



Elemist LARP

Core Rule Book Version 1.1

"An Accelerant System Live Action Game"



Rulebook Created and Edited by:

Drake Mattox

Janielle McCosh

Creative Assistance by:

J.J. McCosh

Kristin 'Mom' McCosh

Special Thanks to:

Chrysann Magoon

Jonathan McCosh

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Chapter 1: Accelerant Core Rules

Welcome to Elemist LARP! You are preparing to enter a game world using the Accelerant System. The system is designed to be simple in concept and execution yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Rules of Etiquette:

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

Rule of Etiquette: *The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.*

Game Actions:

The system is designed to keep the game running as smoothly and fluidly as possible. The game takes place in a site full of props, buildings, and other players. The rules define how you interact with the environment and other players. The game has removed actions and effects players cannot actually perform from the game-play. There are no creatures stepping through solid walls, no flying creatures, and no activities that cannot be played without interrupting the flow of the game. Characters that step into rifts and turn to spirit, or characters that die and rise as spirits are still visible as they walk off. You cannot attempt actions such as chopping up bodies or breaking down doors that cannot be performed for logistical or safety reasons.

Always In Game:

Players stay in game and in character from the start of the event to its end. There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. The idea is to keep the game flowing so players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character

and leave the game for a time. You should never interrupt the flow of the game.

The system is also designed to minimize the times where you cannot act on what you see, hear and feel. You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. Your character also will realize this and knows that sometimes dead men do tell tales.

There is no information that is out of game. If you don't want other players to know something in game, don't talk about it out of game. Keep your in game secrets to yourself, and if you talk out of game about something other players can decide they learned that information in game if they feel that the conversation unfairly inflicts knowledge upon them they did not want to know. If you want in game secrets, keep out of game secrets.

The only caveat is that sometimes players experienced with a game play different characters altogether. Perhaps you have lost a previous character to death and are playing a new character. Perhaps, as a change of pace, you are participating as a non-player character or you are playing a plot character for a time. If you play a different character, creature, or plot role within the same game world we ask you do not transfer anything you learn to other characters.

To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution:

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification:

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify:

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency:

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called if there is a real problem and someone could be hurt.

Safety Restrictions:

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact:

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

Searching a Character:

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance, role play the searching motion with both hands held out above their body, and tell them in a low voice "I am searching you." You may have items in your off hand during this process, but may not block with weapons. The player reveals items you have found. The player may make a pouch available for you to reach into and take items.

Search For... Some skills can give you the ability to use a special searching effect on a dead or helpless creature after you have finished your normal search. This searching attempt is represented by the verbal "Search

for <Item Type>" where the item type is specified in the skill. You cannot use this effect unless you have a skill or ability that allows you to do so. Using a skill with this Search effect might reveal additional items, or it might trigger a response effect targeted on you. The Search effect is the name for the special search attempt, and the Search response is a resulting effect the targeted character calls out when you search them. *As an example, after you search an elemental you might have a skill that allows you to call out "With elemental harvesting, Search for True Elements." That NPC might give up additional items, it might reply "You find nothing," or it might even use a counter effect such as "Refresh 1 Fire." If searching some creatures is dangerous, the creature might even reply with a detrimental search response.*

It is also possible for games to create skills that let you use a defense against some or all search responses.

Carrying a Character:

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simply tell the person you are picking them up and role play carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you role play falling to the ground. If you are being carried, you must role play an

effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

Rule of Etiquette: *Whenever you are required to role play an effect you must always do so in a safe manner. If you must adjust your role play or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.*

No Alcohol or Drugs:

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use. You cannot be under the influence of these while on the premises of the game. Violators will be asked to leave the game. If any drug or substance appears to inhibit a player's judgment a staff reserves the right to ask that player to rest, away from the action, or to leave the game.

Rules Restrictions:

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are three restrictions on your activities.

The first is an environmental restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them.

Prop Restrictions:

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

Small circular stickers indicate special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it. Special items may also have a red sticker with a rune or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.

Items may also be marked by attaching a short green, yellow, or red ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If

you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Game Environment:

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with a yellow information sign. Areas marked with information signs are either special areas with additional rules described by the sign or they are out of game and impassable.

Out of Game Areas:

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game. You may not enter these areas. The text of the sign indicates why, in game, this area cannot be entered. Some areas might be described as collapsed and ruined piles of rubble that have no real interior. Other areas might be marked as impassable swamp.

Special Areas:

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it. This sign will have game information written upon it that will describe the circumstances that make the area special.

Gates:

Portals ringed with strings of decorative lights are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign.

White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character, then you will become a spirit. You will not be affected by any attacks, and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with anyone else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Turn Back Markers:

Some games have locations in a game site are normally accessible to players, but are sometimes closed for specific encounters or modules. While this is usually handled with yellow information signs, it is often difficult to spot and read information signs without entering the encounter area to read them, especially at night. To make this easier, areas can be marked with circular information signs (rather than the usual octagonal signs) and at night these signs are lit with circular rings created with looped glow bracelets. If you spot these Turn Back Markers hanging in the area, it means that the area is inaccessible,

and you should stay away unless you are led to the area by a spirit, a scout, or a similar guide.

It is often left to the player to explain why they cannot proceed when they spot Turn Back Markers. One common reason is that the area ahead is impassable swamp. Another is that a mist has risen, and players cannot find their way through the area. Sometimes players simply state that the area ahead looks uninteresting and turn back. It is left to you and your companions to come up with a plausible reason that you cannot proceed when you spot a Turn Back Marker.

Combat During the game:

You can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant effects upon you. Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

Verbals:

A verbal is a short phrase that is called out when an ability is used to explain the effect of that attack. Each verbal can have an effect and a trait for that attack. The trait indicates the flavor of the attack so you may role play the effects and perhaps use a defense to negate the attack if it strikes you. The effect indicates what the attack does to you.

A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. If you hear the beginning of a verbal, you must listen to the phrase and play out the effect.

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your

hand. You call out a phrase that takes the form of [Effect] by [Trait].

For example, a poison that freezes you in place would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal. If you hear a verbal, your character knows what happened. The verbal not only tells you the effect out of game, but it represents the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incantations, but they also end with a verbal. Remember that there are two rules that apply to all called attacks.

You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in-game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile, and packet attacks.

All called hits must be acknowledged with role play. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't role play the effect, the attacker may assume that you were not struck, and the skill not used.

Traits:

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A character trait is any trait that is somehow given to a character. An attack trait is added to an attack verbal and defines the flavor of that attack. A defense trait is added to a defense call. An item trait is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against that attack. A character or item trait can be used to determine if certain effects worked against you. If you had the "Undead" trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

A character's species is always considered a trait. Characters with no explicit species have the Human trait. If you have a sub-species then both your sub-species and your general species will be considered to be traits. So a Wood Elf has the Elf trait as well as the Wood Elf trait.

Deliveries:

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee attacks are delivered with a successful strike with a handheld weapon. Packet attacks are delivered by

throwing a bean bag like projectile and striking an opponent. Missile attacks are delivered by throwing or firing a special foam weapon prop, although some games use packet based arrows and bolts that are firing by aiming a missile weapon prop at an enemy and then throwing a packet prop and striking that opponent with the projectile.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary, asked to leave the game.

Melee Attacks:

Melee attacks require special handheld padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two-handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of role playing, we expect our players to role play in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do

so are not counted. Attacks to the head and neck, the hands, or the groin are illegal and are not counted.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality, you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

Skills and abilities that allow you to use called melee attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by role playing the effect or calling out a defense to negate the attack. The melee attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

Some skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits.

The Flurry Rule:

A flurry is a series of melee swings delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry, you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their Flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

That's all you need to remember, everything else are clarifications and answers for specific questions.

Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as flurry swings. Feints and swings that do not make contact against weapons, shield, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact before resuming attacks on that opponent.

An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to get out of weapon range but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.

Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count

that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

The Proximity Rule:

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

Claws and Natural Weaponry:

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

Packet Attacks:

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet, then you are throwing too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit with role play or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use such as a Maim effect or shackles. Some packet-based skills have additional requirements as well.

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to

get off packet attacks during the Flurry pause. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

Like melee attacks, any packet attack that has no verbal causes 1 point of damage. Packet attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Packet attacks that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Rule of Etiquette: *In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.*

Concentrate:

Concentrate is a special plot verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out Concentrate and can throw a number of follow up packet attacks, including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks. Each skill or special ability that

allows the use of Concentrate requires you to call out "Concentrate" when you use it.

Rule of Etiquette: *If a character using Concentrate is in a swirling fight where new combatants are coming into fighting range, then the caster should call out "Concentrate" each time they willingly switch targets so everyone in the fight knows what is going on.*

Missile Attacks (Packet):

For many games, missile attacks typically use packets that represent arrows or crossbow bolts. To differentiate missile attacks from normal packet attacks, the attacker has two additional requirements when attacking. First, you must have a prop in your free hand that is aimed at the target. Second, you must go through a firing motion for each missile attack. Bows require you make a drawing motion and bring the packet to your cheek before throwing. Crossbows require that you pull the packet along the stock of the crossbow and pull it up to aim. After your motion you throw the attack while still pointing at the target with your free hand.

Although this system is typically used for bows and crossbows, games can use this system for thrown weapons, wands, or other ranged attacks that can be, in that setting, blocked with weapons or shields.

Like melee attacks, any missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Like packet attacks, missile weapons cannot be used while you are being hit by a melee weapon unless you have the ability to use Concentrate as described above.

Some skills that allow you to use a weapon or shield to block melee attacks also allow that defender to block missile attacks.

Missile Attacks (Props):

Some games require special props for missile attacks. Foam balls for arrows and bolts, foam thrown weapons, nerf arrows, and other non-packet systems are possible in Accelerant games. Foam balls used as arrows or bolts require the attacker to point the launcher or implement at the target as described when using missile attacks with packets. Foam thrown weapons only need to be thrown at the target. Other missile props such as nerf bows, are aimed and fired when they are used.

Foam weapons are always blockable by those skilled with weapons or shields in a manner similar to melee attacks. Like melee attacks, any foam missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Touch Delivery:

If a skill or ability is delivered with a touch, then the effect is delivered by touching a packet to the shoulder or arm of a willing or helpless recipient.

Special Attacks:

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effect and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a

defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

Affliction:

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

Gaze:

Someone who has met your gaze for a full three seconds calls out or whispers "By My Gaze" followed by a verbal. A vampire might whisper "By My Gaze, Paralyze by Will." Other creatures might cause fear or other effects.

Gesture:

Someone points at you with a hand or a weapon and calls out "By My Gesture" followed by a verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

Name:

Someone calls out "By Your Name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to

refer to you. Basically if you know they are talking about you then you take the effect.

Room:

Someone calls out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Search Response:

Someone calls out an effect after you search them or use a special Search effect upon them. If multiple people are currently searching a creature (for some reason) then all searching characters take the effect.

Voice:

Someone calls out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

Vitality:

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you.

If you are unconscious and you are unstable you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

Unconscious:

You are incapacitated and must collapse to the ground. You must close your eyes and

you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Rule of Etiquette: *Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.*

Death:

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, You will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike:

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the

victim can prevent a death strike. First you must render the victim unconscious or unmoving, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect:

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps:

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits Of The Dead:

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot

use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

In Elemist, the Death area will be defined by plot staff prior to Game on. This is the gate to the Realm of Death. When you arrive at the gate you must follow the posted instructions and ring the bell. You will wait for the Courier of Morrier to arrive and call you into the gate. Any questions regarding the gate to the realm of death or its location can be asked prior to game on. During game if your character dies and cannot locate the gate of death a clarification question may be asked to any game staff member or NPC as to its whereabouts.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill while talking. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

Final Death:

If the spirit cannot return from the Death area then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question and adds an air of danger to the game by threatening your in-game persona.

Attack Effects:

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each effect has a duration, but curing or removing that effect will end it.

Game Time:

As the game progresses during an event, players generally spend time interacting with other characters, moving from place to place, and engaging in combat and other game activities. Some skills or game effects require a specific passage of time as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't generally exhaust the costs of using the skill or ability unless that ability explicitly says otherwise in its description. If you begin, for example, to Focus for one minute to use a skill which can only be used once per event, or which uses an attribute point, the skill or attribute is not generally used up if you are interrupted while trying to use the skill.

Many games have a set of skills or attributes that can be refreshed when you have a chance to rest. Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or

sanctuary while you focus or rest. This prevents you from using these resets or skills while you are out in the field or away from these areas.

Rest:

Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

Rule of Etiquette: *Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field.*

Effects which require rest can overlap; what this means is that a single rest time can be used for multiple effects. If you had a game skill that allowed you to reset some kind of magical defense after a minute of rest, and you were affected by a Root effect, and you were affected by a Weakness effect you could rest for five minutes and apply the time to all three benefits. The Root would end, the Weakness would end, and the skill could be used to reset the defense.

Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest. "Rest for one minute to end this effect." "Rest for ten seconds and call out "Heal 2 to Self" to use this skill.

You Are Well Rested:

If you are in the process of resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your rest time is considered completed. Effects that end with rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Focus:

Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time role playing in a manner appropriate for the skill or ability you are using. You may talk with others during this role play time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you role play the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to role play each Focus time separately to use the associated ability. Effects that prevent you from using game

skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the role play needed to act out the skill, followed by the result of the Focus. "Focus for one minute, repairing your armor at a forge, to refresh your armor points." "Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb. "Focus for three seconds, shaking off your fear, to purge one Fear effect."

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning. This means that calling any defense, optional or otherwise, interrupts your focus.

Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he role plays repairing his armor, to refresh his armor points. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to focus for one minute to refresh his armor.

Beneficial Effects:

Effects that are intended to aid, bolster, or benefit a character are marked as Beneficial effects. If, for some reason, the recipient does not want to receive the benefit of one of these effects they may say "Refuse" to negate the attack or delivery.

Effect Listing:

Agony:

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

Cure:

Remove... Beneficial Effect (Cure only). Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

Travis, for example, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove either the Slow by Disease and the Slow by Will, and Travis can choose which one will end. A Cure Will would remove either the Slow by Will or the Drain by Will since they both have the Will trait. A Cure All Slow will remove both the Slow by Disease and the Slow by Will.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you touch a packet to the specified limb to indicate which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A "Cure Death" effect will restore a dead target to life and leave them with 1

Vitality unless that target has transformed to a Spirit of the dead.

Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A "Cure [Trait Name] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by species, skill, or the like.

Remove:

Remove is used to simulate dispels or forced removal of effects. Remove works just like Cure except it is not a beneficial effect. This has several side effects. Where Cure can be touch cast, Remove cannot be touch cast. Where Cure can be refused because it is beneficial, Remove cannot be refused. Where Cure will not interrupt Focus, Remove will interrupt Focus. Where Cure is not negated by and does not consume Shield, Elude and Guard defenses, Remove will be stopped by and consume Shield, Elude, and Guard. Otherwise Remove works like Cure.

Damage:

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death:

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes,

after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

Destroy:

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will render your shield unusable. The effect is permanent until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item.

An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal.

Items without tags or safety stickers

(such as clothing, belts, pouches, and the like) cannot be affected by Destroy.

Diagnose:

This effect is used to determine if the recipient is afflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damage. To use Diagnose, touch the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been afflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply "Yes, two." The choice of how to respond is up to you.

Disarm:

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

Rule of Etiquette: Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack, you must be making an effort to strike at the weapon.

Disengage:

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and

the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Drain:

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

Expose:

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called.

Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible, and you must cry out even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or another disabling effect.

You are not affected if you are Dead or

have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy:

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target, then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant:

Beneficial Effect, you receive a boon, blessing, or magical buff that enhances you in some way. There are a number of specific Grant effects, each with their own benefit. All Grant effects end if you die, and when the event ends.

Grant effects have some restrictions. ~ As a default you can have no more than three Grant effects at one time. ~ Each type of Grant listed below also has its own additional restriction.

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all existing Grant effects. Remove effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

There are five types of Grant effects.

... Armor "Grant Armor" "Grant 2 Armor by Inspiration"

This Grant adds additional armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated, then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted.

You may only have one Grant Armor effect active.

... Attribute "Grant Earth" "Grant 2 Vitality by Magic" "Grant 2 Karma by Inspiration"

This Grant adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality, then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... Protection "Grant Protection" "Grant 3 Protection by Inspiration"

This Grant adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points are not

affected by Waste Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends. You may only have one Grant Protection effect active.

... [Type] Defense "Grant Poison Defense, Shield" "Grant Defense by Inspiration, Elude by Blur" "Grant Melee Defense by Magic, Parry" "Grant Packet or Missile Defense, Avoid"

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack.

Once this defense is used the Grant effect ends. Grant effects which give you Elude, Guard or Shield effects must be used against the first appropriate attack that strikes you. Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense. The Purge defense requires you to wait for three seconds and call Purge to end an appropriate effect. Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type. You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you cannot only have one Grant Defense effect that is unspecified.

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense

against any melee, missile, or packet attack. You could choose to take an attack and save the defense for later. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Poison Defense, Shield" would give you one defense against any attack with the Poison trait. You would have to use this defense against the first Poison attack that strikes you. You would call out "Shield" when you used the ability.

A "Grant Missile Defense by Wind, Avoid by Air" would give you one Avoid defense against a missile attack. You could choose to take the attack and save the defense for later. You would call out "Avoid by Air" when you used the ability.

Sylla has an active grant effect with the verbal "Grant Poison Defense, Shield" on her. She receives a new Grant effect with the verbal "Grant Poison Defense by Faerie, Resist." Sylla cannot have two Grant Defense effects with the same type, so she must choose one and decides to take the resist and let the shield end. Later, Sylla receives a new Grant effect with the verbal "Grant Disease Defense, Resist." Sylla can accept that Grant effect since her current Grant works against Poison and the new Grant effect works against Disease.

Travis has an active Grant effect with the verbal "Grant Defense, Avoid." He knows he can call out "Avoid" to negate one melee, missile or packet attack because the type isn't specified. Travis receives a "Grant Defense, Shield" but decides to keep the avoid and the new Grant effect is lost. Later, Travis receives a "Grant Packet Defense, Avoid." He can keep that defense and his previous Grant because the type in the Grant verbal is not the same as one is unspecified and thus defaults to "Melee, Missile and Packet" and the other is specified as a "Packet" defense.

... [Delivery] Attack "Grant Melee Attack, 2 Damage" "Grant Missile Attack by Venom, Agony by Poison" "Grant Packet Attack by Magic, Stun by Fear" "Grant Attack by Arcane, 5 Damage by Fire" "Grant Touch Attack, Heal 2"

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with role play or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack is a beneficial effect the delivery can also be specified as "Touch."

As a default you can have no more than one Grant Attack effect.

A "Grant Melee Attack by Shadow, Weakness by Shadow" would give you one melee attack with the Weakness by Shadow effect. You would call out "Weakness by Shadow" when you used the ability.

A "Grant Packet Attack, 2 Damage by Fire" would give you one packet attack and you would call out "2 Damage by Fire" when you used the ability.

A "Grant Attack, Paralyze by Will" would allow you to choose melee, missile, or packet as the delivery and you would gain one attack of that type with "Paralyze by Will" as the verbal.

"Grant Touch Attack by Divine, Cure Poison" would allow you to touch a packet to a willing subject to cure a poison effect. Like

any beneficial effect, the recipient could refuse the effect.

Grant Extra:

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:
~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.
~ Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.
~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.
~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.
~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.
~ Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

Travis has a "Grant 2 Armor" effect that brings his armor total to 4. A servant of his divine patron visits him before a big battle and gives him a "Grant Extra Armor" effect on him. He now has an armor total of 5, but he could not have an addition "Grant Armor" nor another "Grant Extra Armor" active.

Sylla has only a "Grant Extra Magic Defense, Resist" upon her. A friendly wizard gives her a "Grant Magic Defense, Shield" to her. She can accept this effect because her other "Grant ... Defense" effect is an "Extra" Grant effect.

Double and Triple Grant:

Effects with the Double or Triple qualifier will provide multiple uses of the specified attack

or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only one Grant effect with the Skill trait. Since numeric effects do not stack this is only relevant for Grant Attack and Grant Defense effects.

Heal:

Beneficial Effect, this effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term "All" then all of your Vitality is restored. Otherwise, it restores one point. If you are unconscious with no Vitality, then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

Imbue:

Beneficial Effect, this effect can be used in one of two ways. An Imbue effect with the verbal "Imbue [Trait Name] Trait" will give you the specified trait for the remainder of the event.

Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event.

Imbue effect cards can have a wide variety of long-term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities.

If a player can use an Imbue effect, that ability will always have some in game action that must be accomplished before you can use the ability. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict:

This effect can be used in one of two ways. An Inflict effect with the verbal "Inflict [Trait Name] Trait" will give you the specified trait for the remainder of the event. Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.

Inflict effect cards can have a wide variety of long-term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate delivery or trait.

If a player can use an Inflict effect, that

ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim:

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze:

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh:

Beneficial Effect Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or

more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute, then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name, then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair:

Beneficial Effect You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities, you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor points is lower than the indicated amount. "Repair All Armor" will restore your armor to its maximum value.

Repel:

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt

once again to stay 10 feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root:

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence:

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. You must still call out during Expose effects. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam:

Some great force knocks you back and off your feet. When you are struck with this effect, you role play an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the

ground and shake your head for three seconds.

Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

Slow:

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize:

Beneficial Effect, if you are at 0 Vitality and unstable this effect makes you stable. You start your 5 minute count. Otherwise, you call "No Effect."

Stricken:

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear, and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

For example, if you have a Stricken by Poison and a Paralyze by Poison effect upon you, a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun:

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

Speak:

Beneficial Effect This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant moves out of reasonable conversation range.

Waste:

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill, then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name, then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a

Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name, then any charged abilities of the item are removed as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points but is otherwise treated as a called Damage effect and will render you unstable if it removes the last of your Vitality points.

Weakness:

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits:

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire.

The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the role play of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack then you should just go down. If someone sneaks up

and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Elemental Traits:

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits:

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

Metabolic Traits:

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits:

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backward as the effect is inflicted.

Special Traits:

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Bane:

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the species of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self:

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses:

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types.

When it is possible to apply multiple defenses to an attack the defender decides which defense to use. Although Elude, Guard, and Shield defense must be used if an attack would affect you, it is possible, for example, to use a skill that provides a Resist defense when an appropriate attack strikes you to “protect” a Shield type defense. You could, for example, use a Resist against Fear to save a Shield against any Mental trait.

Elude, Guard, Shield:

You negate the first attack of the appropriate type that strikes you. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Avoid, Parry, Resist:

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Purge:

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use Purge while unconscious unless doing so

would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use “Purge Death” in the verbal.

No Effect:

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Reduce, Absorb:

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is often used to indicate the effect has been lessened while Absorb often indicates that the attack had a different effect entirely. The verbal for this defense might be followed by “to” and the modified effect such as “Reduce to Maim” or “Absorb to Heal 2.” You must role play the new effect appropriately.

Increased:

While not exactly a defense, this call indicates that the effect had a greater than normal effect on the target. If the target calls “Increased” in response to a beneficial effect, the target might have an ability or skill that allows them to receive additional benefit from the effect in question. If the target calls “Increased” in response to an attack, the target might have a weakness or vulnerability to the effect or trait that was used against them. Some games might use “Increased to...” followed by an effect to specify extra information about the game effect.

Reflect:

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call

this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit:

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking, then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a

spirit. Some of these skills last until you move. In these cases, you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway, then you are forced to move to allow someone through. Since this can end the effect, you must be careful to use these types of skills so as to not block confined areas.

Defense Traits:

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Chained Defense:

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack, then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the character using the chained defense, then the ability must use the Self trait and character must role play that effect as if they had been struck by it.

For example, a Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated, and the creature was healed by using the defense.

For example, a strong creature can tear out of some physical effects, but it takes damage doing so. The creature is struck by the appropriate attack, role plays for 3 seconds, calls out "Purge and 2 Damage to Self" and then role plays the damage effect.

For example, a character has an ability that simulates a Riposte. The

character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

For example, a creature has an ability that can shoot attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Armor:

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing.

You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored just as if they were exhausted by Damage.

For example, Travis is wearing a 2 point of suit of armor. He role plays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

In Elemist, all characters may wear physical armor if skills have been purchased to do so. You must be skilled in the use of armor to effectively wear any armor type.

Armor points will only be counted when the required props are worn. You may wear a prop worth more points without this skill, but the protection it will provide will be limited by your armor skill. A character with the Repair Armor skill can restore physical armor using their resource pool. They spend one minute of focus time role playing this repair. All other players must focus at a forge for a designated time to repair armor.

In Elemist you must have an appropriate prop to use physical armor. You have six armor areas; your head, upper torso, lower torso, shoulders, arms, and legs. A full suit covers at least four of these areas. A partial suit covers fewer areas and for each area under four you wear reduce the overall value of the armor by one. Summer events may modify these Armor Areas by declaring heat index restrictions. During this restriction time full armor points will be granted for reduced costuming. Heat restrictions will generally only occur during events that exceed 85 degrees unless otherwise determined by plot staff prior to game on.

Light armor:

Includes light suede, thin leather, and furs. This type of armor provides two points.

Medium armor:

Includes rigid leather, and chain mail, This type of armor provides four points.

Heavy armor:

Includes scale mail, plate mail, or chain mail reinforced with rigid leather or plate pieces in at least two areas. If you wear chain mail reinforced with rigid leather or plate pieces those pieces must be clearly visible to count as heavy armor. This type of armor provides six points.

Traps:

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so. Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap:

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

Buzzer Trap:

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap:

When these traps are set off, you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap:

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison:

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in.

Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles:

Shackles are a prop that binds the wrists or legs of a character. An in-game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be

loose enough to remain comfortable, and for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and role playing. Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers:

There are certain phrases that can be added to verbals to change the effect. These can modify the duration or add additional effects to an attack. For simplicity, a single attack can only be modified by one verbal modifier.

Short:

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

Permanent:

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting but may still be removed by the Cure effect.

In Elemist, Permanent effects might last indefinitely. If you end the event with a Permanent effect submit to plot a description of the effect and how you received it. Permanent effects do not end at the end of game or game seasons and will carry on throughout the longevity of your character until a cure effect or death remove the effect.

Ambient:

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it. Although the effect itself remains unchanged, this indicates to the players that disabling the creature calling the effect will not prevent the effect. This modifier is usually used with plot deliveries to indicate plot driven effects.

If, for example, someone from plot called out "By My Voice, Ambient Agony by Fire" then the players would know that throwing a Silence effect or trying to Paralyze the creature calling the effect would not prevent the plot person from calling the effect. A plot person could also call something like "By Your Name, Travis, Ambient Agony by Disease" to indicate that some plot condition is causing Travis pain but it isn't related to the creature calling the effect.

Double and Triple:

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while

"Triple" causes three attacks to be delivered. Each attack requires a separate defense.

For example, a wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects:

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

For example, a spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

For example, a wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that

negates one melee strike would negate the entire attack.

Elemist Game Addition Light Sources:

Elemist is a fully immersive fantasy experience following the Accelerant ideals of "Always in Game", therefore periods of gameplay during times of darkness are expected. Elemist does allow the use of light sources such as battery-operated torches and flashlights in game, however we ask that you try to keep it lore friendly. All player maintained light sources will be inspected for safety and immersion during check in. Light sources that are deemed to be game breaking or too bright will be disallowed and you will be asked to leave them in your vehicle or personal effects stored in an out of game location in your cabin/tent. All light sources over 1000 lumen or laser sourced are not allowed at our events. Elemist also does not allow the use of fuel and flame powered light sources. Lanterns, torches, and candles that utilize live fire are not permitted at our events.

Light sources should never be used in a manner that impedes gameplay, causes distress to another player or NPC, or defeats the conditions of certain in game mechanics or modules. Players using light sources to blind, dazzle, or stun other players or NPC's may be removed from the event. Light sources should be aimed towards the ground when used. There will be times in game where module mechanics include conditions of low light or darkness, these conditions will be determined by an out of game call for "ambient suppress light" or "to the room suppress light". During these conditions no light sources, other than the ones provided by the module, will be allowed. Game staff strive to maintain operations in a safe

manner, and during these conditions will have light sources ready in the case of a caution or emergency. Light sources used in game will also be seen as “in game”. NPC’s may become activated by light sources or investigate those sources, and not all NPC’s are friendly. Just as excessive sound may agro an NPC, light may do the same.

Elemist Game Addition Personal Effects and Cabin Raids:

Elemist LARP is an Accelerant based gaming system, as such we strive to maintain an “Always in Game” environment. Sometimes during these periods game mechanics may include plots where political strife, wars, bandits, or guild actions could cause inspection and seizure of in game player held items or stashes. Due to this fact, Elemist will be instituting a policy for Out of Game materials. Materials such as personal effects, toiletries, costume and clothing parts, wallets, purses, car keys, etc. should be stored in a container clearly marked Out of Game or O.O.G. This container should be stored in your cabin underneath your bunk, in your tent next to your bedroll, or in publicly available locker space for shower house and bath house use. All items held by players that are not within an O.O.G. container are to be considered in game at all times. In game items may at any time be subject to in game actions. Elemist does not intend to make it a habit to conduct cabin raids or search through player effects however, it may occur and therefore we are establishing rules with concern to this fact. We also ask that no in game items be stored within O.O.G. containers. This includes all crafting materials, in game items, weapons, game currency, potions, scrolls, rituals, and in game supplies, although it is not limited to

only those items. Anything that could be considered in game will remain in game.

We will not search through personal effects of O.O.G. containers under any circumstances, and all cabin searches or raids of personal spaces will be conducted with a moderator present. That said, any player found to be storing in game materials within out of game spaces will be struck for cheating. First strike will be a verbal warning, second strike will result in suspension from the event, and third strike will result in a 1-year ban from Elemist events. At Elemist we utilize the honor system and expect all players and NPC’s to both follow, and uphold our community standards.

Elemist Game Addition Diagnose Skill in our game:

The diagnose skill in Elemist follows normal Accelerant rules on its use with the following addition: In order to use Diagnose in Elemist you must first purchase the Diagnose skill ability in the General Header, and then have the associated skill to use along with it. For example, if you have purchased the diagnose skill and first aid skill you can diagnose stable/unstable to another character. All cure skills, such as cure maim, can diagnose those conditions so long as you also have the diagnose skill. Healing skills allow diagnose damage to be used.

Chapter 2: Game Setting

Our Game World:

Elemist LARP Proudly invites you to join us in the Fantasy World of Elmeria. We are a Lightest Touch style Boffer LARP utilizing the Accelerant Core Rules System. We aim to provide a unique “Slice of Life” style experience in a world of Fantasy, Magic, and Long-Lost Technologies. Our game is set on a world quite unlike our own. The technologies present show many similarities to the Iron Age however, have become divergent including some steampunk and even para-military points. In general, our game costuming and feel are that from the Baroque period combined with some Victorian flair. We invite you to explore our fantasy and hope you join us through the gate of our imagination.

Elemist is a fantasy realm, and as such many of the concepts within game do not mimic real life or real time occurrences. Elemist consists of a fantasy game setting on a planet other than Earth, known as Elmeria. Our in-game politics are non-representative of real-world politics and any political or diplomatic events in game are for the purposes of fantasy game play. The religions in game are a fantasy pantheon set entirely to help build the world of Elemist and add additional role play to our game. The elements of politics and religion portrayed in our game are not the ideals and beliefs of our staff and should be considered as in game mechanics only.

Harassment and Discrimination Policy:

As always, Elemist LARP is inclusive to all players of all origins and ethnicities. We welcome all communities and are open and accepting of all minorities and LGBTQIA2S+ members. Elemist LARP has a ZERO tolerance policy for harassment and

discrimination. We do not allow hate at any of our events and will turn away any known members of hate groups or known terrorist organizations. Elemist LARP holds the right to refuse registration and access to our events to anyone that does not comply with our community standards.

Any out of game speech or actions of a hateful nature used at our events will be grounds for dismissal. We kindly ask that in game references and devices remain in game. Elemist understands that in character tensions will arise, arguments will occur, and both political and religious tensions can and will be possible. These items are strictly for the cases of role play and will be used for in game play only.

Brief World History:

Long ago the world of Elmeria was populated by a mysterious ancient people who harnessed the magicks of the Elements to power their Clockwork Cities. Little is known about their time and technology, most of which ceased to function when they vanished. Their disappearance caused a great cataclysm that was felt even in the heavens.

Many years later, new species began to take root across the World, adapting to their unique environments and establishing new infrastructure. Science and technology have begun to return with many of these civilizations pushing the limits of knowledge on engineering and the arcane. New attempts are being made to meld the magicks of the world that are once again being discovered into everyday life. Many clues are left to be found on the origins of these new peoples, their civilizations, and the depths of their individual additions to the arts. This leaves much of history unwritten and ready to uncover.

Recently stronger waves of magic have begun resonating from the planet's surface, causing outbreaks of rogue elemental creatures. Amidst this chaos, pieces of long-lost technology have begun to spontaneously activate. Older Cogs found in ruins reactivating with no memory of their past lives. Flickering Gates are briefly connecting continents from afar. A new Pantheon is beginning to entify as Avatars begin appearing more than ever before in written history.

Religions of Elemist and The Pantheon:

The world of Elmeria follows a pantheon consisting of 9 Deities.

Elmeria began as a godless planet. Throughout the course of the first era the magicks of the world, alongside concepts of knowledge and science, were the only celebrated worships. The peoples of these dawn times, known only as "The Ancients" left us many whispers of this past however, not all is known and much of this story has been lost. Written history, desecrated relics, and the vague recollections of the few remaining elders that were alive in that era are all that remain of this history. The great calamity that brought the dawning era to a close left this world broken and mostly empty, leaving a vacuum in the energies, magicks failed, the planet changed, and life itself was altered. The Ancients had flown too close to the sun and failed in their pursuits to tame the mysteries held deep within Elmeria herself. The cataclysm caused by those Ancients forever changed the course of Elmeria. The great magicks were gone, their civilization destroyed, a mass extinction followed, and Elmeria was in turmoil.

Not all was darkness following this great change. With the violent close of this first era came a celestial fracture, which

brought about the heavens, and the hells, of this once magical world. Within those pockets appeared new gods, bringing about an age of divine intervention. This new era saw our deities quickly to work, changing their world and its path. New species appeared, land masses were formed, life once again started to flourish on this world. The age of the gods was upon us.

A few millennia into this age, a pantheon of 9 celestial bodies is worshiped on Elmeria. This pantheon of gods exists throughout the world however, many choose to worship a sole deity. All of the gods are known throughout the lands of Elmeria, but to each culture the level of influence and importance to their prime deity can be seen in everything they do. These deities have great influence over the world but rarely interact directly with its peoples. The day-to-day governance of the lands and its peoples are far beyond the sight of the gods, only caring for the grand design of Elmeria herself, and holding back those powers of destruction once known to the Ancients. For guidance of its peoples the gods have imparted their knowledge and powers to certain members of every species known to us as 'Avatars'. These avatars are the closest connections we have to the heavens and only insight remaining of this grand plan which brought Elmeria to where she is now.

Not all the gods are happy with this plan however, and there are a few who seek to interrupt this new age. A few of the Avatars have begun to change, feeling strong pulls towards long forgotten gateways of the old magicks. Some have taken notice as the Avatars themselves warn of change. Many believe the gods to be the relics of the ancients and worry a new cataclysm is coming. The world now stands uneasy.....

The Deities of Elmeria and their followers are seen below:

Ashalan - Church of Nature

Symbol - Tree of Life

The followers of Ashalan value the balance of people with nature. They tend to the forests, creatures, and elementals that are native to the lands. Many dedicated followers become Shamans, Druids, and Oracles. They value a stance of Neutrality and Balance. The Species most drawn to Ashalan are Elves, Humans, and Orcs.

Domores - Church of the Forge

Symbol – Anvil

Followers of Domores find strength and purpose in their Artisan-work and Craftsmanship. Many talented smiths and crafters feel a calling and kinship within their work while using their hands for creation and support. Many Artisan Shops and Guildhalls owe their foundation to followers of Domores. The Church of the Forge is one of the most universally practiced, with followers of Domores found on nearly every Continent. Followers of Domores value a sense of Community Cooperation and foster the sharing of knowledge. They pursue the advancement of infrastructure, for the betterment of their communities. The Species most prominently drawn to Domores are Cogs, Dwarves, Goblins, Humans, Kolmar and Mummykin.

Erranea - Church of Knowledge, Tapestry, and Fate

Symbol - Scroll/Book

Followers of Erranea strive to acquire and preserve knowledge of the times, both

current and forgotten. Many dedicated followers become Scribes, Library Caretakers, Historians, and Oracles. The followers of Erranea value a sense of Objective Neutrality and strive to collect historical accounts from every side of an event. The Species most drawn to Erranea are Dampire, Mummykin, Neelam, and Rejshiva-Ghostkin.

Interra - Church of Slaughter

Symbol - 3 blood lines

Followers of Interra have taken the motto "Use everything from which you kill" to a dangerous new extreme. They have developed ways to harvest essence from the freshly slaughtered for ritual purposes. Most followers of Interra are viewed as Cultists. Their Sects are banned from religious practices in the capitals. On very rare occasions Dwarves and Orcs are rumored to Harbor Followers of Interra for the purpose of studying the Ancient Magics of Blood Essence Rituals, but if they are discovered publicly, they face execution.

Lumeas - Church of Light

Symbol – Sun

Followers of Lumeas strive to bring cleansing light to that which has become dark or corrupted. They fight against the creatures of Shadows, Undeath, and Corruption. Many followers of Lumeas become strong Fighters, Paladins, and Healers. They believe themselves to be True Lawful Neutral, but at times the Church of Lumeas has also produced extremists' sects which have taken the Crusade against Darkness a step too far, resulting in wars. The Species most drawn to Lumeas are Humans and Kolmar.

Morrier - Church of Death

Symbol – Ankh

The followers of Morrier value balance between the world of the living and the spirits of the afterlives. They strive to keep the living among their brethren until their time is meant to come and facilitate the transition of restless spirits onto their proper resting places. They value a stance of Neutrality and Balance between the living and the dead. Those more familiar with death find comfort in the guidance of Morrier, and their balance with the spirits. The Species most drawn to Morrier are Mummykin, Rejshiva-Ghostkin, Orcs, and Shifters.

Sevana - Church of the Many Seas

Symbol - Water Droplet/Ocean Waves

Followers of Sevana pay homage to the Songs of the Seas, Whims of the Tides, and Tales of the Ancient Waters. Many dedicated followers become Storytellers, Songwriters, and Fishermen. They pay homage to Sevana upon their ships and pray for protection from deadly storms and creatures of the deep. The Species most drawn to Sevana are Merfolk, Humans, and Ship Venturing Dampire.

Sombre - Church of Darkness

Symbol - Black Circle/Eclipsed Sun

Followers of Sombre draw strength from the darkness and shadows. Although this following may fortify the followers in the Night, it often takes a toll on their souls, reducing their lifespans and clouding their thoughts. Although not banned in the Capitals, following of Sombre is discouraged in most civilized areas. The only Shrines to

Sombre are located in discreet rural areas, often underground or deep within caves. The Species most drawn to Sombre are Kolmar, Dwarves, Orcs, and Cogs.

Tokor - Church of Mechana

Symbol – Gear

Followers of Tokor have particular interest in the Elemental Technologies of ages past. They strive to decipher the origins of the clockworks, gates, and ruins residing beneath the surface of Elmeria. The followers of Tokor believe their stance to be neutral, but some fear their pursuits may unveil destructive secrets of the Ancients better left forgotten. The Species most drawn to Tokor are Cogs and Dwarves.

The Creatures of Creation

Symbol - The Animal Clock

Some remnants of an old-world Creationist Religion were preserved by the Vampires who survived the Burning Years. This belief is fragmented and incomplete, with only legends and myths of how Animals shaped the world at the Beginning of Time. There are no Avatars of this forgotten religion, with its roots believed to be derived from the Astrological instead of the Divine.

The Species of Elemist:

Elemist is a world of many species. The following list covers the playable versions. Some other species exist in game, however, are left out for mystery and plot. We also only have basic explanations of each type and very little history posted. Each species will be discovered in greater detail in game where the rich histories of our characters and nations can be learned.

Cogs:

Cogs are creatures from the Wasteland region with clockwork qualities. A species of hybrids between humanoids and mechanical golems. Little is known of their true origins and designs. Parts of their history can be uncovered through exploration of the many ruins and factories scattered throughout Elmeria. Hailing from the Northern Wastelands, the Cogs mechanical components compensate for the harsh environment and desolate landscape known to the region.

Cogs can be identified by the clockwork components that are fused with their skin. Some of these components may operate to provide metabolic support, while the purpose of others is unknown or akin to vestigial organs. Modern Cogs have the shortest lifespan of the Wasteland peoples, most only living for 30-60 years. The Cog Capital City is The Clockwork Tower Located in the Center of the Wastelands continent. Collections of Cogs can also be found in the ruins of what may have been factories from Ancient Times.

There are currently believed to be two divergent origins of Cogs. One Origin theory is that "Awakened Cogs" came from the same parent species as Ghostkin and Mummykin. They took on mechanical

clockwork components to help them adapt to surviving in the harsh conditions of the climate. The components in time became integrated with their genetics. These Cog families live in small groups in the Wastelands, mostly in underground ruins.

Awakened Cogs families can come from The Clockwork Tower, Forgotten Forge, Scarlet Glassworks, and The Scrapyard. Awakened Cog families may also have migrated to the Del-Tek Oasis and The Great Pyramid of Tat'Ara.

The Second Origin Theory is that "Stasis Cogs" were at one time created by a parent species, or even the Ancients themselves, to support and operate the ancient clockwork cities. The facts of their history have been lost to time. These Cogs are sometimes found in an inactive stasis state, buried in the ruins. They are awakened with no memory of their past life, and often struggle to reintegrate into society. Stasis Cogs can be found at The Forgotten Forge, The Halls of Servitude, and The Scrapyard.

- Costume Requirements: Gears or Clockwork Components present on face and skin, possible patches of metallic skin or metal plating.
- Clothing Style: Steampunk
- Free Vocation: Smithing
- Species Ability: Resist destroy once per day

Dampire:

The Dampire are a people from the Crescent Isle who are descendants from the nearly extinct Vampire Species. The vampire ancestors could live for thousands of years but they are dying off. There are only 11 vampires left on the crescent isle. From their Vampire ancestry, Dampire possess only minor blood refresh abilities and slightly longer lifespans. Most Dampire live for approximately 150 years.

The Dampire styling is inspired by Edwardian aristocracy. They highly value literature, artisan work, jewel Crafted items, and historical documentation. Many Dampire hail from Nobel households founded by the Vampires. Literature and Family recipes that have been passed down through the generations are highly valued. Many expeditions from the Crescent Isle are sponsored by wealthy patron families to search for new experiences.

The Center of the Crescent Isle, Hearthstone City, has been set up as a refuge colony for human artisans which, upon the human's natural deaths, also serve to sustain the few remaining vampires that live on the island. The Dampire often have large estates that were bequeathed to them from the heads of their vampire households and serve them as well as maintaining the farmlands and cooking areas that provide for the humans who choose to live in the colony. Because their trade includes the import of large amounts of fish to feed the human colony, as well as themselves, the main cultural interactions Dampire have, are with the Merfolk fisheries.

The Crescent Isle Vampire Households Are:

1. House Rikon-Teyhak: Named after one of the founding Vampire couples who established the Crescent Isle as a safe haven for Vampires, Dampire,

and the Human Artisan Colony. Their Household focus is original Artisan work and creation of new arts. They had one vampire daughter named Venya who had a proclivity for gemstone creations. Venya had a few Dampire offspring, but most of the original members of the Rikon-Teyhak Household were Artisans who were adopted into the family for merit.

2. House Kezren-Mantik: Named after the now deceased second founding vampire couple who established the Crescent Isle as a safe haven for Vampires, Dampire, and the Human Artisan Colony. Their Household focus is maintaining the infrastructure for food production and distribution on the Island. Kezren was the First Master Chef of the Crescent Isle. Mantik managed the Isle's farms and established the first fishery trade agreements with the Merfolk. Kezren and Mantik had three vampire children. Their two vampire daughters are Zyiah and Kendel, who have carried on the House Kezren-Mantik name, and their Dampire descendants continue to manage the Isle's food production and infrastructure to this day.
3. Descendants of Kezren: Kezren and Mantik had one vampire son named Gizmon, who had a proclivity for collecting large metal items such as Cannons and pieces of ancient Mechanical constructs. He often joined Merfolk expeditions in his search for items to add to his collection. Gizmon never married but did have several offspring with various Merfolk in his travels. Many of the offshore Dampire/Merfolk descendants have taken the name Kezren as a

surname but do not hold any claim to the Crescent Isle titles or lands.

4. House Zentik: The Vampire Zentik is a prominent sponsor of artwork, paintings, and sculpture. He curates several high end art museums. Zentik has had several marriages to prominent merfolk over the years, and many vampire/merfolk offspring that have chosen to pursue the arts at the Zentik Conservatory or take to the seas to discover their own passions. The Zentik Household also sponsors human artisans who prefer to pursue the arts while remaining within the colony instead of at the Conservatory, by providing and maintaining several artisan studio spaces on the central island.
 5. House Devon: The Vampire Aristocrat Devon is a prominent benefactor of Music and Traditional Dance. He often commissions musical compositions which are debuted at concerts and large ball events hosted at his estate. He has had several marriages to humans over the years and many vampire descendents who have been bequeathed small Lordship titles and estates.
 6. House Lornel: The Vampire Lornel is a prominent sponsor of literature, written word, and novels. They curate the largest library on the Crescent Isle. Lornel has had three marriages over the years, but no biological offspring. All of the members of the Lornel Household are adopted into the family, if they have chosen to dedicate their life to the creation or preservation of literary works. The Lornel Household to this day has the highest prevalence of Merfolk and Human Family members on the Crescent Isle.
 7. House Styzil: The Vampire Styzil has a proclivity for textiles and fashion. Styzil is believed to be the youngest vampire of the Crescent Isle and has not had any marriages or offspring. They have established their household as a mercantile guild and have offered their family name as a symbol of partnership between their primary investors and merchants.
 8. House Tykel: The Vampire Tykel has a proclivity for collecting foreign items and artifacts. She has always placed her mercantile entrepreneurship in high regard, and expected the same dedication from those she adopted into her house. She has never married and has the smallest household on the Crescent Isle. Tykel has an extremely strong will and independent attitude. She oversees most of the shop fronts along the ports and manages the majority of the newer trade negotiations between the Merfolk ships and the Crescent Isle Vampires. She is an excellent negotiator and has earned the respect of several Merfolk Captains. She also manages the finances and resource distribution for offshore expeditions sponsored by the other Crescent Isle Households.
- Costume Requirements: Fangs
 - Optional: Red, Purple, Blue, or Green eyes. Possible Human or Merfolk traits from their non-vampire ancestors.
 - Clothing Style: Edwardian/Steampunk
 - Free Vocation: Chef
 - Species Ability: Once per day after death striking an enemy, they can spend 30 seconds role-playing drinking the blood of the downed enemy to restore all hp to self.

Dwarves:

Hailing from the northern mountains of the continent of Aisha, this hearty species of craftsman and miners are more at home underground than on the surfaces of Elmeria.

The Dwarven peoples come from within the Mountain Kingdoms of the Southeastern Continent of Aisha. Many choose to pursue Mining, Smithing, and Crafting. Dwarves have a strong sense of Duty and Honor, and many come across as having stubborn personalities.

Dwarven Kingdoms have a monarchy-based hierarchy system. There are 3 main Dwarven kingdoms on the mountain peaks:

- Halstein ruled by King Gunthar Brauneg of the Eldest Mountain
- Halvard ruled by King Sigrid Romhild the Fortifier
- Reidun ruled by King Tehbar Quicksmith of the Ironforge Clans

There are additional lesser Dwarven kingdoms further down the mountains, as well as some smaller family groupings along the lowlands that are primarily based around mining towns. Most Dwarven people's value metals over gemstone, so they often will trade for metals with Goblins and Neelam in exchange for the raw gems collected from their mines. There are many renowned Dwarven Smiths who have specialized in the creation of high-quality weapons and armor. Some Archaic ritualism with Runic basis is also practiced. A lot of their traded food comes from goblin farm villages or fisheries. The food that is grown themselves is often fungus based or terraced on the outsides of the mountain. The primary foes of the Dwarven people are Earth Elementals and large burrowing animals.

Dwarves have an innate need to work and have formed their culture around this fact. They enjoy music in chant and limerick form used to move the workday along. They

are often seen singing in chorus while chipping away the stones that build their great cities.

- Costume Requirements: Gemstones and/or Runic markings on their faces and braided hair.
- Clothing Style: Blacksmith style leathers, armor, metal jewelry, runic plates
- Free Vocation: Miner
- Species Ability: Resist slam once per day

Elves:

Elves are a forest dwelling species that originated in the wooded areas of the Northwestern Continent of Rennik. Wildly isolationist and wary of outsiders, they are attuned to nature and feel most at home amongst the forests. The Elven People are very spiritual, with their leaders being chosen by the spirits of the forest and attuned to the life force of the Ancestral Elven Tree "Crann Darach". The Elves of Elmeria are a long-lived peoples with a life span of up to 175 years, leaving their culture with vast amounts of time to pursue both knowledge and spirituality.

The Elven kingdoms coexist on Rennik with the many castles and villages of man however, they rarely venture from their forests for long periods. Many of the things they would need already exist within the boundaries of their territories. The Elves have established vast wooded temples for worship and have grand libraries for the exploration of agriculture, arts, and knowledge. The Elves do occasionally participate in trade with other civilizations but are widely considered to be self-sufficient. Although many Elves spend a great amount of time to the pursuits of expanding their agriculture, much of the

working hours of the day are spent tending the lands around them. Elmerian Elves are primarily farmers, agriculturalists, and arborists. Their culture and spiritualities have led them to care more for the forests and lands than themselves, leading to the pursuit of methods for using the resources around them respectfully. This pursuit has also led most Elves to prefer a vegetarian diet.

The internalization of elven trade and politics leads many outsiders with little to offer that the elves find necessary to their daily life. There is a spiritual and diplomatic alliance between the Elven Peoples of Elderwood, The Elven Priests of Crann Darach, and the Human Druids of Borrowick Grove. The human Druids are the nearest to the elven territories and hold the closest beliefs to their ways. Elves are wary of the returning magicks and stand against any study of the old clockwork ways. They have shown the most resistance towards adopting the new technologies that have begun to be rediscovered and stand ready to defend any threat this would pose to their society.

The Elven society is known for its ability to dance. Their graceful nature has led this culture to be well versed in the fine arts such as ballet. Elves enjoy calm pleasing music that accentuates their artforms. Flutes, violins, and woodwind instruments are prominent in their musical culture.

- **Costume Requirements:** Pointed Ears and Plant like markings on their face and skin, often depicting leaves
- **Clothing Style:** Tunics and Cloaks in earth tone colors
- **Free Vocation:** Farmer/Herbalist
- **Species Ability:** Resist root once per day

Goblins:

Goblins live in villages on the Western and central areas of the Southeastern Continent of Aisha. Goblins facilitate most of the continent's trade and the various routes it takes through those lands. They are often hired for convoy transport and mercenary jobs. The central points in most goblin villages are marketplaces and a Guildhall for Merchants. The Guildhall functions as both a meeting hall and tavern, with a job posting area managed by the guild. Most guild halls are run by a pair of goblin families. Goblins are prolific with an increased prevalence of twins, and often have large families with 4-8 children per couple. Their political system is a Guild based democracy. In cases of meetings where votes need to be called, anyone who has lived in town for 3 or more days is eligible to vote, regardless of gender or species.

Goblins are often gossip brokers, and place value on acquiring information. The goblins free vocation skill is mining. They often take job postings from dwarves as miners, from Neelam as traders, or from Orc tribes as trappers and mercenaries for large scale hunting parties when they need additional dexterity. An example is if an Orc tribe was trying to take out a giant hippopotamus that had been destroying their huts. The Orc might hire a pair of goblins to set up traps to slow the hippopotamus down and reduce the hunting party's casualties. Goblins are a very resourceful people, and for what they may lack in stature, they make up for in cunning. The Goblins will use the knowledges they acquire through trade to build new methods and tools towards expanding their influence as merchants. Anything worth making a trade will interest a Goblin.

Goblin culture is very complex; however, their arts are known to be loud, and to some seem barbaric. Their music is modeled after old war chants with heavy usage of drums and reeded instruments. Goblins are known to enjoy the influences of the Orcish drums, and Dwarven chants. They often adapt them together creating new fusion songs and drumlines. Many trade convoys will be heard drumming toward city gates far before they are seen. Goblins also enjoy sports and sponsor teams for games such as Giant's Ball, Dodge Rocks, and Obstacle Masters.

- Costume requirements: Purple Skin, Pointed ears.
- Optional: Long Nails or Claws
- Clothing Type: Eclectic Functional clothing, leather vests, sturdy boots, colorful aprons with many pockets, ect.
- Free Vocation: Miner
- Species Ability: Once per day agony (melee)

Humans:

Humans are an Agriculturally based Species from the Plains area of the Northwestern Continent of Rennik. The human system of government is a Kingdom and Lordship system. Farming and preparing food are important keystones to most human societies. Many humans choose to become Farmers, Chefs, and Crafters.

The Plains of Rennik are the original Homeland of the human populations. They began to flourish there as an agricultural society and develop their kingdoms. There are currently 3 major kingdoms in the Plains and an independent Spiritual Henge at Borrowick Grove.

Linnake - Linnake is the Southwestern Kingdom located near the shoreline. The people of Linnake specialize in Economics and Commerce. Their main exports are food crops, and lumber for construction and ships. The Kingdom of Linnake also oversees the Southern Port of Hulia, which serves as the oceanic trade port to the Merfolk Isles.

Linnake is Ruled by Arvid Oakland - Age 54. He is a very fair and balanced ruler, Specializing in Economics and Commerce. He has 3 sons and a daughter. His wife Frey is deceased.

Valpana - Valpana is the Central Kingdom North of the Henge. The people of Valpana specialize in Diplomatic Alliances and Religious Connections. They take great pride in their temples dedicated to Ashalan, Domores, Erranea, and Lumeas.

Valpana is Ruled by Randel the Vigilant - Age 22. He came into rule at age 20 upon his elderly father's passing. He works to maintain the diplomatic balance within Valpana as well as with the neighboring Human and Elven religious orders. His mother Runa is a Priest of Erranea and tends to their Library and Reliquary.

Otta - Otta is the Northwestern Kingdom, located on the Northern Peninsula. The people of Otta specialize in Forging, Seafaring, and Combat. Their fleets of ships regularly make two-month long expeditions by boat to the shores of the wastelands to collect the Iron rich sands for forging weapons and armor.

Otta is Ruled by Viggo of the Irons and Andrea of the Crimson Shore.

Viggo of the Irons - Age 36. He is a strong fighter and sailor who often leads his fleet of ships on the long expeditions several times per year. He is married to Andrea of the

Crimson Shore and they have two young children.

Andrea of the Crimson Shore - Age 30
She is a strong fighter and Rules over Otta independently while Viggo of the Irons is away on expeditions.

Borrowick Grove - Borrowick Grove is located at the center of the Continent of Rennik. The Henge and Grove are Revered as Spiritual Sanctuaries with innate magical connections to nature.

Borrowick Grove's current tending Druidic Priest is Brenowen Brandir - Age 26. Her family line has tended the Grove for many generations and maintains the closest diplomatic relationship with the Elven Priesthood of Crann Darach.

Crescent Isle Colony - There is also a large human colony on the Crescent Isle, set up as a refuge for human artisans, which also serves as the primary food source for the few remaining Crescent Isle Vampire Elders. The human families in the center of the Crescent Isle are not required to stay. They have been offered a life in a utopian refuge where they may hone their artisan skills. If any wish to leave with the sailors, they are given the opportunity, because maintaining the positive sustainability of the overall colony is of utmost importance. The Crescent Isle Colony is a sanctuary for the humans to pursue their crafts and have their needs attended to, in the exchange that upon the nearing of their natural deaths their bodies are donated to the vampires.

- Costume Requirements: None
- Clothing Style: Medieval Peasant/Viking style tunics, Chemise, bodice, ect.
- Free Vocation: Farmer/Herbalist
- Species Ability: Resist Disarm Once Per Day

Kolmar – Demonkin:

The Kolmar Demonkin are a species that originates on the far southern continent. Their society's government system is Militant, with the constant need for defending their strongholds. Their continent is extremely hot and covered in magma plumes, lava flows, and volcanoes. They have spent most of their culturally known history reinforcing and defending their fortresses from onslaughts of Magma Golem creatures and Fire Elementals.

The Kolmar have very limited exposure to other cultures. There are only two known Gates on their continent. "The Frozen Gate" intermittently flickers briefly with a connection to the Frozen Tundra on the opposite side of the planet, and in the past has been used as a means of exile. "The Silent Gate" has not previously activated in centuries. Potential reasons for Kolmar choosing to pass through "The Silent Gate" gate could include exile, banishment, or a military scouting expedition. Members of a military excursion may choose to search for new materials to reinforce their fortresses or weaponry back home.

Many Kolmar are skilled Metalsmiths. Magma Forged Blackstone Armor is amongst the strongest ever forged, and therefore is notoriously difficult to obtain. Liquid obsidian is used for forging black stone armor and weapons. Blackstone obsidian can only be forged within the heart of a Volcano, and often results in the death of many of the Smiths prematurely.

The Kolmar Ranks are assigned as a prefix to their names. The 12 Kolmar Military Ranks in order from highest to lowest are Xi, Xo, Yo, Yon, Kin, Kai, Ket, Non, Nii, Net, Sen, and Ess.

The Ranks available for Player Characters are:

Non- meaning Soldier

Nii- meaning Scout

Net- meaning Cadet

Sen- meaning Unranked (usually in reference to youth or elder smiths retired from their military service)

Ess- meaning dishonored

- Costume requirements: Horns, black and red facial markings
- Clothing Style: Para-Military, tactical clothing, mostly black armor with red accents
- Free Vocation: Smithing
- Species Ability: Once per day parry

Merfolk:

The Merfolk are a seafaring people, who live on the Southwestern Islands known as the Merides Isles. At one point in time long ago, the Atlantean City was the Merfolk Capital, but as more and more Merfolk took to ships and floating isles, the capital fell out of use. Now most of the Atlantean City has sunk beneath the Ocean and been abandoned as a ruins. Only one central tower remains above the waves, sparsely populated by a handful of Merfolk and Selkie.

The Merfolk were initially semi aquatic, but over the past several generations have lost their ability to breathe beneath the waves. Most of the Ancient Merfolk cities that are still submerged have been abandoned. Modern Merfolk still have some Aquatic traits such as scales, webbing on their hands or feet, vestigial gills, and fins.

Some Merfolk have settled in fishing villages along the edge of the Crescent Isle and the Port of Hulia, but most are ship bound for the majority of their life.

Their culture is primarily ship based. Captain's Rulings, which vary from ship to ship, are law. As a culture, many Merfolk have only ever known the rule of their captain and see no point towards establishing formal government. Most ships are very large, more like cruise ships than boats, Populating up to 200. Usually these ships have a working 'crew' of 35-50 depending on the vessel size, and this is the only hierarchy those Merfolk know. Core 'crew' members are ranked within their society with the rest about the vessel being left as servants, traders, crafters, and family members of the crew itself. The Captain acts as a mayor of sorts to all aboard, although their rule is more like that of a monarch, leaving little in the way of democracy. Even land-based settlements function in this way with their 'captain' being the Harbor Masters of those locations.

The Merfolk have primarily become a sailing race with vocations ranging from fishing and trading, to smuggling. The Drowning Caves and Smugglers Cove are places Merfolk can acquire rare items, but at a questionably high cost. Often their hobbies include dueling and gambling. Pearl and Shell beads for jewelry are often made and sometimes traded or offered as tokens of appreciation.

Due to being a sea faring race, the Merfolk have a strong culture of sea shanties and story. If they are not singing a tale of the high seas, they are telling one. Working parties, fishing, sea monsters, tales of great storms, and ports once visited are often subjects of their tales.

- Costume Requirements: Gills and Scale print patterns on parts of the face and skin.
- Optional: Webbed appendages, fins

Clothing Style: Aquatic Celtic Pirate, often emphasizing plaids in green and teal color tones, pearl and shell accessories.

- Free Vocation: Chef
- Species Ability: Once per day disengage

Mummykin:

Mummykin are a species from the Wastelands who have traditionally wrapped their bodies in layers of damp bandage like fabrics which symbiotically bind to their skin. These coverings are needed due to the harsh climate of the wastes. The extreme heat, heavy sandstorms, and sparse vegetation have led the Mummykin towards the need for this additional protection. These wrappings have been part of their desert life for so long that they are not only a part of Mummykin culture, but a physical part of their bodies as well. This species can no longer live without this protective cloth, and many have formed it to function as clothing in addition to their skin. It is not uncommon for a Mummykin to wear no additional clothing or armor over parts of their wraps.

The Mummykin travel their homeland in nomadic tribes known as caravans. These travelers wander the deserts for most of their lives, sometimes taking refuge in ruins when they are unearthed by the shifting sands. Supplies are scarce in the lands they inhabit, and these small groups never stay in one place for long. The storms throughout the wastes have created an ever-changing environment where new ruins are found as often as old ones forgotten. The Mummy are a resilient people with an expected lifespan of about 75 years, their elders ranging mostly from 45-60.

During occurrences where Mummykin tribes meet in their travels a great feast is held. This will be a celebration lasting for several days. These feasts include trade

exchanges of food and wealth, celebrations of music and dancing, grand stories, displays of magic and arts, and often marriages. The four eldest members of a tribe form a council. This council is seen as their form of government, and they are the ones to make any consequential decisions for their tribe. These councils are charged with keeping of law, recording the history of the tribe, and arranging the marriage negotiations with those to other caravans. Their primary food sources are sugar reeds, desert lizards, and large bugs.

The caravans will trade with anyone they come across and are always interested in new sources of food and technology. Recipes hold great value to these people.

- Costume Requirements: Bandage wrappings on majority of exposed skin, sunken eye makeup
- Clothing Style: Sand colored robes and hoods, Patchwork tunics and vests in desert sand colored tones, collections of red and gold beads
- Free Vocation: Ritualist
- Species Ability: Once per day stabilize to self

Neelam – Trolls:

The Neelam Trolls are a species that resides in the Southern Mountains. They are easily identified by their pointed ears, sharp teeth, and sapphire blue skin. They are amongst the longest-lived species of Elmeria, with a lifespan of up to 300 years. Their society is also the most developed in terms of architecture and sculpted artworks.

The Neelam have a Matriarchal system of government, with their Grand Matron being worshiped as the Queen of their peoples and given the title of Dashka. The Dashka in power is seen as the mother

of all Neelam and can often be referred to as the 'Great Provider'.

The Neelam hold their seat of power centered within the Capital City known as the "Sapphire Citadel". This large structure was given its name due to the sapphire inclusions in the walls and windows. As their society dictates, this citadel is the home to Dashka, and the city's colors are upheld to match the strength and splendor of Sapphires.

The Sapphire Citadel and its grand architecture are seen as the height of achievement within Neelam society, the architects of which are worshiped as priests. These Grand Architects are the only members of Neelam society that may rival their Dashka in influence and status.

There is a secondary government system managed by an artisan council, which manages the city's maintenance, daily operations, and distribution of imported resources. This board is charged with control of all resources and trade. They also form the Neelam judicial system and uphold the law and order of their society and culture.

The artisan council have an active trade system established with the Goblins and Dwarven Kingdoms. Often Goblins Caravans will travel between the Sapphire Citadel and the Dwarven Kingdoms to execute trade agreements and facilitate new trade. Traditionally the Neelam value gems higher than metal ores and the dwarfs value metals higher than gems, so the Goblin merchants gain value from both exchanges.

The Neelam society does not traditionally have marriages, and many of the prominent families within this society were assembled by the Dashka herself. Titles of ownership, family names, or any other achievements and rights a family may hold are passed through the female lineage.

Though Neelam are long lived, their birth rates are extremely low, often with 50

year or longer age gaps between siblings. Consequently, a new member being born into a family is a great cause for celebration. It is also a great honor in the Neelam society to earn the title of 'Mother'.

- Costume Requirements: Blue Skin, pointed ears
- Clothing Style: Bollywood Style clothing with an emphasis on blues, jewel tones, and silver/mirror like components
- Free Vocation: Jewel Crafter
- Species Ability: Once per day grant 2 protection to self

Orc:

Orcish culture is a bayou inspired tribal society in the swamp land regions of the Southeastern continent of Aisha. The Orc are a formidable species that originated in the swampland region. Often, their warriors are seen as aggressive and barbaric. They live in tribal societies, often called camps, and are known to be fierce hunters. Some of their common prey include Crocodile, Hippopotamus, and Megalodon. Most of their leaders are powerful witch doctor Healers or Ritualists known as Seeys, admired as well as feared, and not to be trifled with. Most of the tribes are headed by a Seeyr and a Chieftain. In smaller tribes the Seeyr may serve both roles.

Orc warriors may challenge a Chieftain for power and rule of their tribe. A grand melee is used to determine the victor. Any Orc who has lost such battles is disowned by the tribe and exiled from the swamps. Many of the Orcs seen in other societies have arrived there through such fate.

Other Orcish titles within the camps include Elder, Mother, and Sister for those

who have earned status through spirituality or ritualism.

The majority of Orcs are trained as Hunters and Warriors. Those Orcs go on to make up the hunting parties or 'Warrior Bands'. The lead warrior of those bands holds the title of 'Papa' and is often paired with their chosen weapon type preceding their name, such as "Papa Spear-Nash".

Hunters will often display necklaces and lanyards containing teeth or bones from some of their larger prey animals. These trophies are great prestige to the warrior and prove his worth in battle. Bone and tooth beads hold great intrinsic value to the tribes and are often the primary choice of Orcish currency.

Their musical culture includes drum circles with call and response songs. Much of their history is story based and passed down orally. There is more emphasis on pictorial records, and less emphasis on written texts. The Orcish tribes enjoy a good war chant as much as hearing the stories of victory told by great fires. A great battle, impossible fight, and grand hunt are almost always the subjects of their songs and tales.

Their primary inter-species interactions are with goblins, usually hired for extra dexterity and trapping for hunts, and occasionally traded with for produce and grains. The main foods grown within the Swamplands are fungus and rice.

There are a few Orc encampments that are well known to the Goblin traders and have made their way onto the maps of the world as permanent towns. These are not the only camps that exist, these are just the largest and most widely established through trade and mercenary work. Some of the Chieftains are solitary or simply choose to be more self-sufficient.

- Costume Requirements: Dark Green or Grey skin.
- Optional: Tusks, war paints, bones and teeth from hunted prey
- Clothing Style: Bayou tribal, incorporates witch doctor components, Vulture culture costuming
- Free Vocation: Hunter
- Species Ability: Once per day heal 2 to self (while stable or conscious only)

Pexilee – Pixiekin:

The Pexilee - Pixiekin are a fairy-like species that inhabits the central continent. Known only as the Faelands of Perli, little is known about this land. There are scattered ports on this island nation that many races have arrived to, and some trade has been conducted however, the few Pexilee that conduct such operations have failed to be forthcoming on their culture. Not much is currently known in the ways of the Fae and they are often seen as the wild children of the jungles to any who manage to see their lands.

Perli is a continent of seemingly no cities. The landscape is covered with wild jungles and great mushroom forests that the Pexilee call their home. The Pexilee have no known form of government, although they are believed to be somewhat spiritual. It is believed that the Pexilee acknowledge and follow some of the Divine gods of Elmeria, as well as take part in their own ritual ceremonies with rumors of their basis in the Astrological. The Faelands are often not welcome to outsiders and few have ever ventured beyond the port camps.

Time passes somewhat differently for the Pexilee species, and they do not measure time as other species do. Pexilee have a symbiotic relation to the jungles that surround them, and they are capable of

bonding directly with the forests. These bonds are seen more as hibernation where the physical bodies of the Pixie will disappear into the trees themselves. The Pexilee can essentially disappear for years or decades at a time. It is rumored that Pexilee can live for up to 300 years but are only awake for a fraction of that time. They are primarily solitary creatures living in the forested areas.

Pexilee have been known to occasionally "adopt" an orphaned Shifter because they think they're cute, and become extremely protective of their "Child", despite most of the Shifters already being innately aggressive. This feeds into travelers fears if encountering them beyond the ports.

- Costume Requirements: Wing shaped markings around the eyes and Patches of skin that glisten or glitter.
- Optional: butterfly wings
- Clothing Style: Bright Fluorescent and Neon colored clothing with shiny components, (80's jazzercise vibes)
- Free Vocation: Alchemist
- Species Ability: Resist silence once per day

Rejshiva – Ghostkin:

The Rejshiva – Ghostkin* are a species from the Wasteland on the Northeastern Continent. They have adapted to the harsh climate by developing mist like qualities. At times some of them may even become non-corporeal briefly to protect themselves from attacking sandstorms, predators, or perceived threats. This mist form has been interpreted by many other cultures as the Rejshiva being ghosts or the apparitions of the dead. Although this skill has been passed on through the ages of this species, little is known of its origins. In some way, it may be connected to the forgotten magicks. To

protect themselves and their inherited ability, the Rejshiva choose not to correct those rumors or prove they are indeed living, and instead embrace the term "Ghostkin" some refer to them as.

Often seen wearing light clothing and wandering through the sands alone, many have been led to believe the Rejshiva are wayward spirits. In reality this clothing style serves to reflect the harsh desert sun and aid in keeping them cool through the heat and long days. Contrary to most beliefs the Rejshiva are not specters and are generally held to physical form. The Rejshiva are the longest lived of the three species from the Wastelands, surviving for up to 200 years.

The Rejshiva have little knowledge of their own origins and can often be left with few stories of their own history. These peoples choose not to live in large groups, do not build cities of their own, and tend to cohabitate intermittently with other species. Generally they can be seen along the fringes of the great pyramid cities, amongst the ruins of the Cogs, or traveling the wastes alongside the caravans of the Mummykin. They can also be seen wandering alone through the sands and throughout the various abandoned ruins of the wastes.

The unique adaptations of the Rejshiva-Ghostkin have even left some to believe they don't exist. Many of the Humans who sail from Otta regard them only as spirits and believe their physical forms to be apparitions. The Rejshiva have done nothing to dissuade these rumors and stories told of them by the Humans, and tend to perpetuate them as truth in the cases of their meeting. This not only adds to their mystery, but also aids to protect them as a people from the well armed visitors to the Wasteland shore.

The Rejshiva do not have much known culture of their own. The only true parts of themselves are the clothing styles

passed along through the generations, and collections of glass beads that are treasured. The unique ability they possess gave way to the loss of their own history. As they were forgotten by those around them, they too forgot themselves. An unfortunate part of being invisible is becoming invisible.

- Makeup Requirements: Ghost-like facial markings around eyes and mouth.
- Clothing Style: Light Flowing Veil like Clothing, Most also wear a white, ivory, or light blue veil over their faces, as well as a head covering to protect from the sunlight.
- Free Vocation: Ritualist
- Species Ability: Mist Form - At Will, they may choose to turn into a mist cloud.*

*Mist Form is represented by the player placing a glowing circle or hoop around their feet. While in mist form they are rooted to their circle and may not use melee attacks or packet attacks and may not be affected by melee attacks. They are still affected by packet, ambient, voice, or gesture calls, and they may cast voice effects. Mist form may also be affected by certain ritual magic. While in mist form a Rejshiva can still be injured or killed. Upon falling unstable, or being effected by a death call, their mist form is automatically dispelled and the normal bleed out/death/spirit mechanics apply. Removing Mist Form while conscious requires 30 Seconds of Focus to dispel. Mist form is a "to self" only ability.

**This Species skill is designed to allow low combat, and non-combat players to safely participate in combat active encounters such as town fights. A Player in Mist form is considered non-corporeal and may not use their circle to block halls, doorways, or paths.

Shifters:

The Animal Folk Shifters are a species originating from the Central Island Continent known as The Faerlands of Perli. This species shares the island jungles with the Pexilee Pixiekin folk. Although some Shifters do cohabitate with Pexilee, they are aggressively strong willed and do not wish to be viewed as 'pets' by outsiders. If Shifters are encountered beyond the ports they are likely to act territorial and aggressive. Conversely, some shifters do briefly enjoy the interactions and companionship that may be offered at the ports, as that provides them a break from their normal routines of life, and taking some time away from the pack at a "safe" location may be therapeutic.

As a species, Shifters possess the ability to shape shift between a mostly humanoid form and an animal form. They have the capacity to partially, or completely, shift between their humanoid and animal forms at will. Shifters normally choose to be seen by others in their mostly humanoid or partially humanoid forms. A Shifter can only change into the one animal type they are born with, commonly referred to as their "Soul Animal". Soul Animal forms are typically inherited from the parents of the Shifter and match one of the parent's Soul Animals, but in rare cases of mixed genetics may diverge to an alternative animal. *For example a parent couple with soul animals of a Wolf and a Tiger may have a child with the soul animal of a wolf or tiger, or a recessive divergent soul animal of a leopard.*

The shifters culture is wildly vast and varied depending on the family group. They tend to take on many of the attributes of their individual forms and this causes most groups to have their own traditions, rituals, and hunting practices. A Shifter's life expectancy is fairly short, most only living up to 50 years. Shifters have a tribal hunting society. They

primarily live and travel in tribal hunting parties or packs. A typical Shifter village serves as home to 2-4 pack groups of similar species or family units. Shifters are primarily an aggressive hunting species, and their titles are earned through hunting prowess.

There are occasional occurrences of herbivore Shifters clans, but they are far less common. Often the Shifter packs will travel if the hunting grows sparse, so most of the villages are set up with tents and temporary structures. Somewhat similar to Orcish societies.

Shifters live with emphasis on the present, so their history does not hold much sentimental value to them. Some oral stories have been passed down, mostly of valiant hunts that seemed impossible. On rare occasions a story of a scorned Pexilee will survive as a warning to future generations. Some rare Clawscrib texts are produced by tribal scribes which do record small pieces of history, but in general tribal literacy is inconsistent.

- **Costume Requirements:** At least two Animal Aspects such as ears, tail, fur, ect.
- **Clothing Style:** Tribal clothing, usually incorporating leathers and furs
- **Free Vocation:** Hunter
- **Species Ability:** Resist maim once per day

Chapter 3: Vocations in Elemist

Character vocations are a large part of Elemist. Many professions are available, and they all offer elements of role play and creation in game. Vocations offer a feel that every character has something to offer to the game. Vocations in Elemist use many in game items to either support other characters or create the various equipment that will be used during the course of our game. Due to how much focus we place on vocations and the ability to craft, Elemist aims to be as fully "phys repped" as possible. In game items you can find and use include gems, food tokens, ores, ingots, alchemy components, ect. These items are represented by resin tokens, material cards, or items with an effect tag attached to them. These in game items are intended to be representations of components only. All in game items are NOT intended for consumption or use in any out of game function.

All in game items must be turned in at check out at the end of game. Should a player need to leave before the end of game, check out at monster camp with a moderator and turn in your item bag.

Vocation Skills Usage:

Vocation skills in Elemist require the use of two game skills in order to complete a task. Some vocations can use a harvesting skill in order to collect certain components/items that are utilized during execution of the vocation. All vocations require use of the focus skill. Focus is explained in the core accelerant rules however, the unique adaptation of the focus skill is explained below.

- Focus: Focusing represents some task that requires your concentration.

Focusing is used by all vocations to harvest materials and make in game items. You must spend time role playing in a manner appropriate for the vocation skill or ability you are using. You may talk with others during this role play time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you role play the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap.

For Example, if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to role play each Focus time separately to use the associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus; the times do not overlap.

- Harvesting: The harvest skill gives a vocation the ability to collect an in-game crafting material with a specific amount of focus. Each vocation that has a harvest skill will list the specific item that can be collected, as well as the focus time required to do so. Having the ability to conduct a harvest skill does not give the player the ability to harvest all materials. Only the listed materials within the given vocation can be harvested by a player. Harvesting is conducted by using the verbal call "Begin Harvesting" then adding the material you would be harvesting. Harvesting can only be used to collect one item or material at a time. Multiple

materials require multiple uses of harvest focus time.

For example – A Player with the Hunter vocation has killed an NPC wolf in game. They would conduct a normal search of the corpse following general accelerant rules. Following that search the player can then call “Begin Harvesting Prey” and begin role play with a skinning knife to harvest the NPC. Following 30 seconds of focus the NPC will either give up the harvested item which is meat or a pelt in this case, or call a verbal of “Harvesting Failed”. A failed verbal means the NPC cannot be harvested.

Another example - A Player with the Herbalist skill finds a node of wood in game and wants to harvest it. That player will make the verbal call “Begin Harvesting Wood”. Following that call they would use gardening shears to role play harvesting that material for 30 seconds of focus. After 30 seconds the item or item tag present in that node can be harvested by the player. This type of harvesting cannot fail however, if there is more than one item or tag present additional harvest focus will need to be used to collect those items.

Vocation Stations:

Vocation Stations are Areas where designated materials can be processed. They are represented by a table with a sign and a wooden compartment box called a “**Workbench**”.

To begin using a Vocation station, you will need to go to the designated workbench with your materials and Vocational Artifact tools. Concentrate/roleplay for 30 seconds per item, as you add them to a workbench compartment. Within 2 hours a Vocational Spirit will transmute your materials so they can be collected. Vocational tools used at

workbenches are Soul Tagged so anything placed in a workbench cannot be interacted with by anyone other than the player who prepared them.

Durability Ratings:

Durability in Elemist is the number of events an item may be used before it breaks and requires replacement. All items and equipment in game will have a listed durability rating. This includes, but is not limited to weapons, armor, vocational tools, and magic items. These items will be clearly marked with their starting durability and updated for durability loss at the end of every event. Should a player not be present for an event their items will not lose durability as they will not be checked into game.

The Vocations available in Elemist:

Alchemist:

Alchemy is the vocation for creating potions and poisons.

Mechanics Clarifications:

Potions are paper tagged items that when “consumed” instantly cause an effect to the person who drank it. When consuming a potion you must tear and dispose of the tag to signify the potion has been consumed.

Poisons are “Alchemical Darts” when a Poison tag is used, the effect is placed on a packet which can be touch delivered or thrown. When preparing a poison dart, you tear and dispose of the tag to signify the poison has been consumed.

Formulas are known alchemy recipes that characters may acquire and share. You may choose to brew a potion without a formula, but there is a chance the combination may fail.

Brewing a potion or crafting a poison requires 3 ingredients, one each of: plant, animal, and mineral. Plant components are flowers or leaves represented by resin tokens with a clarifying tag inside with the plant name. Animal components are represented by resin tokens of or containing a bone, fur, tooth, or venom. Mineral components are bottle shaped resin tokens containing Gemstone dust from one of the 5 gems: Amethyst, Emerald, Quartz, Ruby, or Sapphire.

To begin brewing you will need to go to an Alchemy station workbench. Focus/roleplay for 30 seconds per item and add the items to your cauldron. Within 2 hours an Alchemical Spirit will transmute your ingredients into a potion or poison tag that can be collected. Cauldrons are Soul Tagged so they cannot be interacted with by anyone other than the Alchemist who prepared their cauldron.

Chef:

Chef is the vocation for collecting meat and processing raw food items into sustenance tokens.

Mechanics Clarifications:

Sustenance Tokens are paper tagged items that when "Consumed" at the beginning of a mealtime instantly refresh the character's sustenance, as well as activate any other effects indicated on the card to the person who consumed it. Sustenance Tokens are represented by single use orange item tag cards. When used the cards may be returned to a recycled items box.

Starvation - If a character does not have any sustenance tokens at the time of a meal, they take on a point of Starvation. Starvation causes detrimental effects that worsen exponentially. If a character acquires 5 points of starvation, they will die of hunger.

Cooking a meal requires the Chef Skill, a Yellow Cooking Recipe Card, and one ingredient each from the 3 category types indicated on the Recipe. The cooking ingredient categories are Produce, Protein, and Spices. Produce components are fruits, vegetables, or grains represented by resin tokens. Protein components can be meat, fish, egg, nut, or bean. Common meat components are represented by resin tokens shaped like a heart labeled "Meat". Rare "prime cut" meat components are represented by tokens shaped like the animal from which they were harvested or a larger heart with a clarifying tag. Spice components for Salt and Sugar are represented by Spice Tubes with a yellow hexagon sticker tag identifying the contents. The Rare Spice Component "Honey" is represented by hexagon shaped honeycomb tokens.

To begin Cooking you will need to go to a stove-top or campfire workstation. Focus/roleplay for 30 seconds per item and add the items to your cooking pot. Within 2 hours a Vocational Spirit will transmute your ingredients into a Sustenance Token tag that can be collected. Cooking Pots are Soul Tagged so they cannot be interacted with by anyone other than the Chef who prepared their ingredients.

Harvesting requires 30 seconds of concentration/roleplay to collect the harvested item.

Harvesting Prey- To harvest a meat product from a fallen creature using a Skinning Knife Item, state to the NPC "Begin Harvesting Meat using Butchering", then focus/roleplay above the NPC for 30 seconds while they retrieve a meat token from their pouch if available. The Butchering skill has a higher chance of yielding "prime cut" meat components than the general Hunting Skill.

Farmer/Herbalist:

Farmer/Herbalist is the vocation for harvesting wood, produce, and herbs.

Mechanics clarifications:

Harvesting requires 30 seconds of focus/roleplay to collect the harvested item.

Wood - Wood grows naturally in forested areas. If a Farmer/Herbalist notices a good place to harvest wood from they may use their Garden Shears Item to spend 30 seconds focus on the tree or wood pile cache to harvest a token of wood. A single wood token may be found at the base of a tree or on a log for harvesting. Some places may have a regrowing thicket of wood. These locations are represented by a wood cache box containing several wood tokens. At these locations EACH Farmer/Herbalist may harvest one unit of wood PER HOUR from the cache box.

Wild Produce and Herbs - Some Produce and Herbs can grow naturally. If a Farmer/Herbalist encounters a wild occurrence of produce or herb they may use their Garden Shears Item to spend 30 seconds to focus/roleplay identifying and harvesting the Plant. Some places may have a replenishing wild Plant component. These locations are represented by a cache box containing several tokens. An example would be a field area with a Cache box containing wild Alfalfa. At these locations EACH Farmer/Herbalist may harvest one token PER HOUR from the cache box.

Growing Produce and Herbs –

Farmer/Herbalists may find or purchase seedling packs for planting. These seedlings are represented by a Seed tag clarifying the type of plant with a counter for growth cycles. Up to 3 Seedlings can be placed in a

Farmer/Herbalist's planting pot in a garden. Once every two hours a Vocational Spirit will bless the garden, encouraging the seedlings to generate the designated produce or herbs. Most produce plants will have a 50% growth rate per cycle. Common Herbs will have a 50% chance growth rate, uncommon herbs will have a 25-50% chance growth rate, and rare herbs will have a 10-25% chance growth rate. Specialty soils can sometimes be purchased to increase the planting pot's growth rate and production yield.

Hunter:

Hunter is the vocation for tracking prey and harvesting animal products such as meat, bone, tooth, venom, pelt and hide.

Mechanics clarifications:

Harvesting requires 30 seconds of focus/roleplay to collect the harvested item.

Harvesting Prey- To harvest an animal product from a fallen creature with a Skinning Knife Item, state to the NPC "Begin Harvesting Prey", then focus/roleplay above the NPC for 30 seconds while they retrieve a prey item from their pouch.

Tanning Hide or Pelt -At a Tanning Station you may place 2 units of Hide or 2 units of Pelt in a tanning vat for refining. Within 2 hours of filling your vat a Vocational spirit will transmute your Hide into Leather or your Pelt into Fur for you to collect. Tanning Vats are Soul Tagged so they cannot be interacted with by anyone other than the Hunter who prepared their Vat.

Jewel Crafter:

Jewel Crafter is the vocation for processing Raw Gemstone Ore into Gemstone Dust, Lesser Gems, or Greater Gems. Jewel Crafters can also refine Greater Gems into Facet Gems for Enchanting Socket Items.

Mechanics Clarifications:

Gem Cutting- The Jewel Crafter's tools are Grindstone and Chisels. At a Jeweler's Workbench Station a Raw Gemstone Ore can be placed on a Grindstone with the corresponding Chisel to convert it to One Greater Gem for Rituals or Faceting, Two Lesser Gems for Rituals or Spell Scrolls, or Three Gemstone Dust for Alchemy. Within 2 hours a vocational Spirit will transmute your ingredients so that they can be collected. Grindstones are Soul Tagged so they cannot be interacted with by anyone other than the Jewel Crafter who prepared their Grindstone.

Facet Jewel Crafting- Greater Gems can be further refined and Faceted by a Jewel Crafter using a Grindstone and Facet Chisel. Faceted Gems can be used with Socket Items to Create Enchanted Items that Grant Special Effects.

Miner:

Miner is the vocation for harvesting metal and gemstone ores from mine rocks, and smelting metal ore into ingots.

Mechanics Clarifications:

Mining Shale- When Mining Ore you will encounter a "Shale Stone" that is approximately 3 inches wide by 4 inches long containing Ore. To Harvest the Stone, you must focus on it with your Pickaxe Item for 30 seconds. After 30 seconds you may pick up and collect the Shale stone.

Refining- After leaving the Mining Area, there will be a "Refining Station" set up nearby. At this station you may open the "Shale Stones", collect the ore from inside, and place the Shale Stone shells in the shale bucket. There is no additional time requirement for this step.

Smelting- At a Smelting Workbench you may Smelt an Ingot by placing 4 units of the same type of ore (Iron, Copper, Silver, Ect.) and 1 unit of coal in a Crucible. Within 2 hours of filling your crucible a spirit of the Forge will transmute your ore into an ingot for you to collect. Crucibles are Soul Tagged so they cannot be interacted with by anyone other than the Miner who prepared their crucible.

Salvage- Some damaged items may have a salvage value. Up to 3 Salvage Items at a time can be melted down in a crucible for salvaged scrap components. Within 2 hours of filling your crucible a spirit of the Forge will transmute your item into scrap components for you to collect. Crucibles are Soul Tagged so they cannot be interacted with by anyone other than the Miner who prepared their crucible.

Ritualist:

Ritualist is the vocation for removing ritual locks, harvesting essence, performing rituals, and creating spell scrolls.

Mechanics Clarifications:

Ritual Locks- Ritual locks are represented by puzzle mazes. Using a "Wand" a ritualist may trace through the maze to unlock the ritual lock. When they have completed the maze the lock on the box or door is dispelled and may be removed.

Harvest Elemental Essence- Certain creatures such as Elementals can be harvested for Elemental Essence which is used as a ritual component. When using a Prism Tool to harvest Essence from a fallen Elemental, state to the NPC "Begin Harvesting Elemental Essence", then focus/roleplay above the NPC for 30 seconds while they retrieve an Essence token from their pouch.

Ritual Scrolls- Ritual Scrolls are Ritual Recipe Cards. They contain the name of the ritual, the components, the casting method, and the effect.

Spell Scrolls- Spell Scrolls are single use Spell items that Ritualists can create using a Ritual Scroll, Lesser Gems, Elemental Essence, and Parchment.

Smithing:

Smithing is the vocation for creating weapons and armor from metal ingots.

Mechanics Clarifications:

Smiths acquire knowledge from Blue Smithing Tomb Cards for how to craft different weapons and armor.

Smithing- To create a weapon or armor item using Smithing, a character with the Smithing skill will first go to an active Forge Workbench with their Anvil and Hammer Tool. They will focus/roleplay for 30 seconds per item as they place their Anvil and Hammer, Smithing Tome card, and the required materials in the Workbench. Within 2 hours a Vocational Spirit will visit the Forge to transmute the materials into the crafted item.

Smelting- At a Smelting Workbench you may place 4 units of the same type of ore (Iron, Copper, Silver, Ect.) and 1 unit of coal in a crucible to forge an Ingot. Within 2 hours of filling your crucible a spirit of the Forge will transmute your ore into an ingot for you to collect. Crucibles are Soul Tagged so they cannot be interacted with by anyone other than the Miner or Smith who prepared their crucible.

Salvage- Some damaged items may have a salvage value. Up to 3 Salvage Items at a time can be melted down in a crucible for salvaged scrap components. Within 2 hours

of filling your crucible a spirit of the Forge will transmute your item into scrap components for you to collect. Crucibles are Soul Tagged so they cannot be interacted with by anyone other than the Miner or Smith who prepared their crucible.

Chapter 4: Character Skills and Classes

General Skills Header:

10CP Avoid 1 per event (only purchasable once)

10CP Vocation Pick – pick any one vocation (This skill may be purchased multiple times to add additional vocations)

5CP 1 Additional Armor Point (This skill can be purchased twice)

5CP 1 Additional Vitality Point (This skill can be purchased twice)

5CP Natural Weapons – Claws/Fists (can only be purchased once) (Only Shifters, Kolmar, and Goblins may use claws. All species other than shifters may use fists)

4CP Shield (any type other than buckler) (if you wish to use two of these shields this skill must be purchased twice)

4CP Long Club (can only be purchased once)

4CP Polearm (can only be purchased once)

4CP Spear (can only be purchased once)

4CP Staff (can only be purchased once)

4CP Great Axe (can only be purchased once)

4CP Glaive (can only be purchased once)

4CP Maul (can only be purchased once)

4CP Great Sword (can only be purchased once)

3CP Read spell scroll (unlimited use) (can only be purchased once)

2CP First Aid (unlimited use) (Touch cast) (requires 1 minute of uninterrupted focus and role play of administering first aid to stabilize an unstable character) (this skill and the diagnose skill are required to diagnose stable/unstable or dead)

2CP Buckler (if you wish to use two of these shields this skill must be purchased twice)

2CP Hammer (if you wish to use two of this weapon this skill must be purchased twice)

2CP Short Club (if you wish to use two of this weapon this skill must be purchased twice)

2CP Axe (if you wish to use two of this weapon this skill must be purchased twice)

2CP Sword (if you wish to use two of this weapon this skill must be purchased twice)

2CP Thrown Weapon (can only be purchased once)

1CP Dagger (if you wish to use two of this weapon this skill must be purchased twice)

1CP Disarm Trap (unlimited use) (can only be purchased once)

1CP Pick Lock (unlimited use) (can only be purchased once)

1CP Ward Cabin (requires 5 min of focus on cabin ward token) (Allows use of the ward cabin skill between the hours of midnight and 7 A.M. This skill must be accompanied by a token and Ward Cabin notice, example in Appendix B.)

1CP Diagnose (unlimited use) (can only be purchased once) (Touch cast) (allows use of the Diagnose skill, see page 34 for clarification) (diagnose must be used in conjunction with another skill that grants the ability to diagnose a condition or effect)

Character Class Headers of Elemist:

Note: All skills are listed with CP Cost first.

Bard:

Resource Pool: Creativity
Maximum number of pool points: 10

6CP By voice Heal 1 by inspiration (voice cast) (a heal skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 3 pool

5CP 3 uses of Grant Melee Guard by inspiration (touch cast/by name vocal cast) (Requires 2-minute performance, recipient of skill must have witnessed performance. This skill does not stack and cannot grant extra.)
Skill consumes grant melee defense slot
Skill cost to cast: 1 pool

5CP 3 uses of Grant Spell Shield by inspiration (touch cast/by name vocal cast) (Requires 2-minute performance, recipient of skill must have witnessed performance. This skill does not stack and cannot grant extra.)
Skill consumes grant packet defense slot
Skill cost to cast: 1 pool

5CP 3 uses of Grant 1 protection by inspiration (touch cast/by name vocal cast) (Requires 2-minute performance, recipient of skill must have witnessed performance. This skill does not stack and cannot grant extra.)
Skill consumes grant protection slot
Skill cost to cast: 1 pool

5CP 3 uses of Heal 1 vitality by inspiration (touch cast/thrown packet)
Skill cost to cast: 1 pool

3CP Disengage by skill
Skill cost to cast: 1 pool

Berserker:

Resource Pool: Rage
Maximum number of pool points: 10

6CP Destroy weapon/shield by Skill (melee delivery)
Skill cost to cast: 2 pool

6CP Maim by Skill (melee delivery)
Skill cost to cast: 2 pool

6CP 5 Damage by Skill (melee delivery)
Skill cost to cast: 2 pool

4CP Slam by Skill (melee delivery)
Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

4CP 1 Additional Vitality Point (may only be purchased once)

Brawler:

Resource Pool: Stamina
Maximum number of pool points: 10

6CP Destroy weapon/shield by Skill (melee delivery)

Skill cost to cast: 2 pool

5CP 3 Damage by Skill (melee delivery)

Skill cost to cast: 1 pool

5CP Silence by Skill (melee delivery)

Skill cost to cast: 1 pool

5CP Parry by Skill (melee defense)

Skill cost to cast: 2 pool

4CP 1 Additional Vitality Point (may only be purchased once)

3CP Purge maim by Skill

Skill cost to cast: 1 pool

Cleric:

Resource Pool: Faith
Maximum number of pool points: 10

5CP 3 uses of Heal 1 by divine (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)

Skill cost to cast: 1 pool

5CP By character name heal 1 by divine (skill uses the following verbal: "By your name, _____, heal 1 by divine")(voice Cast)

Skill cost to cast: 1 pool

5CP Grant packet resist to self by divine (touch cast on self)

Skill consumes grant packet defense slot

Skill cost to cast: 2 pool

4CP Disarm by Skill (melee delivery)

Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

3CP Disengage by Skill

Skill cost to cast: 1 pool

Druid:

Resource Pool: Creation
Maximum number of pool points: 10

5CP Grant packet resist to self by Nature (touch cast on self)
Skill consumes grant packet defense slot
Skill cost to cast: 2 pool

4CP Cure Maim by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose maim)
Skill cost to cast: 1 pool

4CP Cure Root by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose root)
Skill cost to cast: 1 pool

4CP Cure Silence by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose silence)
Skill cost to cast: 1 pool

4CP Cure Slow by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose slow)
Skill cost to cast: 1 pool

4CP 2 uses of Heal 1 by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

Fortifier:

Resource Pool: Endurance
Maximum number of pool points: 10

6CP Repair armor by Skill (this skill requires 1 minute of uninterrupted focus and roleplay indicating armor is being repaired) (touch cast)
Skill cost to cast: 1 pool

4CP Repair Shield by Skill (touch cast)
Skill cost to cast: 1 pool

4CP Heal 2 to self by Skill (touch cast on self)
Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

3CP 1 Additional Armor Point (may only be purchased once)

3CP 1 Additional Armor Point (may only be purchased once)

Mage - Air:

Resource Pool: Air

Maximum number of pool points: 10

6CP Short Repel by Air (thrown packet)
Skill cost to cast: 2 pool

5CP Cantrip by Air (thrown packet) - 30 seconds of uninterrupted focus grants the caster 5 consecutive uses of 1 Damage by Air thrown packet at no pool cost. This skill cannot be used non-consecutively, all 5 uses must be used following the period of focus. This skill expires either at the end of battle, when any other skill is used, or when all 5 uses are expended. (this skill requires 30 seconds of focus while chanting an empowering phrase. The empowering phrase is an in-game verbal that must be minimum 10 syllables long) (the cantrip skill is immune to silence)

Skill consumes the grant attack slot

5CP Silence by Air (thrown packet)
Skill cost to cast: 1 pool

5CP Grant packet resist by Air to self (touch cast to self)
Skill consumes grant packet defense slot
Skill cost to cast: 2 pool

5CP 3 Damage by Air (thrown packet)
Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

Mage - Arcane:

Resource Pool: Mana

Maximum number of pool points: 10

5CP Cantrip by Arcane (thrown packet) - 30 seconds of uninterrupted focus Grants the caster 5 castings of 1 damage by Arcane thrown packet at no pool cost. This skill cannot be used non-consecutively, all 5 uses must be used following the period of focus. This skill expires either at the end of battle, when any other skill is used, or when all 5 uses are expended. (this skill requires 30 seconds of focus while chanting an empowering phrase. The empowering phrase is an in-game verbal that must be minimum 10 syllables long) (the cantrip skill is immune to silence)

Skill consumes the grant attack slot

5CP Silence by Arcane (thrown packet)
Skill cost to cast: 1 pool

4CP Slam by Arcane (thrown packet)
Skill cost to cast: 1 pool

4CP Disarm by Arcane (thrown packet)
Skill cost to cast: 1 pool

4CP 2 Damage by Arcane spell (thrown packet)
Skill cost to cast: 1 pool

3CP Agony by Arcane (thrown packet)
Skill cost to cast: 1 pool

Mage - Earth:

Resource Pool: Earth

Maximum number of pool points: 10

5CP Cantrip by Earth (thrown packet) - 30 seconds of uninterrupted focus Grants the caster 5 castings of 1 damage by Earth thrown packet at no pool cost. This skill cannot be used non-consecutively, all 5 uses must be used following the period of focus. This skill expires either at the end of battle, when any other skill is used, or when all 5 uses are expended. (this skill requires 30 seconds of focus while chanting an empowering phrase. The empowering phrase is an in-game verbal that must be minimum 10 syllables long) (the cantrip skill is immune to silence)

Skill consumes the grant attack slot

5CP Root by Earth (thrown packet)

Skill cost to cast: 2 pool

5CP Grant packet resist by Earth to self (touch cast to self)

Skill consumes grant packet defense slot

Skill cost to cast: 2 pool

5CP 3 Damage by Earth (thrown packet)

Skill cost to cast: 1 pool

4CP Slam by Earth (thrown packet)

Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

Mage - Fire:

Resource Pool: Fire

Maximum number of pool points: 10

6CP Frenzy by Fire (thrown packet)

Skill cost to cast: 2 pool

5CP Cantrip by Fire (thrown packet) - 30 seconds of uninterrupted focus Grants the caster 5 castings of 1 damage by Fire thrown packet at no pool cost. This skill cannot be used non-consecutively, all 5 uses must be used following the period of focus. This skill expires either at the end of battle, when any other skill is used, or when all 5 uses are expended. (this skill requires 30 seconds of focus while chanting an empowering phrase. The empowering phrase is an in-game verbal that must be minimum 10 syllables long) (the cantrip skill is immune to silence)

Skill consumes the grant attack slot

5CP Grant packet resist by Fire to self (touch cast to self)

Skill consumes grant packet defense slot

Skill cost to cast: 2 pool

5CP 3 Damage by Fire (thrown packet)

Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

3CP Agony by Fire (thrown packet)

Skill cost to cast: 1 pool

Mage - Ice:

Resource Pool: Ice

Maximum number of pool points: 10

5CP Cantrip by Ice (thrown packet) - 30 seconds of uninterrupted focus Grants the caster 5 castings of 1 damage by Ice thrown packet at no pool cost. This skill cannot be used non-consecutively, all 5 uses must be used following the period of focus. This skill expires either at the end of battle, when any other skill is used, or when all 5 uses are expended. (this skill requires 30 seconds of focus while chanting an empowering phrase. The empowering phrase is an in-game verbal that must be minimum 10 syllables long) (the cantrip skill is immune to silence)
Skill consumes the grant attack slot

5CP Weakness by ice (thrown packet)
Skill cost to cast: 1 pool

5CP Grant packet resist by ice to self (touch cast to self)
Skill consumes grant packet defense slot
Skill cost to cast: 2 pool

5CP 3 Damage by ice (thrown packet)
Skill cost to cast: 1 pool

4CP Disarm by ice (thrown packet)
Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

Medium:

Resource Pool: Echo

Maximum number of pool points: 10

5CP By voice expose unstable by Memory (voice cast)
Skill cost to cast: 1 pool

5CP Grant packet resist to self by Memory (touch cast to self)
Skill consumes the grant packet defense slot
Skill cost to cast: 2 pool

4CP Cure Frenzy by Memory (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose frenzy)
Skill cost to cast: 1 pool

4CP Cure Repel by Memory (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose repel)
Skill cost to cast: 1 pool

4CP Cure Weakness by Memory (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose weakness)
Skill cost to cast: 1 pool

4CP 2 uses of Heal 1 by Memory (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

Mender:

Resource: Restoration

Maximum number of pool points: 10

6CP Repair armor by Skill (this skill requires 1 minute of uninterrupted focus and roleplay indicating armor is being repaired) (touch cast)

Skill cost to cast: 1 pool

6CP Destroy weapon/shield by Skill (melee delivery)

Skill cost to cast: 2 pool

4CP Repair Weapon by Skill (touch cast)

Skill cost to cast: 1 pool

4CP Repair Shield by Skill (touch cast)

Skill cost to cast: 1 pool

3CP 1 Additional Armor Point (may only be purchased once)

3CP 1 Additional Armor Point (may only be purchased once)

Ninja:

Resource Pool: Chi

Maximum number of pool points: 10

5CP Parry by Skill (melee defense)

Skill cost to cast: 2 pool

5CP Grant packet resist to self by Skill (touch cast to self)

Skill consumes the grant packet defense slot

Skill cost to cast: 2 pool

5CP Silence by Skill (melee delivery)

Skill cost to cast: 1 pool

5CP Weakness by Skill (melee delivery)

Skill cost to cast: 1 pool

4CP 2 Damage by Skill (melee delivery)

Skill cost to cast: 1 pool

3CP Disengage by Skill

Skill cost to cast: 1 pool

Oracle:

Resource Pool: Vision

Maximum number of pool points: 10

6CP Short Repel by Memory (thrown packet)
Skill cost to cast: 2 pool

6CP Eyes From the Past - "Imbue to self ("Vocation") by Memory" after 1 minute of uninterrupted focus. This skill can only be imbued once per day. For the rest of the day you may spend 1 minute of uninterrupted focus and 2 pool to perform an action as if you had the Imbued Vocation Skill. (this skill will reset at 6 A.M. every morning) (Using this skill for Harvesting does not require the Ongoing Tool (Garden shears, Skinning knife, Pickaxe, or Prism) (Using this skill for Processing does require the corresponding Artifact Tools (Anvil and Hammer, Cauldron, Cooking Pot, Crucible, Garden Pot, Grindstone and Chisels, Ritual Board, or Tanning Rack)

4CP Grant Spell Shield by Memory (touch cast)
Skill consumes the grant packet defense slot
Skill cost to cast: 1 pool

4CP Grant Melee Guard by Memory (touch cast)
Skill consumes the grant melee defense slot
Skill cost to cast: 1 pool

4CP Grant 1 protection by Memory (touch cast)
Skill consumes the grant protection slot
Skill cost to cast: 1 pool

4CP 2 uses of Heal 1 by Memory (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

Paladin:

Resource Pool: Piety

Maximum number of pool points: 10

6CP Repair armor by Skill (this skill requires 1 minute of uninterrupted focus and roleplay indicating armor is being repaired) (touch cast)
Skill cost to cast: 1 pool

4CP 2 uses of Heal 1 by divine (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

4CP 2 Damage by Skill (melee delivery)
Skill cost to cast: 1 pool

4CP Slam by Skill (melee delivery)
Skill cost to cast: 1 pool

3CP 1 Additional Armor Point (may only be purchased once)

3CP 1 Additional Armor Point (may only be purchased once)

Poisoner:

Resource Pool: Toxin
Maximum number of pool points: 10

5CP Silence By Poison (melee delivery)
Skill cost to cast: 1 pool

5CP Weakness By Poison (melee delivery)
Skill cost to cast: 1 pool

5CP 3 Damage By Poison (melee delivery)
Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

3CP Slow By Poison (melee delivery)
Skill cost to cast: 1 pool

3CP Agony By Poison (melee)
Skill cost to cast: 1 pool

Ranger:

Resource Pool: Surveillance
Maximum number of pool points: 10

5CP Root by Nature (thrown packet)
Skill cost to cast: 2 pool

5CP 3 Damage by Skill (melee delivery)
Skill cost to cast: 1 pool

5CP Parry by Skill (melee defense)
Skill cost to cast: 2 pool

4CP 1 Additional Vitality Point (may only be purchased once)

3CP 1 use of Heal 1 by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

3CP Disengage by Skill
Skill cost to cast: 1 pool

Shaman:

Resource Pool: Spirit

Maximum number of pool points: 10

6CP Short Repel by Nature (thrown packet)
Skill cost to cast: 2 pool

5CP Grant packet resist to self by Nature
(touch cast to self)
Skill consumes the grant packet defense slot
Skill cost to cast: 2 pool

5CP Cantrip by Nature (thrown packet) - 30 seconds of uninterrupted focus Grants the caster 5 castings of 1 damage by Nature thrown packet at no pool cost. This skill cannot be used non-consecutively, all 5 uses must be used following the period of focus. This skill expires either at the end of battle, when any other skill is used, or when all 5 uses are expended. (this skill requires 30 seconds of focus while chanting an empowering phrase. The empowering phrase is an in game verbal that must be minimum 10 syllables long)(the cantrip skill is immune to silence)
Skill consumes the grant attack slot

4CP 2 uses of Heal 1 by Nature (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

4CP 2 Damage by Nature (thrown packet)
Skill cost to cast: 1 pool

4CP 1 Additional Vitality Point (may only be purchased once)

Skald:

Resource Pool: Imagination

Maximum number of pool points: 10

6CP By performance repel – Verbal call "By my gesture Repel for the duration of by my performance" (skill requires continuous performance of use of musical instrument, song, or poetry) (maximum of 2 minutes)
Skill cost to cast: 2 Pool

5CP By voice expose unstable by inspiration (voice cast)
Skill cost to cast: 1 pool

4CP Grant Spell Shield by inspiration (touch cast)
Skill consumes the grant packet defense slot
Skill cost to cast: 1 pool

4CP Grant Melee Guard by inspiration (touch cast)
Skill consumes the grant melee defense slot
Skill cost to cast: 1 pool

4CP 2 Damage by Skill (melee delivery)
Skill cost to cast: 2 pool

4CP 2 uses of Heal 1 by inspiration (touch cast/thrown packet) (this skill and the diagnose skill are required to diagnose damage or dead)
Skill cost to cast: 1 pool

Spellblade:

Resource Pool: Sorcery
Maximum number of pool points: 10

6CP Maim by Arcane (thrown packet or
melee delivery)
Skill cost to cast: 2 pool

6CP Destroy weapon/shield by Arcane
(thrown packet or melee delivery)
Skill cost to cast: 2 pool

5CP 3 Damage by Arcane (thrown packet or
melee delivery)
Skill cost to cast: 1 pool

5CP Grant packet resist to self by Arcane
(touch cast to self)
Skill consumes the grant packet defense slot
Skill cost to cast: 2 pool

4CP 1 Additional Vitality Point (may only be
purchased once)

3CP Resist Destroy by Arcane to own
weapon/shield
Skill cost to cast: 1 pool

Templar:

Resource Pool: Conviction
Maximum number of pool points: 10

6CP Maim by Skill (melee delivery)
Skill cost to cast: 2 pool

6CP Destroy weapon/shield by Skill (melee
delivery)
Skill cost to cast: 2 pool

5CP 3 Damage by Skill (melee delivery)
Skill cost to cast: 1 pool

3CP 1 use of Heal 1 by divine (touch
cast/thrown packet) (this skill and the
diagnose skill are required to diagnose
damage or dead)
Skill cost to cast: 1 pool

3CP 1 Additional Armor Point (may only be
purchased once)

3CP 1 Additional Armor Point (may only be
purchased once)

Chapter 5: Character Creation

Building a Character:

Elemist player characters are built using a combination of 2 character class skill headers, the general header, a character religion, and character profession. All character species have an assigned starting profession known as a “Free Vocation”. Additional professions can be purchased through the general skills header. Starting Characters at Elemist begin with 30 character points, or CP, in order to build their base character. Characters are limited to 2 class skills headers. All characters may dual class. All player characters start with 2 Vitality and 0 Armor points by default. Additional skills may be purchased to alter these starting values.

Character religions cannot be purchased out of game through the character generator. Religions do have skills that can be purchased once unlocked however, a religion must be joined in game. Religious headers and skills will be unlocked to a character individually following initiation to a church. Religions are explained in chapter 3 of the rule book however, the religious skills are not published. Those abilities are intended to be learned in game.

Character Points:

Characters will earn 5 CP for every full Event they attend and 2 CP for any one-day event attended. Options to earn additional CP through NPC shifts, assisting with game setup and teardown, and game donations will be available. Setup and Teardown of game are 1 CP each, NPC weekend shifts are 2 CP, and donations are generally 1 or 2 CP depending on the donation.

All characters start with 30 CP. Elemist will be running a CP cap of 45 at the starting

event. Rolling cap is expected to be an additional 10 cp above that 45 per event. Second event would have a cap of 55, third would be 65, fourth event 75, and so on.

Purchasing Resource Pool:

Resource Pool cost begins at 2cp and increases by 2cp per point. Players are assigned resource pools based on the class headers they choose. All players have access to a maximum of 2 resource pools. Characters start with zero pool points and all resource pool points must be purchased using CP.

The first resource of any type costs 2cp the second costs 4cp the third costs 6cp the fourth cost 8cp and so on, up to a maximum of 10 points per pool. Each character has access to 2 resource pools with a total maximum of 20 resource points distributed 10 per pool. A fully purchased pool will end up costing 110 CP for all 10 pool points. Characters max at 220 CP expenditures on pool.

Character Creation Steps:

Character creation is completed in the 8 steps outlined below.

Note – Starting Vitality for all characters is 2. Starting Armor points is 0. Skills may be purchased to alter these values.

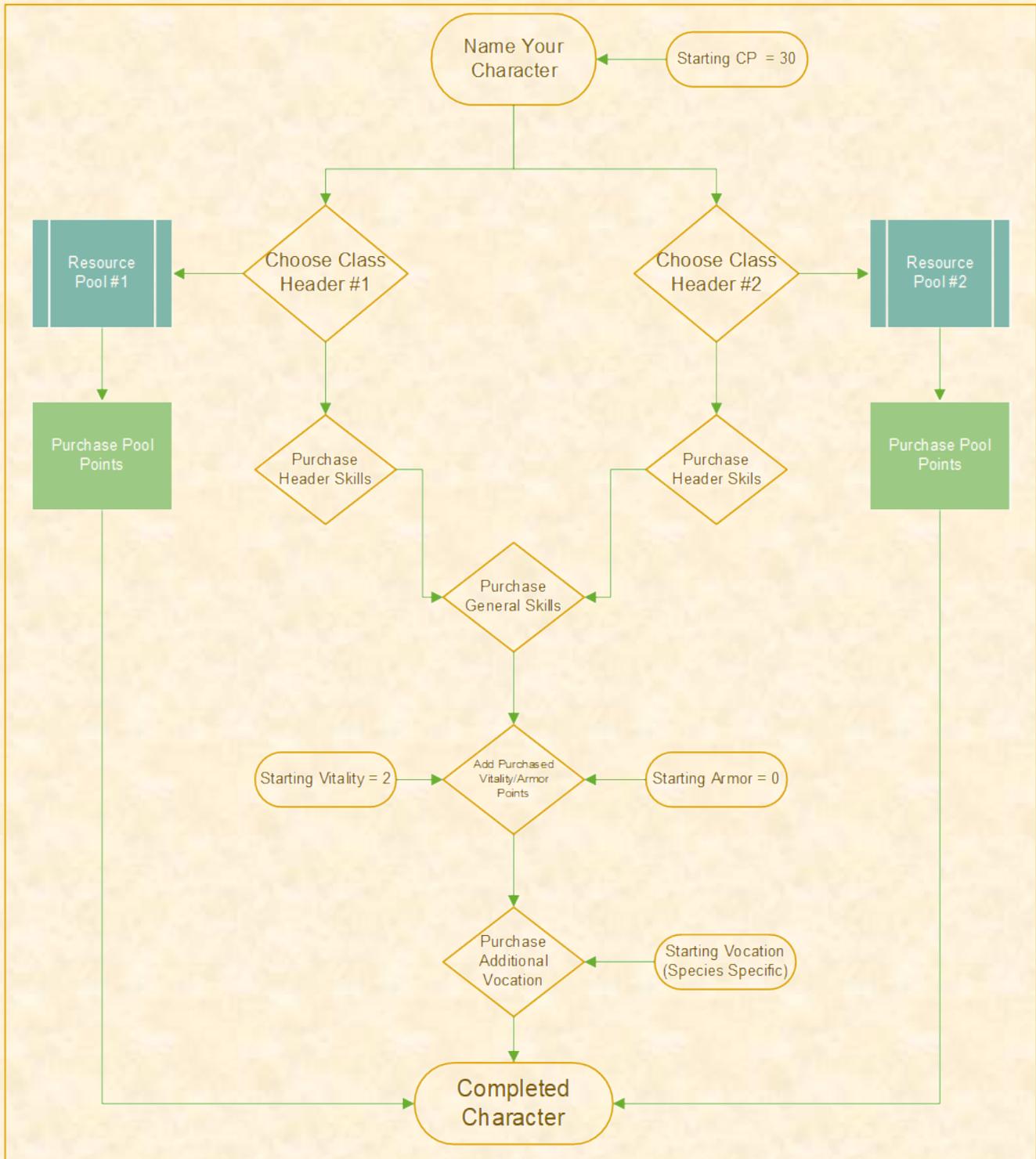
1. Step 1 – Name your character
2. Step 2 - Choose Species and Origin (Each Species also gains a free Vocation Skill) Species is found in Chapter 2 of the Rule book, character origins are also explained there. The list of origins available is listed below in chapter 5.
3. Step 3 – Choose Class Headers (Every character has access to 2 class

skill headers) Class Skill headers are explained in chapter 4.

4. Step 4 – Purchase Resource Pool Points.
5. Step 5 – Purchase General Skills
The general skills header is explained in chapter 4.
6. Step 6 – Purchase Class Skills
Class skills are listed in chapter 4.
7. Step 7 – Purchase any additional desired vocations. Available vocations are discussed in chapter 3.
8. Assign final Vitality and Armor numbers to your character. All characters start with 2 Vitality and 0 Armor. Add any additional points purchased through Class Headers or General Header skill purchases to assign final numbers.

Additionally: See Character Creation Flowchart on next page.

Character Creation Flowchart:



Character Species Origins:

Below are listings of every species type and the cities/towns they can be found in throughout the world of Elmeria. These are the primary homeland locations for each species. We encourage creativity in character building and are willing to work with players who wish to have their character originate at locations other than their normal hometowns, only if you have contacted plot staff and they have approved of an alternative origin.

Cogs:

Free Vocation - Smithing

Scarlet Glassworks - Awakened Cogs Only

Forgotten Forge - Both Awakened and Stasis

Clockwork Tower - Cog Capital, Awakened Cogs Only

Halls of Servitude - Stasis Cogs Only

The Scrapyard - Both Awakened and Stasis

Dampire:

Free Vocation - Chef

Crescent Isle Households:

- Rikon-Teyhak
- Kezren-Mantik
- Zentik
- Devon
- Lornel

- Styzil

- Tykel

Rikella Island Families:

- Rikon-Teyhak

- Tykel

Offshore:

- Descendants of Kezren
- Descendants of Zentik

Dwarf:

Free Vocation - Miner

Kingdom of Halstein - Oldest Kingdom

Kingdom of Halvard

Kingdom of Reidun

Port City of Val'Dun

Ketil - Multi-Species Village

Elves:

Free Vocation - Farmer/Herbalist

Capital City of Elderwood

Caretakers of Crann Darach - The Tree of Life (in service to the Priesthood)

Borrowick Grove

Roots Within the Woods (small families from the rural forests)

Goblin:

Free Vocation - Miner

Erland - Goblin Capital City

Ketil - Northern Mining and Fishing Village

The Tribal Haven of Trollsburg - Multi-Species Village

Dwarven Lowlands – Small mining towns

Human:

Free Vocation - Farmer/Herbalist

Port of Otta - A Shipfaring Iron Age People, Viking Aspects

Kingdom of Valpanna

The Spiritual Henge of Borrowick Grove

Kingdom of Linnake

Port Village of Hulia

Sailors of the Merides

Hearthstone City of Crescent Isle

Kolmar-Demonkin:

Free Vocation - Smithing

Blackstone Keep

Southern Magma Plumes

Merfolk:

Free Vocation - Chef

Sailors of the Merides (Primarily Ship Bound Lives)

Merfolk Capital City of Meredia

The Atlantean Ruins (in Service to the Selkie)

The Crescent Isle Western Shore (Fishing Village, some in service to the Vampire Households)

Port Village of Hulia

Mummykin:

Free Vocation - Ritualist

The Del-Tek Oasis

Scarlet Glassworks

Ruins of Zalika

The Great Pyramid of Tat'Ara

Nomadics of the Dunes

Neelam-Troll:

Free Vocation - Jewel Crafter

Sapphire Citadel - Capital City

The Tribal Haven of Trollsburg - Multi-Species Village

Erland - Goblin Capital City - Multi-Species Village

Orc:

Free Vocation - Hunter

The Boar Clan Encampment

The Razor Fang Boyz Encampment

Theze Bones Be Mine Encampment

Shallow Waters - River Based Nomadic,
multiple smaller tribes

The Tribal Haven of Trollsburg - Multi-
Species Village

Pexilee-Pixiekin:

Free Vocation - Alchemist

Hayven Grove Forest

The Forest of Eastern Rennik - Stranded by
a flickering gate within the last 30 years

Rejshiva-Ghostkin:

Free Vocation - Ritualist

The Grande Mausoleum - Port City of the
Damned

The Temple of Spirits

Tomb of the Lost Souls

The Clockwork Tower

The Ruins of Zalika

Nomadics of the Dunes

Shifters-Animal Folk:

Free Vocation - Hunter

Haven Grove Forest

The Hunting Grounds

The Forest of Eastern Rennik - Stranded by
a flickering gate within the last 30 years

Chapter 6: Starting Equipment

Starting Coin in Elemist:

All player characters in Elemist begin the game with 400 copper coins in their coffers. This copper can be used for starting equipment, or in game. The "Starting Equipment Guide" lists Consumables, Armor, Weapons, Shields, and Vocational Tools Available for Purchase. Any amount of coppers not spent is given to the starting character in coins. Starting coin can be spent prior to game on any items in the guide below.

Starting Equipment Guide:

Items are listed with cost first. All item costs on this list are given in value of copper.

Consumables:

- 12 - Rations (1 Sustenance)
- 15 - Produce Seeds
- 25 - Common Herb Seeds
- 42 - Stabilize Potion
- 54 - Heal 1 Potion

Armor:

Starting Armors have 3 Event Durability

- 84 – Armor, Light (up to 2 points)
- 168 – Armor, Medium (up to 4 points)
- 252 – Armor, Heavy (up to 6 points)

Simple Wooden Weapons:

Starting weapons with 2 Event Durability

- 36 - Short club
- 60 - Long club
- 84 - Great club

Quality Weapons:

Starting weapons with 3 Event Durability

- 30 - Thrown Weapon (x5)
- 54 - Dagger
- 84 - Sword
- 84 - Axe
- 84 - Maul
- 90 - Glaive
- 90 - Spear
- 90 - Staff
- 90 - Polearm
- 108 - Great axe
- 114 - Great Sword

Shields:

Starting shields have 3 Event Durability

- 66 - Buckler
- 108 – Shield (any shield other than buckler)

Vocational Tools:

Starting vocational tools have 4 Event Durability

100 - Ritual Board - Ritualist

- Harvesting Tools:

- ❖ 50 - Garden Shears - Farmer/Herbalist for Harvesting plants
- ❖ 50 - Skinning Knife - Hunter/Chef for harvesting meat, pelt, and hide
- ❖ 50 - Pickaxe - Miner for Harvesting Ore
- ❖ 50 - Prism - Ritualist for Harvesting Elemental Essence

- Processing Tools:

Each tool can process one item every two hours

- ❖ 100 - Cauldron - Alchemy for Brewing
- ❖ 100 - Gardening Pot - Farmer/Herbalist for planting seedlings
- ❖ 100 - Cooking Pot - Chef for Processing raw food into Sustenance
- ❖ 100 - Tanning Rack - Hunter for processing pelt into fur, and hide into leather
- ❖ 100 - Grindstone and Chisels - Jewel Crafter for turning raw gemstone into greater gems, lesser gems, or gemstone dust

- ❖ 100 - Crucible - Miner and Smith for Smelting Ore and Salvage
- ❖ 100 - Anvil and Hammer - Smith for Forging Weapons and Armor

Chapter 7: Weapons Guide

Weapons Chart:

Weapon Type	Minimum Size	Maximum Size	Type	Blade Color
Axe	24"	48"	One Handed	Grey/Silver/Black Brown/Silver Handle
Axe-Great	36"	60"	Two Handed	Grey/Silver/Black Brown/Silver Handle
Claws	18"	24"	One Handed	Red
Club-Great	36"	60"	Two Handed	Brown
Club-Long	24"	48"	One Handed	Brown
Club-Short	18"	24"	One Handed	Brown
Dagger	18"	24"	One Handed	Grey/Silver/Black
Fists	18"	24"	One Handed	Blue
Glaive	36"	60"	Two Handed	Grey/Silver/Black
Maul	24"	48"	One Handed	Grey/Silver/Black Brown/Silver Handle
Natural Weapons	18"	24"	One Handed	Green
Polearm	36"	72"	Two Handed	Grey/Silver/Black Brown/Silver Handle
Spear	36"	60"	Two Handed	Grey/Silver/Black Brown/Silver Handle
Staff	36"	72"	Two Handed	Grey/Silver/Black/Brown
Sword	24"	48"	One Handed	Grey/Silver/Black
Sword-Great	36"	60"	Two Handed	Grey/Silver/Black
Thrown Weapon	3" <i>core less</i>	18" <i>core less</i>	Thrown	Grey/Silver/Black/Brown

Shield Chart:

Shield Type	Minimum Size	Maximum Size	Type	Color
Buckler	8" round	12" round	One Handed	Any
Door Shield	6"x6"	24"x24"	One Handed	Any
Kite Shield	6"x6"	24"x24"	One Handed	Any
Round Shield	12" round	18" round	One Handed	Any

Appendix A – World Map

The World of Elmeria

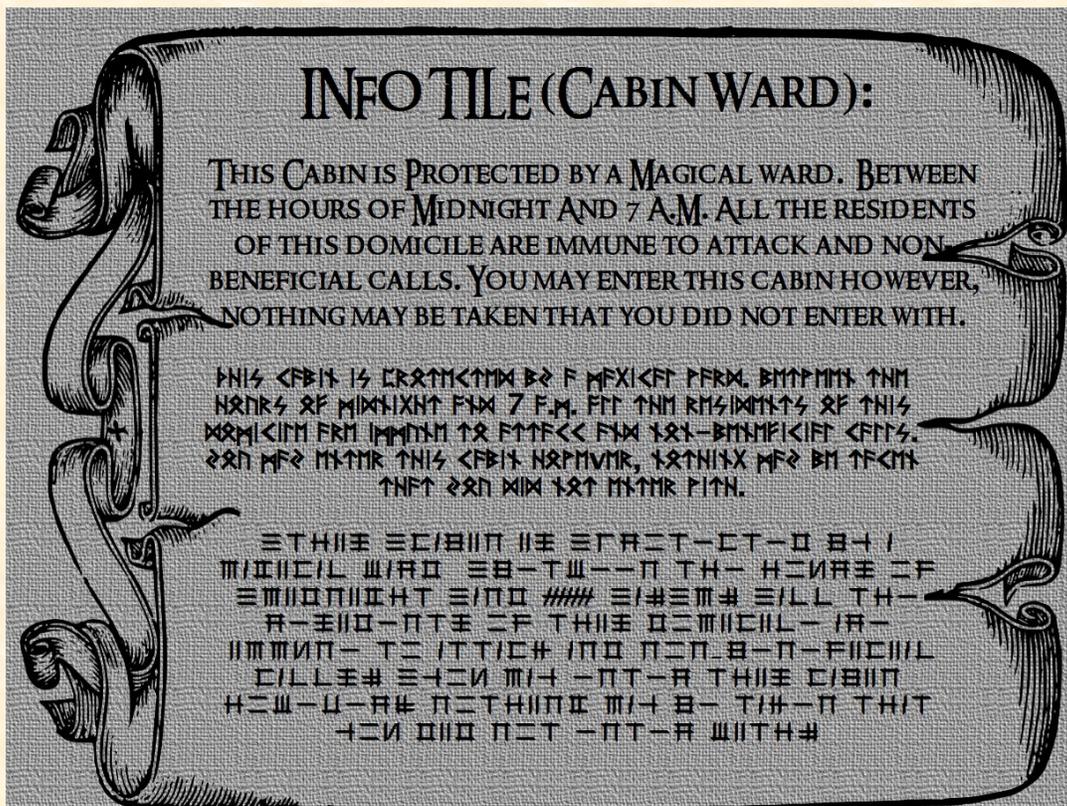


Appendix B – Cabin Ward

Cabin Ward:

The cabin ward skill in Elemist gives the player the ability to secure their domicile from harm or negative effect in-game each night. This skill uses a combination of ritual magic that is cast using a player verbal upon a ward token. The ward token is an in-game item provided by the player that shall be displayed at the entrance to the domicile that is being protected by the ward. Examples of ward tokens include, but are not limited to, dream catchers, un-lit candelabras, ritual stones, and so on. The token must be large enough to notice however, it cannot be anything that would be considered dangerous or present danger to others. The entrance to the domicile must be clearly marked with the Cabin Ward Information Tile as well. This information tile explains that the ward has been put in place and offers a clear explanation to both players and NPC's. The cabin ward token and information tile must be placed in a clearly visible area at or near the entrance to the domicile. These items cannot be hidden and must be large enough to see and read. If the token and tile are not distinguishable the ward upon that domicile will not be valid. This skill is intended to be used on player housing such as a cabin or tent and cannot be cast on a gathering place, tavern, or any other module space.

Cabin Ward Info Tile Example



This information tile is shown in 3 in-game languages for flair. This is just an example, and only common is required. The other languages depicted here are character choice. Many languages exist within Elemist however, almost all other than common will be released in-game.