additional use of each sub-power in Pelting Stones.	
Name		Effect	
Root	E	Call All Enemies Frozen Foot 30 seconds.	
Upgrade	R	When using Root, double the duration of the Frozen Foot .	

HOLY LIGHT – CLERIC

Clerics are the ultimate servants of their deities. In their name, they take to the world, caring for the Faithful as well as protecting their allies. They are drawn to the core values of their faith and are usually uncomfortable around those of opposing ethos.

NOTE: Clerics and some other characters may also purchase the Invocation power listed on the next page for their Deity – this is considered an additional power in the Holy Light tree.

Name		Effect	Time	Delivery
Searing Light	R	Call 6 Spirit.	Cast 5	Packet
<i>Upgrade</i>	D	Call Cleanse .		Melee Point & Click
	E!	Perform a small ceremony honoring your deity with up to 3 target other allies. Each of them gains 6 Focus for this Event, which may not take them over cap.		
Name		Effect		Delivery
Turn	D	Select up to three targets and call 5 Spirit.		Point and Click
	D	Gain 3 uses of Knockback .		Melee Point & Click
<i>Upgrade</i>	R	When you use Invocation (see next page), double the effects or gain a second use of the power (not both). These always double: The Brothers, Nivone, Gorgath, Noctus, Sulith. These always get a second use: Gloriel, Auran, Kora, Lyla, Suhl'Sekh, The Twins. These can do either: Avahlei, Laurela, Maenir, Thul.		
Name		Effect		Delivery
Invoke Deity (Final)	E	Call 30 Bypass .		Melee Point & Click
<i>Upgrade</i>	E	A dead target is revived at 1 HP. This power is not usable if the target has been dead more than 12 hours. This power may not be Refreshed .		Touch



INVOCATIONS

The powers listed here are designed to bring the flavor of the various deities into game. Players on Path of Faith are encouraged to wear the holy symbol of their deity (See: <http://kisharlarp.org/setting.html>) in addition to performing small ceremonies or blessings whenever appropriate.

Note: Whether from spending Progression, using Connections, or using a Favor, you may never have the Invocation power for more than one deity. This power may never be used by someone directly opposed to the deity granting the Invocation.

Name		Effect
The Brothers	D	Call "The Brothers grant me strength!" to gain 2 Feats of Strength .
Gloriel	D	You may call " Resist , Gloriel frees me!" against a Status Effect .
Nivone	R	When you Heal a player at 0 HP, you may call "Nivone's family unbroken!" to grant them 1 Armor Resist .
Auran (Final)	E	Call " Burst 20 Bypass . Auran purges corruption!"
Avahlei	D	Touch , Call " Heal 10. Avahlei mends you!".
Kora	E!	Call "Kora's inspiration!" to produce an item card for Lentil Soup .
Laurela	D	Call "Laurela shelters me!" to go Out of Game for 6 steps in a straight line.
Lyla	E	Call "Lyla's luck bless me!" to play the Foreign Coins game . You may choose "even" or "odd" instead of a specific number, and matches are worth 15 lunari.
Noctus	E!	Touch another Ally and call "Blood of Noctus!". If they are not a Dragonkin , they gain all the Dragonkin lineage powers for this Event. If they are a Dragonkin , they Add 1 with their claws and Add 5 with their breath for this Event.
Maenir	T	Touch another Ally and call "Maenir's might upon you!". They Add 1 All this Thread .
Suhl'Sekh	E!	Call "Suhl'Sekh give me knowledge" to gain a single non-restricted Knowledge or Common Language for this Event.
Thul	T	Touch another Ally and call "Thul's law protects you!" to grant them +5 Max HP for this Thread . If they have Tier 1+ armor , they gain an additional +3 Max HP .
Gorgath	R	When you or an Ally reduce an enemy to 0 HP, you may call "Gorgath devours you!" to Heal 10, Touch .
Sulith	D	You may call "Sulith's power is supreme!" to gain another use of a Difficult sub-power . This counts as using an Elixir of Prowess .
The Twins (Final)	E	You may call "The Twins entice you!" to call Dominate 30 seconds as a Point and Click.

PHASING – ETHEREALIST

The power of etherealists is unpredictable and poorly understood, much like the Ethereal Plane – a space between that reflects the physical world in a distorted way. This tends to give etherealists a bit of a bad reputation, but there is nothing sinister about their power... or so they reassure others. Most etherealists seem to have a deep fascination with the nature of reality and existence.

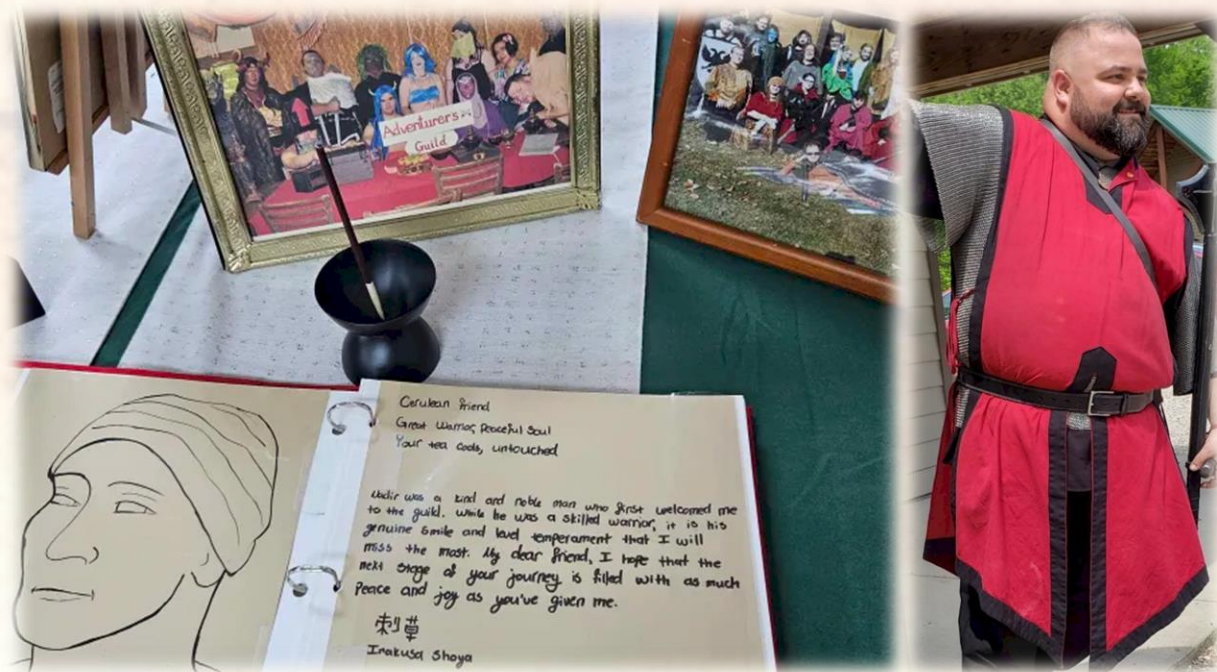
Name		Effect	Time	Delivery
Ethereal Mastery	R	Call 5 Spirit.	Cast 5	Packet
	R	Out of Game to move 3 steps in a straight line.	Wait 15	Self
Upgrade	R	While using Ethereal Mastery, instead of going Out of Game for 3 steps, you may Call Out of Game 10 seconds as a MP&C. If you do so, the Wait time becomes 30.		
	R	Gain a bonus participant when you participate in a Ritual.		
Name		Effect		
Wormhole	D	Gain 2 Phases .		
	D	You create two magical portals (their phys-reps should be buckler size) within line of sight of each other. (While you might see into a room through a keyhole, both portals would need to be inside it) Any person-sized being stepping on a portal must slowly walk, Out of Game , to the other disk, where they reappear. Placed portals safely – do not throw them moving combat. Portals don't transport anything other than beings. If anything grants you a second use of this power, using it again cancels the first set of portals. Unusual terrain (such as water) may prevent portals – ask your Narrator .		
Upgrade	R	When using a Phase , you may go Out of Game for 6 steps in a straight line.		
	E	You may participate in (but not lead) a Ritual not of your Path. This does not stack with the Upgrade to Ethereal Mastery.		
Name		Effect		Delivery
Mass Confusion	E	Call a Hold. Choose up to three pairs of players and swap their places. When play resumes, Call All Enemies Weakness 15 seconds. This may not be used to move enemies into the area of another effect.		P&C
Upgrade	E	Call "All Allies Add 2".		



RESILIENCE – MASTER OF ARMS, OATHBOUND, TACTICIAN

The training involved in mastering Resilience does not come easily. To learn to endure wounds that would drop a lesser combatant, one must be exposed to deprivation, pain, and the elements. Still, there is no denying the amazing abilities that come when this training succeeds. Anyone who possesses any power from this tree is more resistant to the effects of alcohol than most people, in proportion to the number of powers they possess.

Name	Effect	
Combat Mastery	S	Gain Combat Training (Universal). You gain all benefits from both options.
<i>Upgrade</i>	S	Gain +5 Max HP if you are a Guardian.
	S	You treat normal weapons as if they were of Quality .
Name	Effect	
Great Strength	D	Gain 2 Feats of Strength .
	S	Gain an additional +5 Max HP while wearing Tier 1+ Armor .
<i>Upgrade</i>	T!	Gain 2 Resists against Status Effects . If you are a Guardian, gain only 1, but this power becomes Difficult.
Name	Effect	
Resurgence	E	When you would drop to 0 HP, call “Resurgence!” to Heal to ½ Max HP.
<i>Upgrade</i>	R	When using Resurgence, gain Immune to Frozen Foot , Slow , Stun , and Weakness . Add 1 All for this Encounter if you are an Aggressor. Otherwise, gain 2 Armor Resists .



RIGHTEDOUSNESS – Dervish

Righteousness comes to those who call upon it. The small child who witnesses the murder of their parents, the merchant who watches thugs collect the protection money that would have saved a shop, and the angry fourth son of a noble house who sees their talents ignored because they were born last – all of them call upon the divine to give them the power to make things right. Sometimes, the gods answer. Even the dark powers hear the pleas of those who cannot tolerate things in the world, although less often. A fiery passion fills Dervishes, and they unleash this upon their foes.

Name	Effect		
Spell Blade	S	Store your Spell Pool in a held weapon. Expend a Force Bolt from your Spell Pool to Substitute its call for your next attack with any held weapon. The call can be modified as normal (by items that increase Force Bolt's damage or the Aggressor benefit), but you do not apply modifiers to weapon attacks such as Accuracy (Archery), Precision (Warcraft) or having a weapon of Quality .	
Upgrade	S	Expend a Force Bolt stored in your Spell Pool to Add its damage and Convert its type for your next attack with any held weapon. Add the Aggressor benefit only ONCE to this damage. You may apply effects that Add to your Force Bolt OR other effects that Add to your weapon damage, but not both.	
Name	Effect		Delivery
Holy Light	D	Select up to 2 targets and call 4 Spirit.	MP&C
Upgrade	R	While using Holy Light, Add 5 to your damage.	
	T!	Gain 2 Resists against Status Effects .	
Name	Effect		
Blade of the Righteous (Final)	E	Call "Righteousness!". Your melee weapon attacks Substitute 5 Bypass . If you are reduced to 0 HP, this power ends.	
Upgrade	S	Gain the appropriate Invocation power in the Holy Light tree.	



SANCTITY - CHAPLAIN

Chaplains are those who have taken up the charge to go out into the world to observe or deliver messages on behalf of their deity, but to raise neither hand nor weapon against others. In return, their deity grants them near-invulnerability and protection against most harmful effects.

Name	Effect		
Invocation of Sanctuary	S	Call Sanctuary against any non- Bypass damage or Status Effect call, ignoring it. (This applies even if you are Vulnerable !) Causing harm, inflicting a Status Effect , or actively interposing yourself into an attack immediately removes this effect for the Encounter . Using Knockback or Pull can also remove this effect if your actions cause harm or a Status Effect to your target. Once removed, this effect does not return until the Encounter ends.	
Upgrade	S	Gain +5 Max HP.	
	S	Your Wait powers in Teamwork and Shielding are reduced by 5 seconds.	
Name	Effect		Delivery
Sacred Duty	D	Stabilize .	P&C
Upgrade	R	When you use Sacred Duty on an ally, they Heal 10.	
Name	Effect		
Strength of Faith	S	Gain the appropriate Invocation power in the Holy Light tree. If this Invocation would deal damage, you may convert it into an equivalent Heal.	
Upgrade	E	By performing a small ceremony, you grant a blessing to a single target. They gain +10 Max HP for this day.	



SHAPESHIFTING – SHAPESHIFTER

Shapeshifters select an animal they honor. While in combat, they take on aspects of this animal. Their skin might grow feathers, fur, or scales. They might manifest fangs, tusks, or crests. They do not actually turn into animals. There are many ways in which one might become a shapeshifter, but most involve communing with nature, and pledging to understand the importance of the cycles of the world.

Name		Effect	Delivery
Body of the Beast	S	Gain an Armor Resist each Encounter .	
	D	Gain 2 uses of a Knockback or Pull .	MP&C
<i>Upgrade</i>	D	Resist a Status Effect .	
Name		Effect	Delivery
Hunter's Aura	D	Gain three uses of Taunt 3 attacks.	P&C
	S	You may use one or two 30" claw boffer that inflict 3 Normal.	
<i>Upgrade</i>	D	Gain 10 Temporary HP .	
Name		Effect	
Apex Predator	E	Call "Apex Predator!" Heal to your Max HP. Gain 3 uses of a Point and Click Taunt 5 attacks. Add 2 with weapons (this ignores the usual Guardian damage cap).	
<i>Upgrade (Final)</i>	E	Call "Body Spikes!" Any time you are struck by a melee attack, you may call 5 Normal as a Melee Point and Click attack against your attacker.	

SHIELDING – CHAPLAIN, ETHEREALIST, MENDER, SOULTENDER

Whereas others specialize in defending themselves, a master of Shielding knows that it is often more valuable to extend this protection to others. Working your powers on allies keeps them in the fight, and that keeps your enemies away from you, where you like them.

Name		Effect	Time	Delivery
Barrier	R	Target other ally receives 1 Armor Resist .	Wait 15	Touch
<i>Upgrade</i>	T*	Each Encounter , target other ally gains a Dodge .		Touch
	T*	Each Encounter , target other ally gains a Dodge .		Touch
Name		Effect		Delivery
Cleanse	D	Call Cleanse .		MP&C
<i>Upgrade</i>	R	When you use Cleanse, you may call Heal 15 on the same target.		
Name		Effect		
Mirror	E	Gain 2 Reflects or grant an ally 2 Reflects .		Touch
	E	Gain 2 Reflects or grant an ally 2 Reflects .		Touch
<i>Upgrade</i>	R	When you use Mirror, gain both effects.		

SOULTENDING – SOULTENDER

Soultending is the art of manipulating soul energy. Soultenders study the way in which the soul is attached to the body. They can use this to repair wounds or to temporarily banish people. The spirits of the dead can be given soul energy to speak with them. This art can be turned to dark ends – those who use soultending to capture soul energy and reanimate corpses are known as Necromancers. Most undead are mindless, and follow their creator’s orders. They are [Immune](#) to [Fear](#), [Sleep](#), and [Taunt](#).

Name		Effect	Time	Delivery
Vital Humors	R	Call 5 Acid.	Cast 5	Packet
	R	Heal 10.	Wait 30	Touch
	R	Target Heals to their Max HP. This power may not be used during combat.	RP	Touch
Upgrade	S	Add 2 to your damage with Vital Humors.		
	S	Add 5 to healing with Vital Humors.		
Name		Effect	Time	Delivery
Infuse Life	D	Using its body (or a significant piece of it) as a conduit, you summon a departed spirit and ask it 1 question. Willing spirits will answer freely, but unwilling spirits will only answer “Yes / No / Maybe”. This power does not function on the merely unconscious.	RP	Touch
	D	Call Out of Game 20 seconds.		MP&C
Upgrade	D	Call Out of Game 20 seconds.		MP&C
	R	While using Infuse Life on a departed spirit, you may ask 2 additional questions.		
Name		Effect		
Dark Night of the Soul (Final)	E	Call Burst Fear 45 seconds. You may call this effect as two Point and Clicks instead of a Burst.		
Upgrade	E	Call Burst Out of Game 30 seconds. You may call this effect as two Point and Clicks instead of a Burst.		



SPIRIT LORE – ANIMIST

The world is full of natural spirits, and those who have pledged to heal on their behalf are sometimes granted their power. The powers in this tree call upon the natural spirits that are drawn to areas where living creatures are present. The animist appeals to the spirits to come and protect their allies or heal injuries. Most animist are extremely reverent toward nature – they serve it, rather than commanding it.

Name		Effect	Time	Delivery
Spirit Strike	R	Call 6 Spirit.	Cast 5	Packet
<i>Upgrade</i>	S	You gain a Spell Pool of 3 for Spirit Strike only.		
Name		Effect		Delivery
Spirit's Blessing	T*	Target gains 1 Dodge and 1 use of " Flight , 10 seconds" each Encounter .		Touch
<i>Upgrade</i>	T*	Another ally gains 1 Phase each Encounter .		Touch
Name		Effect		Delivery
Spirit Dispatch	R	You may expend a use of Spirit Strike in your Spell Pool to Add 5 to any Healing call.		
<i>Upgrade</i>	E	Another ally Heals to Full.		Touch

TEAMWORK – BATTLEMAGE, CHAPLAIN, CLERIC, DATHBOUND, SHAMAN

Commanders may be necessary to coordinate the efforts of warbands and armies, but even the individual soldier could stand to have a little help. The power of allies in battle is truly legendary.

Name		Effect	Time	Delivery
Empower	R	Target other ally gains 5 Temporary HP .	Wait 10	Touch
<i>Upgrade</i>	T*	All allies gain an Armor Resist each Encounter. If there are multiple instances of this power you may convert the Armor Resist into a Dodge (with 2 instances) or a Phase (with 3 instances). Please check with other players to see which level of the bonus applies, since it doesn't stack		
Name		Effect		
I Recommend...	D	Choose one of: Air, Earth, Fire, or Water. Another ally Adds 1 when using that element or may increase healing from any single power by 2.		
	D	Choose one of: Air, Earth, Fire, or Water. Another ally Adds 1 when using that element or may increase healing from any single power by 2.		
<i>Upgrade</i>	R	When using I Recommend..., each target also receives 10 Temporary HP .		
Name		Effect		Delivery
Push Your Limits	E	Another ally gains an additional use of a Difficult power (and all sub-powers) or Refreshes a single Exhausting sub-power .		Touch
<i>Upgrade</i>	E	Call All Allies Heal 20. (Reminder - This also heals you.)		

TERRAIN MASTERY – SCOUT

Some Scouts concentrate on [Archery](#), but those who do not focus on it spend time attuning themselves to the land. Deep in the untamed regions of the world, they are awakened to the raw power of the wilderness and return able to pass silently over the land. They wield wild, explosive magic and are capable of quickly and carefully scouting the terrain ahead for danger.

Name		Effect	Time	Delivery
Salamander's Fire	R	Call Blast 5 Fire.	Cast 10	Packet
	R	Call 5 Fire against 3 different targets.	Wait 30	P&C
Upgrade (Final)	E	Drop, place, toss, or roll a marked object (must be throwing safe). During this Encounter , if you are within 30 feet of your marked object, you may call a Hold, followed by Blast 25 Bypass . This damage originates from your marked object. You do not need to be able to see your marked object if you are within 30 feet of it. This power may not be combined with Mass Confusion from Phasing .		
Name		Effect		
Talented Scout	S	You gain the Tracker power in the Universal tree.		
	S	You learn the Scout's Eyes ritual from Scriptures of Steel .		
	S	You may participate in Rituals as if you were on Path of Steel.		
Upgrade	S	You gain the Upgrade to the Tracker power in the Universal tree.		
	D	Gain 1 Dodge .		
	E	Go Out of Game for up to three minutes.		
Name		Effect		
Balanced Training	S	Receive any single base power in the Archery or Weapon Mastery power trees. (That power should be placed here on your character sheet)		
Upgrade	S	Receive the Upgrade to the power above. (That Upgrade should be placed here on your character sheet)		



THIEVERY - ROGUE

Rogues are mostly found in cities, where the arts of stealth and sleight of hand they master can be put to full effect. Outside of urban environments, they often serve as outriders in military forces, where their skills can enable them to sneak into enemy encampments. Some Rogues specialize in catching other thieves at their work – they often call themselves Thief Catchers or Thief Takers.

Name	Effect		Time
Deft Fingers	R	You disarm any normal traps on a single object or in a 1-foot radius. Traps crucial to the story (Puzzle traps) are not disarmed.	RP
	D	You may negate the effects of a single trap on yourself only.	
	S	You receive the Lockpicking power in Universal and its Upgrade.	
Upgrade	D	You pocket an object that fits between cupped hands as a Melee Point and Click .	
	E!	You “find” some things that other people “lost”. With a Quartermaster, roll a six-sided die. You receive (result – 1) x 10 lunari.	
Name	Effect		Delivery
Fast Talk, Fast Hands	D	Make a distracting statement of at least 5 words. Call Stun 20 seconds.	MP&C
	D	Call Disarm 5 seconds.	MP&C
Upgrade	S	You receive a slight boost of luck in some games of chance (requires a Narrator). Once per RP Dungeon you may reduce the difficulty of a pull by 1.	
	E	You may sell an item to a Quartermaster for 3 times the normal Buy value or an extra 30 lunari, whichever is less.	
Name	Effect		Delivery
Flourish	E	Substitute Disarm 30 seconds.	Swing
	E	Substitute Disarm 30 seconds.	Swing
Upgrade	S	Add 4 with Thrown Weapons and Add 2 with Daggers.	



WARCRAFT – DERVISH, MASTER OF ARMS, ROGUE, SCOUT

Warcraft takes years of constant practice with a weapon. Those who wish to do so spend much of their time sparring, as letting your skills get rusty could be fatal. Still, no one can deny its effectiveness.

Name	Effect	
Precision	S	Add 1 Melee weapons.
<i>Upgrade</i>	R	Add 5 with Melee weapons while you are standing behind your target, able to see both of their shoulder blades, and striking them on the back.
Name	Effect	
Vicious Strikes	D	Substitute Stun 15 seconds.
	D	Your next 3 weapon attacks Add 4 Convert Bypass .
<i>Upgrade</i>	D	Gain an extra use of each sub-power granted by Vicious Strikes.
Name	Effect	
Killing Blow (Final)	E	Substitute 50 Bypass .
<i>Upgrade (Final)</i>	E	Substitute 50 Bypass .

WEAPON MASTERY – MASTER OF ARMS

A weapon master trains endlessly with all manner of weapons, rarely going a day without spending hours in the practice yard. Others can wield weapons, but only this level of work will allow you to truly master them all. This skill is in demand the world over, whether in an army or as a bodyguard.

Name	Effect	
Expertise	S	If a weapon's base type power is Exhausting , it becomes a Difficult power for you. If it is Difficult , double any numbers in it. If it is Sure , Add 1 with that weapon. This power ONLY affects the base power of the weapon (see weapons table).
<i>Upgrade</i>	S	Add 1 weapons.
Name	Effect	
Technique	D	You may Substitute Sleep 20 seconds or Stun 15 seconds.
	D	Call Burst (your current melee weapon damage + 2). Heal 5 Self .
<i>Upgrade</i>	D	Gain two additional uses of the Burst from Technique.
Name	Effect	
Mastery	E	Substitute Disarm 30 seconds.
	E	Substitute Disarm 30 seconds.
<i>Upgrade</i>	S	Gain Immune to Disarm.
	S	Up to two Major Magic weapons OR one Mythic Magic weapon you carry does not count against your limit on these types of items.

UNIVERSAL - ALL CHARACTERS

GENERAL POWERS

These powers might appeal to many different sorts of characters. All classes can learn them.

Name	Effect		
Armor Training	S	The armor you wear is one Tier higher. (No armor at all is Tier 0.)	
Upgrade	S	The armor you wear is one Tier higher. You may buy this Upgrade 4 times, and it stacks with itself.	
Name	Effect		
Combat Training	S	Enables use of two weapons (includes claw and weapon). Additionally, choose one of:	
	S	You may use a buckler.	OR You gain +5 Max HP.
Upgrade	S	Add 1 with weapons. This doesn't stack with other non-weapon powers that increase weapon damage.	
Name	Effect		
Curious	E!	You receive 2 Clues.	
	D	In exchange for a Clue, a Narrator can give you a hint about a specific thing or person at your current location. If the Narrator cannot give additional information, they will not accept your Clue. Suggested uses include questioning someone, searching a room, examining a crime scene, or evaluating an object for unusual properties. Clues cannot reveal information impossible to discover through insight and do not detect lies.	
	E	You may spend 2 Clues to Reduce or Reroll 1.	
Upgrade	E!	Gain 1 additional Clue.	
	R	When spending Clues to Reduce or Reroll 1 using Curious, Reduce or Reroll 2 instead.	
Name	Effect		
Magic Talent	S	The first Major Magic item you own doesn't count against your limit.	
Upgrade	S	The first Mythic Magic item you own counts as just a Major Magic item instead.	

KNOWLEDGE

Knowledge powers generally represent book knowledge. The topics, unless specific exceptions are granted, must be things known to other people and suitable for publication in a book. No matter the topic, the ‘size’ of the book doesn’t change, so the more specific the subject, the deeper the knowledge.

For example, Knowledge (gangs) could give a bit of information on all gangs, but Knowledge (Black Skulls) could give specifics about this gang, such as their leader’s name and their territory. [Organizers](#) reserve the right to disallow this power if not enough book knowledge exists in general.

Name	Effect	
Knowledge	S	You are knowledgeable about three particular subjects.
	OR	
	S	You know about one particular subject. Gain Rank 1* with an Organization.
Upgrade	S	Select either of the benefits of Knowledge. You may buy this Upgrade more than once, and it stacks.

* If you would get [Rank](#) 1 with an Organization and you already have [Rank](#) 1 with that Organization, you upgrade to [Rank](#) 2 instead.

For many players, the open-ended nature of Knowledge makes it difficult to choose good subjects. Some example choices are presented below:

Too General	General	Specific	Too Specific
Crafting	Alchemy	Alchemy Reagents	Centipede Bile
Liquids	Wine	Ruby City Wines	Ruby City Wine Corks
Creatures	Common Creatures	Sand Dragons	Licky-Lick Jr. (a specific pet Sand Dragon)
Abilities	Spycraft	Hiding Places	Standing Really Still
Paths	Magic	Rituals	Enchanting Rituals
Substances	Drugs	Recreation Drugs	Narcotics
Organizations	Military	Tactics	Pincer Maneuvers
Money	Commerce	Trade Routes	The Pearl Road

- The examples marked as “Too General” are incredibly vague – since they are so broad, the character will know almost nothing about any specific thing.
- The “General” examples are all valid Knowledges if your intent is to have a broad but somewhat useful topic. The Narrator can use these to provide general hints.
- The “Specific” examples will include much more detailed Knowledge since they are restricted to a particular area. Despite this, there’s enough in those areas that the Narrator is likely to be able to give helpful information to the player.
- The examples marked as “Too Specific” are so specific that there is nothing the Narrator is likely to be able to tell the player that isn’t already covered in this document or the Setting Guide. In fact, the Narrator may not know anything more about that topic at all!

LANGUAGES

All PCs speak the Jeweled Tongue unless their player decides they don't. This is usually discouraged, as it greatly hampers the character's ability to communicate with others. In general, additional languages are covered by two powers: Linguist and Rare Linguist. The languages in the Linguist list are Regional – they are spoken in specific regions of Za'nea. The languages in Rare Linguist include ancient languages, elemental languages, and extradimensional languages.

Name	Effect	
Common Linguist	S	Choose any three languages from the list below. • Crocuta – the language of the desert gnoll tribes • Dutsvolk – the common language of the Hinterlands • Ember – the language of Embra-Jaka • Envalisianno – the language of the Dessanoran Confederation • H'an'a – the language of anDwapeh • The Jeweled Tongue – the language of the Jeweled Cities and the international trading language (all PCs speak this, but it is included here for completeness) • Kaewani – the language of Kaewan • Ma'haran – the language of Maha'vira and X'a • Norvan – the common language of Northreach and Kjoldan • Papiahne – the common language of Corsairs • Prinyan – the language of Prinya
<i>Upgrade</i>	S	You learn another three languages. You may buy this upgrade more than once.
Name	Effect	
Rare Linguist	S	Choose any two languages from the lists below. Extradimensional Languages: • Cyrillian – the language of Cyrillia, a land on the other side of a strange portal Ancient languages: • Afrayen – the language of the Efreeti, ancient beings of Fire • Dushara – the language of the Dao, ancient beings of Earth • Eciton – this scent-based language can only be completely understood by characters with the Scent power. To speak it, you must be a Formian or spend 15 Build point in Alchemy (once) to create the necessary chemicals. You may spend both of your Rare language choices and 50 Kismet to ignore these requirements. In this case, your fluency is enhanced by magic. • Kaldu – stone song, the language of the Great Below • Mandaean – the extinct language of an unknown desert people • Oranti – the predecessor of most modern surface languages • Sah-mat – the language of the Djinn, ancient beings of Air • Yerudav – the language of the Marid, ancient beings of Water
<i>Upgrade</i>	S	You learn another two rare languages. You may buy this upgrade more than once.

MINOR POWERS

NOTE: The powers on this page are usually acquired by taking other powers in the system that grant these for free. PCs are generally advised against purchasing them directly, since they usually aren't "worth" a full Progression by themselves.

Name	Effect	
Lock-picking	S	Negate 1 level of Security rating on non-Puzzle locks. If you would gain this power more than once, it stacks.
<i>Upgrade</i>	S	Receive another level of Lockpicking. You may buy this Upgrade more than once.
Name	Effect	
Rumors	S	You keep an ear out for what people are talking about in a specific place (such as a District in a City) or in a specific Organization. Usually, Rumors will be given to you at the start of an Event, but sometimes an NPC may send them to you in game. Rumors represent "the word on the street" and are not guaranteed to be true.
<i>Upgrade</i>	S	Receive another level of Rumors. You may buy this Upgrade more than once, and it stacks.
Name	Effect	
Tracker	D	At the start of an Encounter, you may speak to a Narrator to receive information about the Encounter that would be obvious from tracks and the environment.
<i>Upgrade</i>	R	When you use Tracker, you receive more detailed information, including indicators of specific NPCs and warning about environmental hazards. You gain the title "Master Tracker".
Name	Effect	
Trap Finding	E	Allows you to discover (BUT NOT render harmless) any non-Puzzle traps on a single object or in a 1-foot radius of your choice.
<i>Upgrade</i>	S	The base power becomes Difficult.



RANK

Rank represents having achieved a level with a specific Organization. Once you have this connection, you may call upon that Organization in the form of a Favor. Each Organization has specific things that its Favors can do, as listed for those Organizations that are public. Organizers are the final arbiters of what Favors may accomplish, but they are roughly equivalent to spending 1 Influence (Rank 2). Higher Ranks grant additional benefits.

All Ranks come with titles, although PCs may choose not to advertise their titles. In setting, all titles are considered gender-neutral, but characters may use variations of them that are considered equivalent if needed. Players may always request a variation on a title they find personally problematic.

Each Organization imposes requirements or duties on PCs, and failing to abide by these may result in the inability to call upon Favors, or in extreme cases, the loss of Rank.

NOTE: It is not necessary for PCs to buy Rank 1 with an Organization to buy Rank 2. Any PC who achieves Rank 3 with an Organization becomes both a full-time member and an Advisory PC (APC). APCs will occasionally be given courses of action to take by Organizers and may be given story lines tied to their Organization. Any PC who achieves Rank 4 with an Organization leaves the Adventurer's Guild permanently. See the section on [Retiring Characters voluntarily](#).

PCs are limited to 6 total levels of Rank across all Organizations. However, Rank in the Adventurer's Guild does not count against this limit and may be taken even if a PC already has 6 levels of Rank.

Organizer approval is required to purchase or improve Rank in any Organization marked as Restricted.

Name	Effect	
Rank	S	You receive Rank 2 in an Organization of your choice. Each time you buy this power you must choose a different Organization.
	E!	You request a Favor from a specific Organization with whom you hold Rank. (You get one use of this power per Organization per Event)
Upgrade	S	You convert your Rank 2 into Rank 3 in the same Organization and become an APC (Advisory PC).



RETAINERS

Occasionally, players may come across NPCs who wish to enter their service, be mentored by them, or otherwise be in a supporting role for a particular character. A Retainer is a friendly NPC who follows your character in some capacity. PCs may only have one Retainer. If they wish to acquire a new one, they must release any current one from their service first. Retainers may have names and may occasionally appear on screen to drop plot.

Players may recruit a Retainer by spending an Influence, a Rank 2+ Favor, or 30 lunari.

When you recruit a Retainer, you will receive an item card which states what benefits that Retainer grants. Retainers are paid wages for their services, and this payment varies based on the power level of their benefits. To represent their wage, a Retainer's card counts as a [Minor magic item](#) and will have a silver dot (●). More "expensive" retainers count as two or three [Minor magic items](#) and will have multiple silver dots (●●).

ALLOWED RETAINERS

The following powers are allowed for retainers:

Name		Effect	Wage
Artisan	E!	This Retainer performs their Artisan skill as appropriate for role-play purposes. Additionally, you receive a small gem.	●
Gatherer	E!	You receive one random medium crafting component.	●
Attendant	S	Gain +5 Max HP or Armor Training (or its Upgrade).	●●
Bodyguard	R	The next time you would invoke Fair Escape, this Retainer is killed instead of paying Influence.	●●
Martial Artist	E	Gain one Dodge or Feat of Strength. or Gain two uses of Knockback or Pull.	●●
Informant	S	Gain a general Knowledge, a Common language, or a Rumors power.	●●
Assistant	S	Gain 10 BP for this Event in a specific Craft.	●●●
Scholar	S	Gain a specific Knowledge or Rare Language.	●●●
Charge	-	This Retainer represents a character who is unable to fend for themselves. You offer them your protection and assistance. By meeting their needs, your PC can show charity and kindness. If you pay for the Retainer for a full Season (6 games), they are able to establish themselves and you receive 1 Influence with the Temple.	Varies
Special	-	Special Retainers come from unusual sources like the Special Loot Drawing or the Night Market . They may have abilities far beyond what's illustrated here.	Varies

ORGANIZATIONS

ADVENTURER (RESTRICTED)

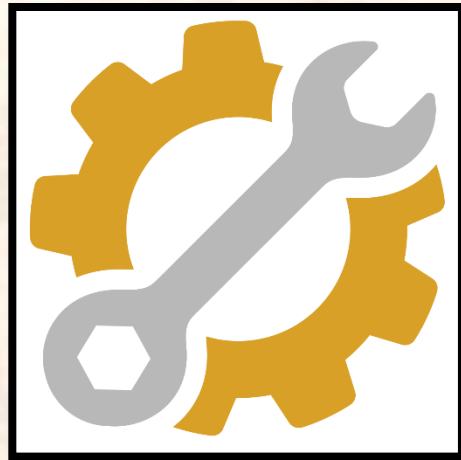
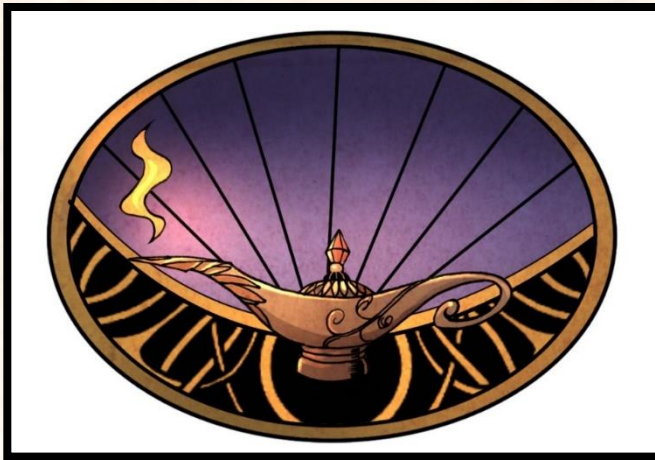


This organization represents any group established as a mercenary guild or explorer's society that serves the general people. The Adventurer's Guild of the Jeweled Cities is the most famous and notable of these. All PCs belong to the Adventurer's Guild, but only some hold Rank with it. The Adventurer's Guild is headed by Guildmaster Rashad al-Wabi. It has several Chapterhouses, each headed by a Chaptermaster. Despite its original focus of "Service to the People", the Adventurer's Guild has also participated in numerous wars, including pivotal roles in the Kishari Civil War, the War of Flames, and the Nocturnal War. The Adventurer's Guild is the only mercenary company licensed to operate in the Diamond City, and the Guildmaster holds a seat in the Diamond Assembly. While lesser known, the Fellowship of Venturers Bold from Dessanora is a fast-growing competitor to the Adventurer's Guild.

NOTE: PCs do not purchase Rank in this Organization. All PCs who acquire it become Advisory PCs (APCs). Rank in this Organization does not count against the limit of 6 total Ranks.

Requirements	If the Adventurer's Guild currently maintains an Army or an Airship, an election will be held once a Season. The winner of this will become Captain, with Second and third place in each election receiving Rank 2 and Rank 1. The elected Captain breaks any ties. Captain of the Archives is appointed by the Organizers. Once per Season, they may appoint an Archivist and/or a Scribe with Organizer approval.
Typical Favors	• Item loan: Pay 5 lunari, get +3 Max HP for the Event. • Ritual for hire: Pay 10 lunari, get a bonus participant for a Ritual of any Path. • Component gathering: Pay 15 lunari, get 10 Build Points.
Benefits	Once per Event, you may give another Crafter (Rank x 5) Build Points .
APC Titles	• Airship (as needed): Navigator (1), First Mate (2), Captain (3) • Archives: Scribe (1), Archivist (2), Captain (3) • Army (as needed): Soldier (1), Sergeant (2), Captain (3)
NPC Titles	Chaptermaster (4), Guildmaster (5)

ACADEMY



This organization represents the institutes of learning found in many nations of Za'nea. Each version of this Organization is different, but they share a mutual understanding and often allow the transfer of faculty or students between themselves. The “Royal Academies” are more traditional and pre-date the rediscovery of Samazar. In addition to the scholar’s lamp symbol, scholars often wear trim or ribbons in the color of the academy where they achieved their Rank. In the Jeweled Cities, the Royal Academies include *al Hatham University* (Kishar), *The Keep* (Ulfadar), *Washida Academy* (Isildar), and *Nalanda Sanctum* (Shalazar). In contrast, the Academy of Innovation is a relative newcomer. Admission is based on merit and ability, rather than wealth or station, and students often receive scholarships to cover their living expenses. Given the value and rarity of Artificing – and that the Academy of Innovation is the only institution in the world which teaches it – admission is very competitive. While the Academy of Innovation itself is in Samazar, it has begun to open smaller facilities in the other Jeweled Cities.

NOTE: PCs at Rank 1 or 2 can be current students, graduates, or part-time faculty.

Requirements	You must respect scholars and instructors. You should seek out opportunities to learn. You must have Artificing or at least one Knowledge that reflects your field of study.
Typical Favors	• Commissary: You may purchase a crafted item worth (Rank x 10) lunari or less. • Research Assistant: Gain (Rank x 5) Build Points. • Tutor: A bonus participant for a Path of Magic Ritual.
Benefits (Rank 2+)	• Gain the Learned Background. If you purchase the Upgrade to Curious, gain 1 additional Clue. • Choose an item and roll 1d6 with a Quartermaster. On a 5 or 6, it is an Elite Preparation for this Event, but only for you.
PC Titles	Student / Research Assistant (1), Scholar / Assistant Professor / Field Researcher (2)
APC Titles	Instructor / Professor / Research Director (3)
NPC Titles	Guru / Docent (4), Purser / Dean (5), Chancellor / Provost (6)

COUNCIL (RESTRICTED)



The organization represents ministries, councils, and other structures of local, regional, and national bureaucracy. One example is the Jin Shi - the civil service on the continent of Jahan. It performs hundreds of tasks that help civilization function. It assists the Sentries with investigations, produces records, and administers trials. While most nations are ruled by Sultans, Kings, or something similar, there are two notable exceptions in Za'nea. The Decade in Prinya is an elected council of Captains of the List that serves as the decision-making body for treaties and national defense. In Samazar, the Diamond Assembly is the ruling body that governs the city. Some members are appointed, such as the leader of the city's Jin Shi, and others are periodically elected from the groups within the city. The Diamond Assembly passes laws, regulates trade, and holds the power of the purse.

NOTE: PCs at Rank 1 or 2 are not full-time members of this organization. They might investigate specific matters, fill clerical positions, or bring information from the 'general public' to higher-ups.

Requirements	You must obey the laws of the local area. You must report criminal activity and attempt to apprehend criminals when feasible. You must not be caught accepting bribes or be found to otherwise be corrupt. You must respect the authority of those of higher legal standing. You must keep records of all major events you observe.
Typical Favors	• Priority: When you spend Influence (but not Favors), it functions at double value. • Disclosures: You may request information suitable to your Rank about a character's permits, financial information, criminal history, and investigations. For the rest of the Day, gain "S: Rumors - (that character)". • Assessor: A bonus participant for a Path of Mind Ritual.
Benefits (Rank 2+)	• Gain the Clerk Background and Rank 1 in a different Organization to represent your area of bureaucratic focus. • You may arrest characters of their Rank or below for violating the law, and with an Organizer's approval, may initiate PvP for the arrest. • Receive a single appropriate Rumors or Knowledge for free.
PC Titles	Agent / Clerk (1), Special Investigator / Ritari (2)
APC Titles	Officer (3)
NPC Titles	Senior Officer (4), Satrap (5), Suzerain / Arbiter (6), Councilor (7)

COURT



This organization represents nobility. While each nation and region selects and organizes their nobles a bit differently, they share a mutual understanding, and Rank is considered equivalent between them. The common symbols of this Organization in Za'nea include the Lion (representing the ruler) and the Lamassu (representing the nobility). Nobles usually display trim or ribbons in the color of the court from which they hold Rank. To differentiate the nobility of different nations and cities, people commonly refer to the (Nation) Court or (City) Court, such as the Hinterlandi Court for the Hinterlands or the Ruby Court for Kishar. Some nations use other names for their courts, such as the Sun Court in Dessanora.

NOTE: PCs at Rank 1 or 2 are considered 'minor' or 'trifling' nobles – they are valued servants, trusted advisors, or retainers of their liege's House who receive Rank.

Requirements	You must maintain decorum appropriate to your circumstances, including displaying fine manners and extending courtesy to other people. You must own Fine Clothes . If you have prolonged exposure to filthy conditions, you must purchase a new set of Fine Clothes and dispose of the old ones. This does not require you to OOCly change your costuming.
Typical Favors	• Patronage: Receive a (Rank – 1) Favor in any other non-Restricted Organization. This Favor cannot be used to request bonus participants for a Ritual. • Fashion: Spend one set of Fine Clothes. Gain one Resist Status Effect and +3 Max HP for the Day. • Groundskeeper: A bonus participant for a Path of Nature Ritual.
Benefits (Rank 2+)	• You may know the general reputation of a specific House, and the Rank of their highest-ranking noble. • You gain either Knowledge: Court or Rumors: Court for your specific Court. • You may expel characters of lower Rank from a gathering you are hosting. If they are unwilling to leave, they will be removed by NPCs.
PC Titles *	Effendi (1), Bey (2)
APC Titles *	Castellan (3)
NPC Titles *	Mirza (4), Caliph (5), Emir (6), Prince of the Blood (7), Sultan (8)

* - Titles presented here reflect the Jeweled Cities. Please refer to the Setting Guide for other nations.

CRAFTER'S GUILD



This organization is a relative newcomer that was founded in the Diamond City in response to shortages of crafting supplies. Instead of being headed by a single individual, decisions are made by a council composed of 5 Circle Leaders. The Crafter's Guild generally advocates "fair wages for fair work", and negotiates collectively for supplies for its members, as well as suggesting prices for their products to make sure all members are competitive in the markets. Periodically, the Crafter's Guild puts bounties on large quantities of specific items to drive prices up and increase demand for their work. It is not unusual for members of this organization to work with the Merchant's Guild, especially when it comes to transporting goods to distant markets. Still, the relatively egalitarian nature of the Crafter's Guild and their support for labor rights can at times put them at odds with Merchants.

NOTE: PCs at Rank 1 or 2 are not full members of the Crafter's Guild.

Requirements	You must have a Craft or Artisan power. You cannot cross picket lines or disrupt the efforts of organized labor. You will charge fair prices for your labor to other members of the guild.
Typical Favors	• Supplies: You may purchase a crafted item worth (Rank x 10) lunari or less. • Exchange board: You may use up to (Rank x 10) Build Points worth of components as if these were components to any recipe. • Provisioner: A bonus participant for a Path of Nature Ritual.
Benefits (Rank 2+)	• Choose an item and roll 1d6 with a Quartermaster. On a 5 or 6, it is an Elite Preparation for this Event, but only for them. • Gain a single Knowledge related to your Craft or Artisan for free.
PC Titles	Apprentice (1), Crafter (2)
APC Titles	Senior Crafter (3)
NPC Titles	Circle Leader (4)

CROWD



This ‘Organization’ represents the collective will and ability of the common people in any given area, generally referred to as ‘citizens’. The average people on the street often know quite a lot about daily occurrences in their area – in fact, they may know more than the local Sentries or bureaucrats. Those with Rank in the Crowd are generally seen as organizers or “people who know people” and the common people are more likely to speak to them or seek them out when they are having problems. This comes with an obligation to make sure this trust isn’t abused – characters who ignore the common people risk losing their Rank.

NOTE: NPCs without Rank in the other Organizations may be more favorably disposed towards you, but some NPCs may take offense at your non-traditional base of support.

Requirements	You must listen to the problems of citizens and attempt to help them. When decisions are being made that affect the common people, you must use your voice, vote, or ability to advocate for what you genuinely believe is in their best interests.
Typical Favors	• Helping hand: You may purchase a crafted item worth (Rank x 10) lunari or less. • Word on the street: You may ask around for Rumors on an area other than the one you normally receive Rumors for. • Hey Aziz: You may ask a local to follow a person or observe a specific area for a short period of time and report back to you.
Benefits	Gain the Rumors power for free.
PC Titles	Community Organizer (1), Voice of the People (2)
APC Titles	Greater Voice of the People (3)
NPC Titles	Leader of the People (4)

GUILD OF WIND AND FLAME



The Guild of Wind and Flame is the largest magical Guild in Za'nea and focuses primarily on the study and development of Rituals. When the ancient art of Fused Rituals was revived by Castellan Suzuran of House Aomori in the waning years of Sultan Sulaiman II, a new era began for the Guild, which has thrived on an influx of new students. Having arisen from ancient secret magical societies, the Guild of Wind and Flame has a deep tradition of secret lore.

While there are other magical Guilds, the history and reach of the Guild of Wind and Flame make it the only serious Organization in most nations of Za'nea.

NOTE: PCs at Rank 1 or 2 have been partially inducted into the Guild, but do not receive full membership until Rank 3. Characters at Rank 4 or higher have been inducted into the 'greater mysteries' of the Guild and are likely to have exclusive Knowledge.

Requirements	You must know at least 3 Rituals and swear never to reveal the Guild's secrets to outsiders. You must give the Guild notes on any rare Rituals you create or learn.
Typical Favors	• Fused studies: Up to (Rank) times this Day, you may participate in a Ritual not of your Path and receive the normal benefits for participants. • Ritualist pool: You receive (Rank) Bonus Participants for a single Ritual. • Wards: Gain (Rank) resists against Packet, MP&C, or Point and Click effects this Day.
Benefits (Rank 2+)	Once per Event, you may learn a normal Ritual for 30 lunari.
PC Titles	Initiate (1), Adept (2)
APC Titles	Magus (3)
NPC Titles	Senior Magus / Quartermaster (4), Archmage (5), Prime (6)

HIDDEN COURT (RESTRICTED)



The Hidden Court is an extensive underworld of gangs, protection families, and other illegal elements. It operates one level up in society from the realm of the Thieves' Guild. Any large-scale criminal enterprise in Za'nea operates with the oversight, sanction, or approval of the Hidden Court – or it risks their wrath as well as that of the Sentries and the Jin Shi. By ancient tradition, members of this Organization often wear actors' masks when interacting in their 'official' capacity.

NOTE: PCs at Rank 1 or 2 are not members of any specific gang or criminal organization but have achieved a reputation for getting things done. At Rank 3, a PC joins a specific criminal organization or group. Each of these groups will have an individual name, but all of them recognize Rank from the Hidden Court as equivalent.

Requirements	You should have an extremely lax view of the law. Good examples are attempting to cheat at taxes, failing to pay tariffs or declare goods, or using forged ledgers. If wronged, you must do your best to extract vengeance that is more severe than what was done to you. While the Hidden Court does sanction violence, it should be kept strictly proportional to what is necessary. You must extend aid to others within this Organization, but you may ask for payment.
Typical Favors	• Clout: You may extort or bribe an official of the law into ignoring an illegal act, relative to your Rank and the magnitude of the law being broken. • Supplier: A bonus participant for a Path of Nature Ritual. • Tribute: You may purchase a crafted item worth (Rank x 10) lunari or less.
Benefits (Rank 2+)	• You spend half the usual Influence for Fair Escape (minimum ¼ Influence). At Rank 2+, when you do so, you vanish into smoke, rather than having an ally save you. • Receive the Rumors power for free.
PC Titles	Known (1), Respected (2)
APC Titles	Feared (3)
NPC Titles	Obedied (4), Beloved (5), Venerated (6)

LIBRARY



This organization represents the various record-keeping bodies across Za'nea. Of these, the Daihonsha is the largest institute of records and archives in the Jeweled Cities. The Daihonsha began as an arm of the Jin Shi concerned with administrative records but eventually shifted focus to include preserving records and writings of all kinds. It takes its name from the great Hall of Records in the Ruby City. While the physical building of the Great Library in the High Tier of Samazar greatly predates the Daihonsha, it is currently administered through the Daihonsha system. While most libraries and record halls are open in part to anyone, access to the greater archives requires patronage, and access to Restricted areas requires permission from a Senior Librarian or a Curator. It's commonly believed that the Daihonsha serves a single High Curator, but if so, the rank-and-file members do not speak of it.

NOTE: PCs at Rank 1 or 2 are not librarians – rather, they are Patrons with access to the library or they are Scribes who take requests and help fulfill the library's mission.

Requirements	You must respect scholarship and knowledge. You must purchase one level of Calligraphy. You may not willingly destroy written records that are of importance or value. You will not willingly make or tolerate forgeries.
Typical Favors	• Materials request: You may request information even without an appropriate Knowledge power. This may take time to arrive (based on Rank). • Book loan: You may request (Rank) Books to borrow, but you must return them at the end of the Event. This may take time to arrive and not all topics are available. • Assistant librarian: A bonus participant for a Path of Mind Ritual.
Benefits (Rank 2+)	• Gain the Clerk Background, and a single Knowledge power. • When purchasing the Linguist or Rare Linguist power or their Upgrades, gain an additional language (this is retroactive).
PC Titles	Patron (1), Scribe (2)
APC Titles	Librarian (3),
NPC Titles	Senior Librarian (4), Curator (5), High Curator (6)

MERCHANT'S GUILD

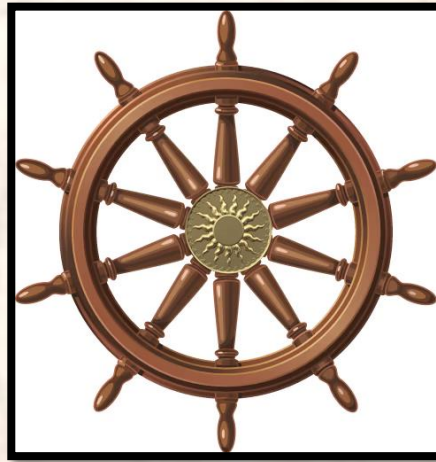


The Merchant's Guild represents the most powerful economic force in Za'nea. Members of this Organization are generally focused on the accumulation of wealth through the careful practice of trade. The desire to buy low and sell high often brings them into conflict with the Crafter's Guild, who desire stable prices and a high standard of living for those who create goods and provide services. Members of the Merchant's Guild commonly invest their personal resources into trade ventures that span large areas, gambling on the ability for ocean-going ships or even the new airships to turn a profit by moving goods to new markets. Despite its focus on profits, the Merchant's Guild does have a code of ethics that rejects counterfeit or contraband items and price gouging during emergencies.

NOTE: PCs at Rank 1 or 2 are not full members of the Merchant's Guild.

Requirements	You may not deal in contraband or counterfeit items. You should observe fair business practices in line with those of the Merchant's Guild.
Typical Favors	• Bargain: Spend (Rank x 5) lunari, in addition to any normally applicable costs. Choose a Typical Favor in any non-restricted Organization in the Core Book. It functions for you as if you were one Rank lower. If this would make you Rank 0, you cannot use this Favor. • Contacts: You may purchase a crafted item worth (Rank x 10) lunari or less. • Temple of Kora: A bonus participant for a Path of Faith Ritual.
Benefits (Rank 2+)	• You may learn a single Common language for free. • Gain 3 additional slots for Consumables and Mundane items. • Reroll 1 when playing the Foreign Coins game, and you receive an extra 5 lunari in payment.
PC Titles	Peddler (1), Trader (2)
APC Titles	Merchant (3)
NPC Titles	Master Merchant (4), Senior Merchant (5), Guildmaster (6)

MILITARY



This organization represents military organizations, including location, regional, national, and greater alliances. Of these, the Daylight Alliance is perhaps the largest ever assembled. It represents the combined military might (ground forces, navies, and in some cases airships) of the Jeweled Cities, along with its allied nations. As the forces of the Jeweled Cities are most numerous, their Phoenix war banner became the symbol for the entire alliance. With the end of the long war against the Nocturnal Empire, the future of the alliance is uncertain.

The recently formed Sea Union, which includes Dessanora and the Hinterlands, is emerging as a force that is contesting control of the common shipping lanes for commerce and diplomacy.

Within the continent of Jahan, this Organization specifically includes forces such as the Sultan's Might (Kishar), the Pearl Guard (Isildar), the Emerald Command (Khaz'dar), the Decade (Prinya) and the Thousand Lances (an'Dwahpeh).

NOTE: PCs at Rank 1 - 3 are either retired or exist in a "Reserve" or "Detached" capacity to allow them to also function in the Adventurer's Guild.

Requirements	You must own a weapon of Quality. You must wear insignia from your specific force, along with rank insignia (dots).
Typical Favors	• Armor drill: Gain (Rank - 1) additional levels of Armor Training for this Event. • Fighter practice: Once per Day: T: Add 1 weapons or Gain 5 Temporary HP each Encounter. • Requisition recruit: A bonus participant for a Path of Steel Ritual.
Benefits (Rank 2+)	• Gain Knowledge: Military to represent being familiar with military life, customs, and tactics. • Path of Steel Rituals you lead are considered to have one Bonus Participant.
PC Titles	Soldier / Sailor (1), Sergeant / Marine (2)
APC Titles	Captain (3)
NPC Titles	Pennant Commander / Pennant Commodore (4), Senior Pennant (5), Banner General / Banner Admiral (6) – one per Force, Grand Marshal (7)

SENTRIES (RESTRICTED)



Sentry Badge



Sentry Commander Badge

The Sentries are a police force charged with keeping order and assisting citizens with minor day-to-day problems. While Sentries from different cities share an understanding, their inherently local jurisdiction means that Sentries may arrest only within their territory. The crossed shamshirs in their symbol are echoed in the crossed scimitars of the Adventurer's Guild, which claims a similar mandate.

In addition to their elaborate round shields, Sentries are notable for their tabards, which have different colors and designs in each locale. In the Jeweled Cities, the Sapphire City claims dark blue, so the Diamond City has chosen a light blue to evoke the skies. Sentries in Jahan commonly share small offices known as *kouban* with the Jin Shi, since they often work together.

NOTE: PCs with Rank 1 or Rank 2 are 'still under training'.

Requirements	Choose a District, Ward, or other area of a Jeweled City that represents your patrol area. See the "Setting Guild" here: http://kisharlarp.org/setting.html You must have a tabard of the correct color and a badge with the Sentry symbol (this may be on a shield or buckler) and respect local laws, the Jin Shi, Sultan's Court, Sultan's Might, and Diamond Assembly. These Organizations may call upon you.
Typical Favors	• Boots on the ground: Gain one Clue per Event (see Curious). • Professional courtesy: You may receive a briefing on ongoing investigations or crime scenes administered by the Sentries. • Colleague: A bonus participant for a Path of Steel Ritual.
Benefits (Rank 2+)	• You may freely request information about local laws. • You may arrest characters of your Rank or below for violating the law within your area, and with an Organizer's approval, may initiate PvP to conduct this arrest. • Gain Rumors: (the area of your patrol).
PC Titles	Recruit (1), Cadet Sentry (2)
APC Titles	Senior Sentry (3)
NPC Titles	Sentry Captain (4), Sentry Commander (5)

TEMPLE



(Larger symbols and more details about religion are available here:

<http://kisharlarp.org/setting.html>)

Select a deity from Kishar's pantheon – you have connections to the clergy of that deity. The temples found within each city are often community centers and places of refuge and provide religious education. While different temples have specific missions and some of them can be opposed at times, most temple staff respect the Rank of other temples.

NOTE: PCs at Rank 1 or 2 are not temple staff themselves – rather, they are notable members of the congregation or hold volunteer positions within the temple.

Requirements	You must uphold the standards of your chosen deity. Once per year, you must perform a short ceremony to your chosen deity.
Typical Favors	• Blessing: You may spend 20 lunari to gain access to the Invocation power from Holy Light for the Event. You do not have to be on Path of Faith for this. Once you have chosen this Favor six times, you may buy Rank in the Temple to gain the Invocation power permanently. If you lose the Temple Rank, you also lose this. • Sanctuary: You may bring someone other than you to a Temple of your deity and ask for the Invocation of Sanctuary (Sanctity) on their behalf for a specific reason. • Ministration: (Rank) bonus participants for a Path of Faith Ritual.
Benefits (Rank 2+)	• Gain either Knowledge: Temple or Rumors: Temple. • When you spend at least one Influence (but not Favors), you receive a bonus of (Rank x ¼) Influence to represent additional followers of your deity assisting.
PC Titles	Faithful (1), Acolyte (2)
APC Titles	Blessed Servant (3),
NPC Titles	Enlightened (4), Voice of (deity) (5)

THIEVES' GUILD (RESTRICTED)



Unlike the Hidden Court, which specialized in large-scale illegal activity, the Thieves' Guild regulates the activities of small bands of criminals who steal, counterfeit minor items, or otherwise perform petty crime. In return for making sure that these groups don't compete over territory and have some place to fence stolen goods, the Guild takes a small cut of profits. Above all else, the Guild does not tolerate freelancers. Each Jeweled City is known to have a separate Thieves' Guild, although these have agreements for inter-city cooperation.

To reflect the focus on thievery, each group is named similarly, including: *The White Gloves (Isildar)*, *The Blue Rings (Shalazar)*, *the Green Palms (Khaz'dar)*, *the Red Claws (Kishar)*, *the Black Hands (Ulfdar)*

NOTE: PCs at Rank 1 or 2 are not members of any specific gang or group but instead are often hired as needed. At Rank 3, a PC joins a specific gang or group.

Requirements	You may never reveal your membership or the Guild's secrets. You must file a report every Event of anything that might be of interest to the Thieves' Guild. You must give any reasonable aid to members of the Guild who request it of you.
Typical Favors	• Contacts: You may purchase a crafted item worth (Rank x 10) lunari or less. • Fence: Once per Event, you may receive (Rank x 10) lunari from a Quartermaster. • Lookout: When a Narrator announces an Encounter modifier other than Stealth or Water, you may ignore it personally. You do not need to announce this.
Benefits (Rank 2+)	• You may buy Deft Fingers and its Upgrade from the Thievery power tree. If you are a Rogue, receive a level of Lockpicking. • You receive two additional slots for Minor Magic items.
PC Titles	Lookout (1), Second-story (2)
APC Titles	Lightfingers (3)
NPC Titles	Hand (4), Guildmaster (5)